

SPELLBINDER



A TASK FORCE GAME

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(1.0) BACKGROUND

In the year 207 S.A., a group of wizards were exiled from their home country following a ban on all wizardry. The wizards and their armies of men, orcs, and other creatures wandered for many years before coming into an uninhabited area which they eventually named Silomant (which is interpreted as "Fertile Home").

The senior and the most powerful of these wizards was Yamantsar, and it was he who soon discovered that there was an energy force in Silomant more powerful than any he had ever encountered. He discovered that this energy force could be harnessed and used in the working of magic. Thus, the energy force came to be known as the Spellbinder Force.

The wizards spent the first several years in Silomant building their strongholds and perfecting their magic. Yamantsar built the largest stronghold which he call Yof-Pintre ("The Pinnacle") because it was the highest point in Silomat. At Yof-Pintre, the Spellbinder Force was stronger than any other place in Silomant; thus, Yamantsar was assured of remaining the strongest of the wizards. The other four principal wizards, Darman, Sharn, Algona, and Umaron, located their strongholds around the Pinnacle and named them Castle Elsmoor, Pindragalf, Castle Coving, and Aramet Shur, respectively.

All was peaceful for several years, but then in 215 S.A., Yamantsar left with his armies to conquer other lands. When Yamantsar had not returned after two years (nor had he been heard from), Darman, Sharn, Algona, and Umaron became restless. Each decided it was time to lay claim to Yof-Pintre and install himself as the chief wizard. So began the fight for The Pinnacle.

(2.0) GAME EQUIPMENT**(2.1) THE GAME MAP**

The 16 x 20 inch map represents the land of Silomant where the chief wizards had built their strongholds. The hexagonal shapes (hexes) on the map are important for the placement and movement of the playing pieces. To make the map lay flat, back-fold it against the creases. Players may wish to use small pieces of masking tape on the corners to hold the map flat, or they may wish to place a sheet of glass or plexi-glass over the map. Various terrain features are depicted on the map through the use of symbols and colors. The effect of these terrain features on the movement of the playing pieces will be described later.

(2.2) THE PLAYING PIECES

The half-inch square playing pieces represent various wizards, armies, ships, and record keeping markers used in the playing of SPELLBINDER. The "wizard" and "army" playing pieces will hereafter be referred to as "units," and the "ship" and "record keeping" playing pieces will be referred to as "markers."

(2.21) WIZARDS

The four wizard playing pieces represent the actual leaders of the four factions. The name of each wizard will be found on the playing piece representing him.

(2.22) THE ARMIES

There are nine playing pieces each that represent the armies of the four factions. The army of each wizard is played in the same color as the playing piece for the wizard.

(2.23) GARRISON TROOPS

There are four playing pieces of garrison troops (yellow on black) which will be used to represent various castle guards or armies depending on the scenario played (9.0).

(2.24) THE SHIPS

There are two markers which represent ships. These markers are used to move units onto the island of Yof-Pintre. Their function will be fully explained later in the rules (4.6).

(2.25) RECORD KEEPING MARKERS

Each player of SPELLBINDER will have a "spellbinder point" marker and a "spell" marker. These markers are neutral and may be used by any player. Their use will be fully described later in the rules.

"Yof-Pintre Shall Be Mine!"

It had been two long years since the chief wizard Yamantsar had left to conquer other lands. During this time, not one word of the whereabouts of Yamantsar had come back to Silomant; the other wizards did not know if Yamantsar was even still alive. The four principal wizards remaining: Darman, Sharn, Algona, and Umaron all were becoming restless. As they gazed out from their castles toward Yof-Pintre, the immense island stronghold of Yamantsar, their greed for power began to take hold on them. In his mind, each determined it was time to become the new chief wizard.

SPELLBINDER is a fantasy game of wizards and armies for two to four players. Players will use spells, and make and break alliances as each attempts to become the most powerful wizard in Silomant and lay claim to Yof-Pintre, "The Pinnacle."

SPELLBINDER

- Three Scenarios and a Campaign Game
- Playing time: two hours
- Complexity: moderate
- Designer: R. Vance Buck

