



StarCastles

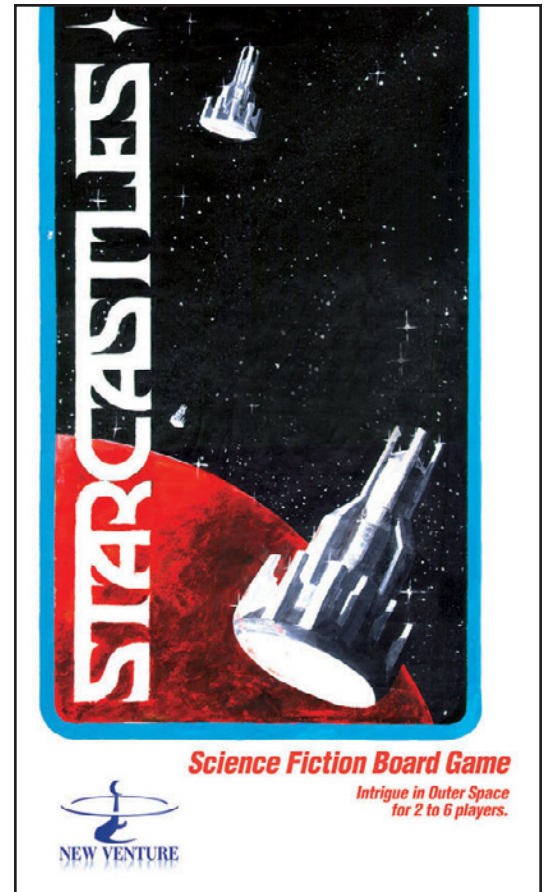
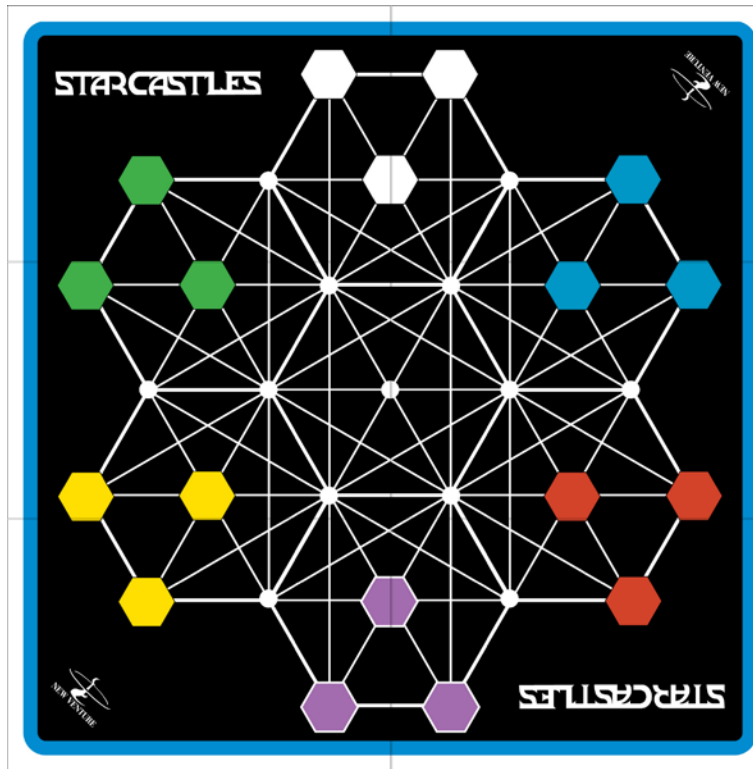
Science Fiction Board Game

Type: Abstract Strategy
Ages: 8+

Players: Two to Six
Duration: 20 - 30 minutes

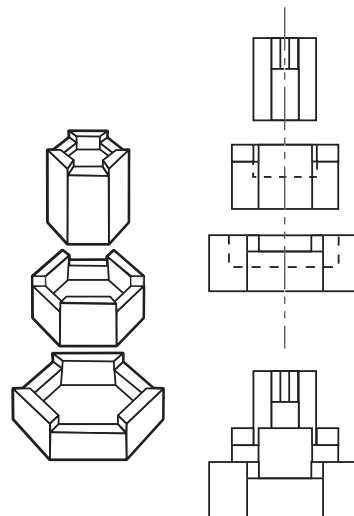
Synopsis:

StarCastles at first looks like a multi-level Chinese checkers. But of course there's more to it than that, with each piece having a unique power over the others as the game unfolds. And when the three pieces of one of your "StarCastles" are assembled, your power increases. Close games are the norm, maintaining the suspense right up to the final moves every time.



Equipment & Features:

StarCastles includes a gameboard with a geometric pattern upon it, plus six sets of special pieces (shown in the drawing, below). (The prototype uses circular pieces rather than hexagonal.) There are also four colored "Phase Gems" per player. (The prototype uses glass "slumped" marbles.)





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The Rules:

STARCASTLES is a game of strategy for two to six players ages 8 and up. The challenge: disassemble, move, and re-assemble three STARCASTLES in one of the six points on the opposite side of the board to win.

A STARCASTLE is comprised of a trio of specialized space-faring modules, as follows: the Power Base, energy center for the STARCASTLES; the Battlements, defensive and offensive modules; and the Spires, which house the command centers.

The players begin by setting up their STARCASTLES on the trio of star systems opposite their chosen destination (similar to the classic Chinese Checkers). The intersections of lines on the map are shown with points on them, called "Starpath Points." After choosing the player who is to make the first move, the players will take turns around the table disassembling, moving, then re-assembling their STARCASTLES at their destinations one move at a time.

The moves are made as follows:

SPIRES: The Spires move one Starpath Point per turn along the interconnecting lines on the board. They may land on any unoccupied point or "dock" with (land on) any Battlement or Power Base. In docking with another piece, that other piece (and any it may be docked with) is forced to remain at that point until the owner of the Spire chooses to move away. (Spires cannot be immobilized, because they cannot be landed upon.)

If a Spire lands on top of a complete STARCASTLE – that is, atop a Battlement which is on top of a Power Base – that Spire takes control of the entire STARCASTLE and can move the entire stack one Starpath Point per turn. The STARCASTLE need not be all of one color – the Spire can take control of any properly assembled STARCASTLE regardless of the color of its components!

BATTLEMENTS: The Battlements may be moved along any straight line of Starpath Points as far as desired by the owner. Battlement units may land in any unoccupied point or dock with any Power Base. That Power Base is forced to remain at that point until the owner of the Battlement chooses to move away. (It may be your own Power Base; the rule still applies.)

POWER BASES: The Power Bases may be moved along any straight line of Starpath Points as far as desired by the owner. A Power Base may land in any unoccupied point. A Power Base cannot land on another piece. A docked Power Base (one with other pieces on top of it) cannot move unless the docked modules above it have moved off first.

Any players' Spires and Battlements can dock with (land on) any lower piece, whether his/her own or that of another player. This allows a player to effectively "immobilize" his opponents' lower pieces for a while.

PHASE GEMS: Each player gets Four Phase Gems at the beginning of the game in their color. At the beginning of a player's turn, he/she may play a Phase Gem to any unoccupied space on the board. (If there is no unoccupied space, Phase Gems cannot be played in this round.) Only one Phase Gem can be in play at any time, and for only one round. Therefore, when the player's turn comes around again, if there's a Phase Gem of his/her color in play, it is removed from the board and taken out of play. Phase Gems can only be used once per game. The space upon which the Phase Gem rests cannot be occupied by any player pieces. After a Gem is placed, the player proceeds with his/her normal turn. Phase Gems cannot be replenished, so four is all there is for each player. Use them carefully!