



Free Game # 59 from Invisible City Productions, Inc.

A strategic pattern-matching game for 2 to 5 players. by Jonathan A. Leistiko

Object:

To accumulate Prestige by casting complex spells. .

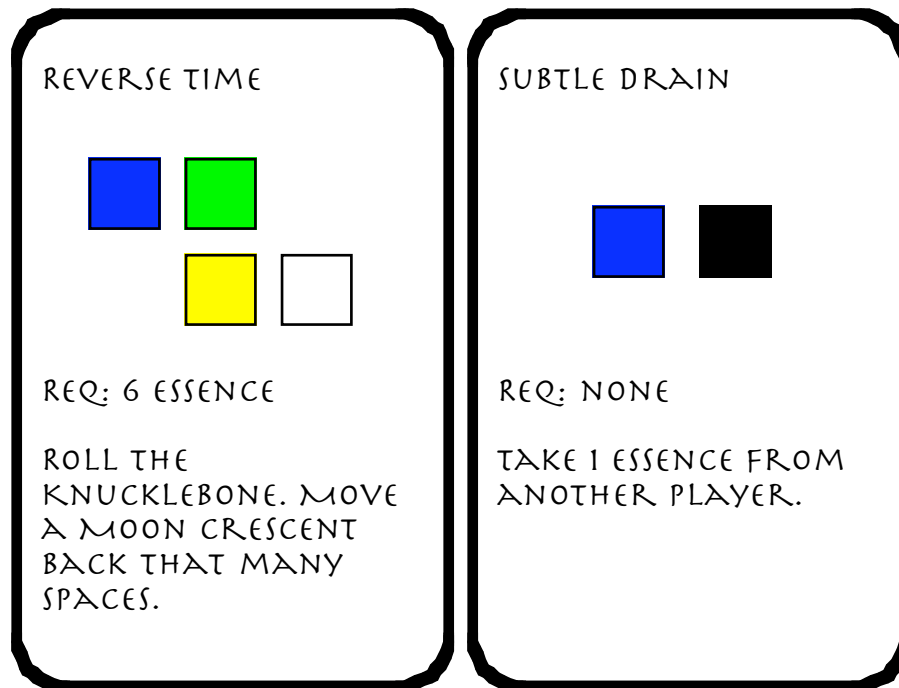
You Need:

- **Spell Components:** 6 Icehouse sets: Red, yellow, green, blue, white, and black.
- **A Knucklebone:** A six-sided die.
- **Prestige Certificates:** A standard deck of playing cards.
- **A Casting Field:** A checker board.
- **Moon Crescents:** Chess pieces or checkers equal to the number of players.
- **An Essence Pool:** lots of pennies, stones, or other generic markers,
- **A Spell Deck:** lots of index cards and a pencil for each player (or you can print out a sample deck from http://www.invisible-city.com/bazaar/spellcycles_cards/pdf).

Setting Up:

- If playing with player-created spells, have each player write about six spells on index cards. Set these Spell Cards aside as the Spell Deck. If playing with pre-made Spell Cards, just set them aside as the Spell Deck.
- **Creating Spells:** With respect to Spell Components, spells may only specify Spell Component color and sequence; they may not specify orientation or size as requirements. Note that sequence is important. Red, Yellow, Blue is not the same as Red, Blue, Yellow.

Example Spells



- Place the Casting Field where everyone can reach it. Set the Prestige Certificates and Essence Pool nearby, but not on, the Casting Field. You do not start with either of these in your possession.
- Set the Spell Components in a line next to the Casting Field. This is the Cauldron. Have each player take three randomly-selected large Spell Components from the Cauldron.
- Shuffle the Spell Deck. Deal out a line of eight spells (Only deal out four spells for a short game. Deal out twelve spells for a long game). This creates the Spell Line. Place all Moon Crescents on the first spell drawn.
- Choose a player to go first.

