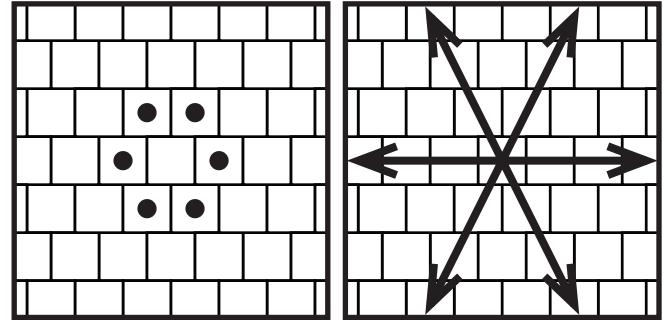


# Nine-Tile Cyvasse

Cyvasse is a fictional, chess-like board game played in *A Song of Ice and Fire*, a series of novels by George R. R. Martin. Nine-Tile Cyvasse is a creative interpretation of how the game might be played. The rules and components are intended to be completely consistent with the text through *A Dance with Dragons*, the latest in the series at the time of writing.

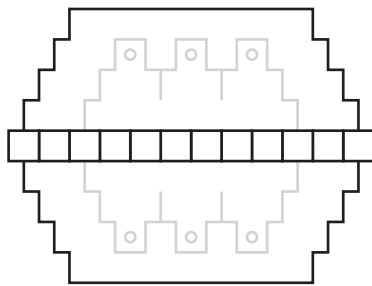
## Components

The board consists of a base and two sets of nine rearrangeable tiles. The squares on the tiles and the row of squares in the center of the base indicate where pieces may be placed. Each square can be adjacent to (i.e. share an edge with) up to six others, in each of six directions. There are two sets of pieces distinguished by color. Each set contains twenty-three pieces of ten types.

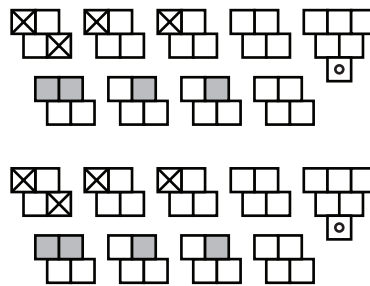


The dots indicate the six squares adjacent to the middle square.

The arrows show the six directions of the game board.



the board base



the tiles



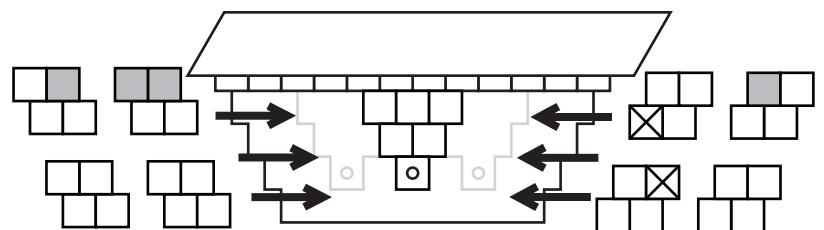
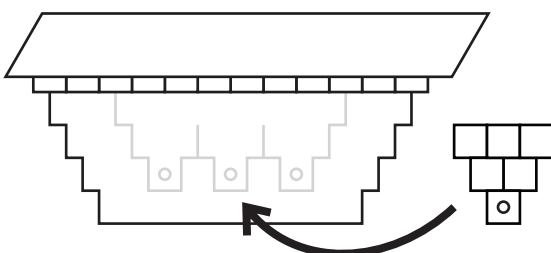
the pieces

## Setup

In the setup phase, each player will simultaneously arrange her own side of the board. To begin, each player takes the set of pieces of her chosen color and one full set of tiles (both sets are identical). Then, the screen is placed in the middle of the board base, along the row of squares, so that neither player can see the other's side. With the screen in place, each player sets up her side by following these steps in order:

1. Place the large triangular tile in one of the three positions marked on the board.

2. Fill in the rest of the space indicated on the board, using every available tile. Note that the tiles can be placed with either side facing up.





