

Kolossus

"The Citadel of Time"

Content

- 1 rule book
- 1 game board (level 1)
- 49 landscapes, comprising:
 - 24 landscapes: „Woods“ (level 2)
 - 16 landscapes: „Hills“ (level 3)
 - 8 landscapes: „Mountains“ (level 4)
 - 1 monument: „Citadel of Time“ (level 5)
- 4 character boards
- 32 miniatures
(1x Colossus, 2x Guardian, 5x Warrior per colour)
- 80 mana points
(20x per colour)
- 12 „Crystals of Time“ (transparent)
- 4(?) four-sided dice (d4)

Prologue

In the beginning there was the Ether. Noone knew where those vast sphere-ships, floating on the Ether's stream, came from. But whenever they encountered, elemental powers met and created impressive hovering isles. Over thousands of years these islands have grown and have faded. Except for one...

In these days a proud race, rified with beauty and dignity, lived on this young world. These people led a life balanced with their environment and sharing the power of their artefacts with all living things. So they isolated the essence of time to bind it to twelve powerful crystals. They built the mighty Citadel of Time in the heart of the island where they used the pulsating force of the crystals to fathom out what has been, what is and what will be to change the course of the universe itself...

For milleniums the omen has been feared and awaited anxiously. Two of the four bright suns darkened and deep shadows fell on the island. The Citadel of Time would fall! The young folks would come and tremor the world.

The sphere-ships, fulfilled with astral energy, unloaded a tremendous quake when they landed on the isle. A colossus surrounded by mighty guardians. Voices, at first barely audible, rising to a deafening roar from thousand throats.

The following rules are structured in chapters. With each subsequent chapter new rules are introduced, complexity increases and the influence of luck decreases. Unless new rules are introduced, the rules of the previous chapter(s) are valid.

Chapter 1

The Arrival

Beginners Game

This chapter contains the basic rules and the essential course of the game.

I. Game Setup

Place the game board on the table, accessible to every player. Build a zikkurat using the 49 gaming pieces. Finally put a „Crystal of Time“ on top of the „Citadel of Time“ (s. picture #1).

picture #1

II. Start of game

In the first round of the game the oldest player is the first player. The first player takes control of the characters according to the warband he chooses:

Tua'tha Blue
Krell Yellow
Ishtari Green
Firbolg Red

Now all players place their miniatures in a corner of the game board (starting position, s. picture #1).

The two players, who are sitting diagonally opposite form an alliance.

In a game of three players, one player commands two warbands and in a game of two players, each player commands two warbands.

Every round begins with the first (starting?) player continuing clockwise. A round is finished when every player has made his turn.

In the following rounds the player who is able to capture a „Crystal of Time“ becomes the new first (starting?) player.

III. Invasion

When the four warbands invade the island, they cause the Great Quake. This event happens only once at the beginning of the game!

The first player throws his die (d4) and chooses one of the five central regions:

A region is a line up of horizontal or vertical landscapes.

In the game of Kolossus there are 11 horizontal + 11 vertical = 22 regions

Depending on the result the die the player moves the chosen region.

A region:

- can only be moved for max. 4 spaces.
- is always moved straight in one direction.
- can only be moved once during the Great Quake.
- is always moved from its outer landscape.

Now the other players continue clockwise. Moved landscapes, which cross the border of the game board, are not in the game anymore.

IV. Battle

In the beginning of every round a "Crystal of Time" is placed on top of the "Citadel of Time". The players perform their actions for a maximum of twelve rounds one after another, according to the following sequence:

1. Die of Destiny

Roll one die for your activation points (the number on the bottom) to determine the number of miniatures you are able to activate in your turn:

- 1:** 1 Warrior
- 2:** 2 Warriors or
1 Guardian
- 3:** 3 Warriors or
1 Guardian + 1Warrior or
1 Colossus
- 4:** 4 Warriors or

1 Guardian + 2 Warriors or
2 Guardians
1 Colossus + 1 Warrior

Character Classes (miniatures):

Warrior

The warriors are the prevalent part of your forces. Don't underestimate their reliability! They are absolutely lethal in short distance combat.

activation: 1 point

movement: 1 d4

The Warriors have the shortest movement range of all characters/miniatures (1-4 spaces). A Warrior can be moved vertically, horizontally or diagonally.

Guardian

The Guardians are your heavy units. They are much stronger than warriors and they are able to achieve a higher grade of specialization.

activation: 2 points

movement: 2 d4

A Guardian can be moved vertically, horizontally or diagonally and change direction once during his movement.

Colossus

You are the Colossus! You are immortal! You are unstoppable! Your weapon and your war cry will change the course of time.

activation: 3 points

movement: 3 d4

A Colossus can be moved vertically, horizontally or diagonally and change direction once during his/her movement. A Colossus can jump to skip levels.

2. Movement

Choose a character class (Warrior/Guardian/Colossus). Roll the corresponding number of dice (1 d4/2 d4/3 d4) to determine the movement points, i. e. the maximum movement range of one miniature of the chosen class. A miniature can be moved as many spaces as the result of the die/dice, less or even none. Every miniature on the board can be activated only once per turn. Continue until you have spent all activation points.