Play:

On your turn:

- 1. Refresh:** Take 1 Essence from the Essence Pool.
- 2. Renew:** Roll the Knucklebone to randomly select a large Spell Component from the Cauldron. Put it in your Apothecary. If the color chosen by the Knucklebone has no large components available, then roll again.

- 3. Contribute:** Take a Spell Component from your Apothecary and place it in an unoccupied space on the Casting Field.
- 4. Reap:** Any spell in the Spell Line with a Moon Crescent on it is an active spell. Compare the active spells in the Spell Line to the Casting Field. If you find a match, you may cast that spell. To cast a spell,
 1. Pay any costs required by the spell.
 2. Remove the Spell Components from the Casting Field that match the spell you're casting. Return these components to the Cauldron.
 3. Use the Cauldron to replace the Spell Components you removed with ones of the same color, but one size smaller. Do not replace small Spell Components.
 4. Enact the spell's effects.
 5. Once the spell's effects have resolved, gain Prestige Certificates equal to the number of Spell Components required by the spell, unless the spell itself indicates otherwise.

After you've cast a spell, you may cast another spell if conditions permit. You may not cast the same spell multiple times in one turn.

While Reaping, you may spend a point of Essence to change the color of a Spell Component on the Casting Field to any other color for the duration of one spell. If you have to replace a changed Spell Component, replace it with its actual color, not its assumed color. You may spend multiple points of Essence to use this effect multiple times.

- 5. Progress:** Move a Moon Crescent from a spell to the next spell in the Spell Line. If you must move a Moon Crescent off of the last spell, then remove that Moon Crescent from the game.

Play passes clockwise.

Winning:

The game ends when there are no Moon Crescents in play. The player with the most Prestiege Certificates at the end of the game wins.

Variants:SpellStackers:

Pieces may occupy the same space. Spells may require this.

Accelerando:

At the end of the Contribute phase, you may spend two points of Essence to place an additional Spell Component on the Casting Field. You may not do this more than once per turn.

Duel:

The goal of the game is not to accumulate Prestiege, but to defeat your opponents by reducing their Essence to zero. All players start the game with 5 Essence. When a spell would normally award Prestiege, it awards Essence instead. You may want to include more Essence draining and Essence gaining spells.

Extra Credit:

Keep the Prestiege Certificates face-down during the game. When tallying points at the end of the game, count cards with 2-10 as one point, royal cards as 2 points, and Aces as three points. The player with the most points wins.

Extra Credit v2:

Keep the Prestiege Certificates face-down during the game. Before tallying points at the end of the game flip the next Prestiege Certificate face-up. This is the Marker. All Prestiege Certificates that match the suit of the Marker are worth double. The player with the most points wins.

Origin and Credits:

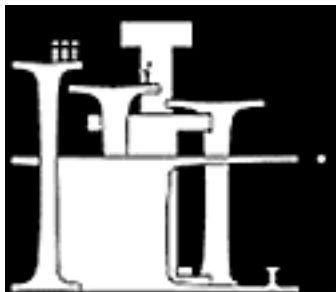
Inspired by a comment by Brandon from the Monday Night Games Night group. Concieved and drafted on 02/05/2004.

First playtest on 02/09/2004. Changed piece removal to reduction. Redrafted on 02/10/2004 and 11/19/2004.

Note that you don't have to use the colors specified, as long as you have 6 different stashes. You'd have to change the colors required by the pre-made spells though. Also note that you don't have to play with 6 stashes. You could play with four stashes if you don't have six. You'll have to modify the spell deck to omit any colors you're not using. Keep in mind that reducing the number of spells makes it easier to cast spells on the field.

I'm not so happy with the sample spells that I've included with this game. To tell the truth though, I really didn't want to include any sample spells. I'm fond of 1,000 Blank White Cards, 1,000 Blank White Questions, and other games that reflect the idiosyncracies of their players. I deliberately picked somewhat lame spells in the hope that'd encourage you (the players) to make your own, better spells. On that note, if you do create spells and you're willing to share them, please let me know.

Unedited as of November 2nd, 2004



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