

GEORGE R. R. MARTIN'S CYVASSE



A game for two players

Rules adapted by A. Marston Croft

Welcome to Cyvasse, a game of high strategy played throughout *A Song of Ice and Fire*.

To begin, each player will need to choose a side, Alabaster (White) or Onyx (Black). Each player will have the following pieces at their disposal;

3 rabble
3 spearmen
3 crossbowmen
3 light horses
2 heavy horses
2 elephants
1 catapult
1 trebuchet
1 dragon
and 1 king

In addition, each player will have a keep and 3 mountains.

SETTING UP THE GAME

Once sides are chosen, combine the board sections so they form a square. Place the screen so that it runs down the center of the board, obscuring each player's side from the other.

Each player then places their mountains anywhere they like on their half of the board. Once these are placed, each player may place their

keep anywhere on their half of the board that isn't adjacent to the screen. Once the mountains and keep are placed, choose a number of your playing pieces and place one in each of the tiles surrounding the keep (pieces may not be placed off of the board edge or on tiles occupied by mountains). These are called **home tiles**. Make sure that any remaining pieces (those not placed on the home tiles) are kept obscured from your opponent.

Determine order of play by flipping a coin. Remove the screen, and begin with the first player's turn.

TAKING TURNS

Each turn, a player must move a single piece or bring a piece out of reserves (the pieces that have yet to be placed).

Each piece has a different way of moving or a different power that will affect that move. Depending on their movement pattern, a piece will either move a single tile or a straight line in either the cardinal (orthogonal) directions or diagonally. In general, pieces may not move through other pieces, mountains, or the keep. If a piece can move to a tile occupied by

an enemy, they may replace that enemy piece. The enemy piece is then added to the moving player's captures.

In place of moving a piece, you may choose to bring a piece from your reserves into any open home tile. Your keep must be on the board to bring pieces out of reserves. You may not move from reserves to capture an enemy piece in one of your home tiles.

WATER

Whenever a piece (except for the Dragon) would move through a water tile, they are stopped on the water tile.











DESTROYING THE KEEP

Enemy keeps may be destroyed by moving so that two home tiles are occupied by your pieces. Once a keep is destroyed, it and all of the pieces in that player's reserves are added to your captures.

WINNING THE GAME

The game is won as soon as a king is captured. This may either be a capture from the board or from reserves (if the king was in the keep when it was destroyed).

THE PIECES OF CYVASSE

PIECE	MOVEMENT	POWER
RABBLE	 Rabble may move a single tile in the cardinal directions	When you move a Rabble, you may choose to move a second Rabble immediately afterward
SPEARMAN	 Spearmen may move a single tile in the cardinal directions	In place of moving a Spearman normally, you may choose to swap its position with a friendly piece in an adjacent tile
CROSSBOWMAN	 Crossbowmen may move a single tile in the diagonal directions	In place of moving a Crossbowman normally, you may move them directly into any unoccupied forest tile
LIGHT HORSE	 Light Horses may move any number of tiles in the cardinal directions	A Light Horse may move off of the board edge and continue its movement in the same direction from the opposite board edge
HEAVY HORSE	 Heavy Horses may move any number of tiles in the cardinal directions	A Heavy Horse may bypass friendly pieces while moving
ELEPHANT	 Elephants may move any number of tiles in the cardinal directions	An Elephant may not be captured unless another enemy piece is adjacent to it
CATAPULT	 The Catapult may move any number of tiles in the diagonal directions	The catapult may capture up to two enemy pieces with a single move
TREBUCHET	 The Trebuchet may move any number of tiles in the diagonal directions	The Trebuchet may bypass all friendly and enemy pieces when moving to capture
DRAGON	 The Dragon may move any number of tiles in the cardinal or diagonal directions	The Dragon may bypass mountains when moving and are unaffected by water tiles
KING	 The King may move one tile in the cardinal or diagonal directions	No special power