## Engagement

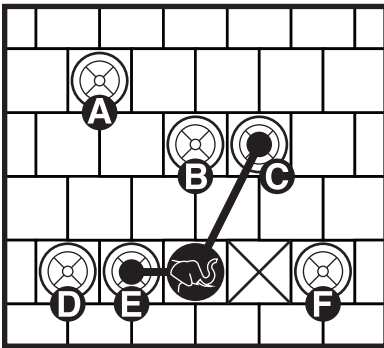
Every piece has an *armor class* and an *engagement range*, both determined by its type.

A piece is considered to be *engaged* by an opposing piece if there is a straight path between them whose distance is equal to or less than the opposing piece's engagement range, and if the path does not pass through a mountain square or a square occupied by a piece of the same color as the engaged piece.

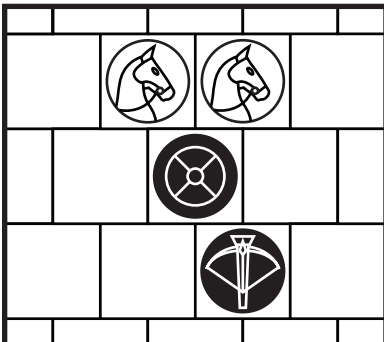
The distance between two adjacent pieces is 1; the distance between two pieces with a square between them is 2; etc. Most pieces have an engagement range of 1, which means they simply engage any opposing piece(s) they are adjacent to.

A piece's *armor class* determines how many opposing pieces must be engaging that piece for it to be captured: pieces with *heavy armor* must be engaged by at least two pieces, pieces with *light armor* at least one, and *unarmored* pieces can be captured without being engaged at all. Note that a capture can be made using a piece that is not engaging the captured piece.

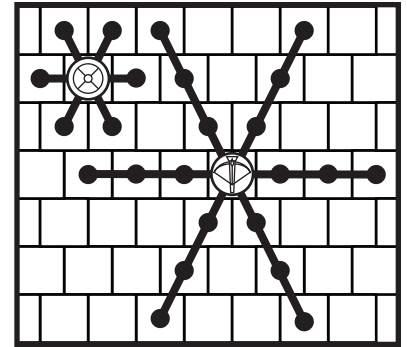
Engagement is only calculated *before* performing a capture. For example, a Heavy Horse *cannot* capture an opposing, unengaged Rabble two spaces away by engaging it en route to its square.



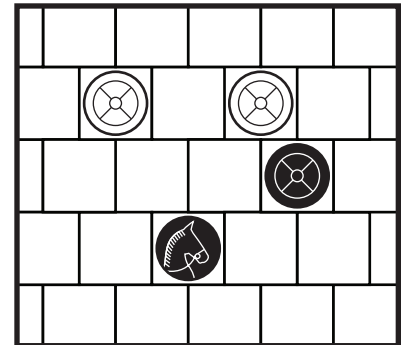
The Elephant, with an engagement range of 2, is engaging Rabble C and E. The other Rabble are not engaged: A is too far away (3 spaces), B is not on a straight path from the Elephant, D is blocked by E, and F is blocked by a mountain.



Heavy Horse have heavy armor. The Heavy Horse on the left can be captured by the Rabble, since it is engaged by two pieces: the Rabble and the Crossbows. The Heavy Horse on the right cannot be captured, since it is only engaged by one piece: the Rabble.



comparison between the engagement range of a Rabble (1) and a Crossbows (3)



Rabble have light armor. The white Rabble on the right is engaged by the black rabble, so it can be captured by the Rabble or the Light Horse. The white Rabble on the left is not engaged, so it cannot be captured.

## Mountains and Water

Squares marked with an 'X' are *mountains*. Mountain squares cannot be entered by any piece except a Dragon, and any two pieces with a mountain between them cannot engage one another.

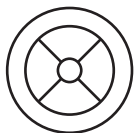
Squares that are shaded gray are *water*. If a piece is on a water square, it cannot engage other pieces.

## End of the Game

If one player captures the other's King, that player wins. If the player whose turn it is cannot move any of her pieces, her opponent wins.

## Types of Pieces

Listed below are the ten types of pieces. A piece's type determines its armor class, movement allowance, and engagement range. There are also special rules pertaining to each type. In any case where these special rules contradict the general rules listed above, follow the special rules.