Example:

Player A rolls a „3“ on his die of destiny and decides to activate a Guardian. Then he throws 2 d4 (showing 2 and 3) for a total of 5 Movement points. Now Player A may move one of his Guardians up to 5 spaces.

Movement is conducted always straight in one direction. A miniature can only move from one space to another, if the levels of these landscapes are equal or differ in one level (level 1 to level 1, level 2 to level 3, level 4 to level 3 etc.). You can only skip and therefore ignore levels with your Colossus.

A moving character may enter a space occupied by one of your own miniatures. However this character is not allowed to end his movement on such a space.

When you move a character on a space occupied by an enemy character, the movement ends immediately and the opponent character is beaten.

The Colossus and his/her Guardians are allowed to change direction once during their movement. The remaining movement is conducted straight in the new direction.

V. End of game

There are two ways of winning the game:

1. After 12 rounds of play the alliance who was able to conquer the majority of Crystals of Time“ wins the game. If none of the alliances collected a majority of Crystals after 12 rounds of game play, the alliance which conquered the last crystal of time wins the game.

2. If one player has lost all of his characters once during play, game stops and his alliance has lost the game immediately.

Chapter 2

The Power of Mana

Advanced Game

This chapter explains the use of skills.

I. Character board

At the beginning of the game every player receives a character board and 20 mana points. Then you may individualize character classes. Distribute a total of 4 mana points to the skills „Attack“ and „Defence“ of the Warrior, Guardian and/or the Colossus on the character board. These enhancements effect all characters of the same class (s. picture #2). Place the 16 remaining mana points beside your character board as your supply.

picture #2

Skills:

Attack: These mana points are added to the movement points of this character class. So the ability to move farther and to beat an opponent's miniatures increases.

Defence: These mana points increase the defence of a character class. An attacking enemy character needs not only to enter the space of your miniature but also has to have left at least as many movement points as your defence value.

II. Mana points

Use the table below to determine how many mana points you receive in your turn:

Note: This rule is even valid in the first round (Invasion)

Max. result of the die of destiny		Result of the die of destiny		mana points
4	-	1	=	3
4	-	2	=	2
4	-	3	=	1
4	-	4	=	0

Put this amount of mana points in the middle of your character board. The character skills can be enhanced with these mana points at the end your turn (after movements).

No mana points are placed in the mana pool before Chapter 3!

Chapter 3

Lords of Destiny

Expert game

This chapter explains the use of „Titan Powers“ and „Titan Weapons“.

I. Mana Pool

At the end of your turn distribute your newly achieved mana points between your character skills and/or your mana pool (max. 5 points). You may also charge your Titan Weapon with two manapoints.

II. Titan Weapons

Only a Colossus can use a "Titan Weapon" when he/she is activated!

Sword of Storm:

The Colossus may proceed his movement after beating an opponent miniature. So the Colossus may be able to beat more than one enemy character during his

movement if he has left enough movement points. The enemy's "defence" skill is still valid. Put the mana points back into your supply after you have used the Sword of Storm.

Whip of Wrath:

The Colossus ignores the enemy's "defence" skill when he beats an opponent character. Put the mana points back into your supply after you have used the Whip of Wrath.

Spear of Vengeance:

The Colossus may beat an opponent miniature from a distance. After activation (and movement) you can use the remaining movement points to beat a miniature standing directly horizontally, vertically or diagonally to your colossus. No other miniature has to stand in the way. You can only beat one miniature with the Spear of Vengeance. The enemy's "defence" skill is still valid. Put the mana points back into your supply after you have used the Spear of Vengeance.

Example:

The Colossus Dagda (Ishtari) is activated. Player A rolls 8 movement points. He moves Dagda 3 spaces. Now Player A throws the Spear of Vengeance to beat a Firbolg Guardian. The Firbolg stands 3 spaces vertically away and has 2 mana points on "Defence". Therefore Player A is able to beat the Firbolg with his remaining 5 movement points.

Hammer of Doom:

The Colossus may attack all opponent miniatures standing next to him. After activation (and movement) you can use the remaining movement points to beat every opponent standing right next (straight or diagonally) to your colossus. To beat a character you need one movement point plus the enemy's defence value. Put the mana points back into your supply after you have used the Hammer of Doom.

II. The Titan Powers:

Initiative:

Cost: 1 mana point from your mana pool (back to your supply)

Add 1 point to the result of your die of destiny.

You must not increase the result of your die of destiny higher than 4. Use "Initiative" right after your die roll. You receive as many mana points as the new result indicates.

Earthquake:

Cost: 3 mana points from your mana pool (back to your supply)

Move a region one space forward or backward.

You may activate "Earthquake" only before or after moving a character. Miniatures on a landscape of a moved region are moved with the landscape. Miniatures standing on a level 1 space (game board) of a moved region are moved as if they were a landscape. Miniatures or landscapes which cross the border of the game board are not in the game anymore (these miniatures are beaten).

You must not move the "Citadel of Time" off the game board!

Rebirth:

Cost:

Warrior 1 mana point from your mana pool (back to your supply)

Guardian 2 mana points from your mana pool (back to your supply)

Colossus 3 mana points from your mana pool (back to your supply)

Reawake your beaten miniatures.

You can use "Rebirth" in your activation and movement phase. Pay the cost of the miniature you want to restore. Then you can place the figure on any free space of your starting position.