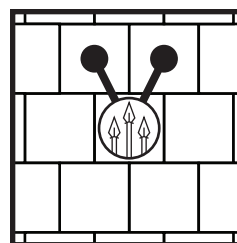
**Rabble** (x6) — light armor, movement allowance 1, engagement range 1

If a player performs a normal move with a Rabble, she may perform a second normal move with a different Rabble on the same turn.



**Spears** (x3) — light Armor, Movement Allowance 1, Engagement Range 1

A Spears can only engage or capture a piece in the two spaces directly in front of it (as if the Spears is facing away from the player it belongs to). Opposing pieces cannot move through either the two spaces in front of a Spears in one movement (though they can move either into or out of these spaces).

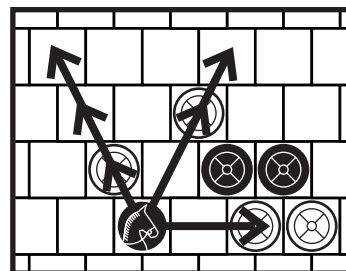


*The two squares directly in front of a Spears*



**Light Horse** (x3) — light Armor, Movement Allowance 3, Engagement Range 1

When capturing, a Light Horse can move beyond the square containing the captured piece, continuing in a straight line. Note that the total distance moved must still be less than or equal to 3, and that mountains and opposing pieces still block movement.



*Possible capture paths for a Light Horse*



**Heavy Horse** (x2) — heavy armor, Movement Allowance 2, Engagement Range 1

When capturing, a Heavy Horse can move beyond the square containing the captured piece, continuing in a straight line. Note that the total distance moved must still be less than or equal to 2, and that mountains and opposing pieces still block movement.



**Elephant** (x2) — heavy armor, Movement Allowance 1, Engagement Range 2

An Elephant has a movement allowance of 2 when used to perform a Capture, but cannot move through other pieces.



**Crossbows** (x2) — unarmored, Movement Allowance 2, Engagement Range 3

Crossbows cannot capture.

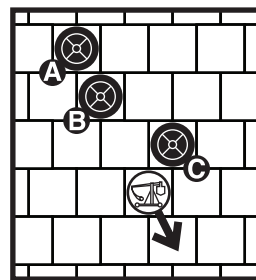


**Trebuchet** (x1) — unarmored, Movement Allowance 1, Engagement Range 4 (min. 2)

A Trebuchet cannot engage a piece adjacent to it. To perform a capture with a Trebuchet, follow these steps:

1. Choose as the captured piece any opposing piece that is both sufficiently engaged, and engaged by the Trebuchet itself.

2. Move the Trebuchet one square in the direction opposite the captured piece, and remove the captured piece. If the Trebuchet cannot move as described, the capture cannot be performed.



*The Trebuchet can capture Rabble B, moving as indicated. It cannot capture A or C, because it is not engaging them.*



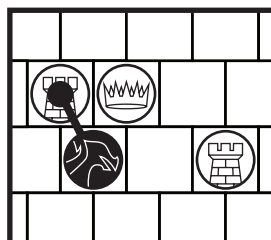
**Dragon** (x1) — heavy armor, Movement Allowance 4, Engagement Range 2

A Dragon can move through mountain squares and squares containing opposing pieces, but cannot end its movement on such squares (unless performing a capture).



**Tower** (x2) — heavy armor, Movement Allowance 0, Engagement Range 1

Towers cannot be moved. A piece that is adjacent to one or more opposing Towers cannot engage any pieces except the adjacent Tower(s).



*The Dragon is not engaging the King, because the Dragon is next to an opposing tower. The Dragon is engaging the left Tower.*



**King** (x1) — light armor, Movement Allowance 1, Engagement Range 1

When performing a move from a square adjacent to a Tower of the same color, a King can be moved two squares, into the square on the opposite side of the tower, as long as the move is an otherwise valid normal move or capture.

### The Tiles

Both faces of each of the nine tiles that comprise a full set are shown here. Each player uses one of the two identical sets to set up his side of the board.

