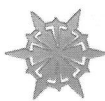


BLUE ARMY SPECIAL POWERS REFERENCE SHEET



TURN TO STONE

The White Witch's wand gives her the power to turn her enemies to stone. The White Witch may use this ability instead of taking her normal turn or attacking. To turn an enemy piece to stone, first reveal the location of the White Witch, then declare, "Turn to Stone." Then choose one enemy piece, up to 2 spaces away (vertically, horizontally, or diagonally) to attack. Reveal the piece to your opponent, and if it is not Spring Magic, the Flag, or Aslan, turn it sideways, and leave it on the board. This piece cannot be moved again or captured from play until the spell is broken.

NOTE: The wand's magical powers work by line of sight, so she may not cast this spell over or around another game piece or through a Boulder space. Additionally,

Spring Magic, the Flag, and Aslan are all immune to this Special Power.

TURKISH DELIGHT (ENCHANT)

The White Witch's arcane magic gives her the power to enchant good characters and turn them to her side. The White Witch may use this ability instead of taking her normal turn or attacking. To enchant an enemy piece, first reveal the location of the White Witch, then declare "Enchant." Choose one enemy piece, which is adjacent to the White Witch, vertically, horizontally, or diagonally. Reveal that piece to your opponent. If it is not Spring Magic, the Flag, Aslan, Peter, Susan, or Lucy, (since these pieces are "immune" to the enchanting powers of Turkish Delight) then it immediately comes under the control of the Blue army. Turn the piece

completely around, and for the rest of the game it will remain a member of the Blue army. It retains any special powers it had as a Red piece. It may not be "Turned to Stone" and may only be removed from play after it has been captured by a Red piece.

NOTE: Enchanted pieces may not be attacked with Arrows.

QUICKNESS

Otmin and The Giant have the added power of "Quickness" and may move 2 spaces vertically, horizontally, or any combination *except* diagonally. If the first space is occupied by an opponent's piece (causing an attack), the second move is automatically forfeited. A piece using Quickness may not jump over pieces or Boulder spaces. A piece may end



RED ARMY SPECIAL POWERS REFERENCE SHEET



DETECT ENEMY

Using Deeper Magic, Aslan has the ability to sense the presence of nearby enemy forces. Using "Detect Enemy" you may reveal the Aslan piece and force an opposing piece up to 2 squares away (horizontally, vertically, diagonally, or any combination) to reveal itself.

RESTORE

Only Aslan has the ability to reverse the "Turn to Stone" spell for one or more pieces, instead of taking his normal turn. To break the "Turned to Stone" spell, the Red player must reveal Aslan's location and declare "Restore" and any and all "Turned to Stone" pieces that are adjacent (horizontally, vertically, diagonally) to Aslan are immediately returned to their normal playing state. On subsequent turns, they may move and play as usual.

QUICKNESS

Aslan, Peter and Rumblebuffin have the "Quickness" Special Ability may move 2 spaces vertically, horizontally, or any combination *except* diagonally. If the first space is occupied by an opponent's piece (causing an attack), the second move is automatically forfeited. A piece using Quickness may not jump over pieces or pass over the Boulder spaces. A piece may end its move on an opponent's space and immediately attack.

ADVANCED FLIGHT

"Advanced Flight" gives the Gryphon and Hawks the ability to glide over any number of adjacent friendly or enemy playing pieces (and Boulder spaces) and land on the first empty space. Flying must be done in a straight line, horizontally or vertically (not diagonally) in one direction. Once the

piece has landed on the first empty space, you may immediately attack an adjacent enemy piece.

RAMPAGE

A Gorilla using "Rampage" may attack several enemy forces at once. To use the Rampage ability, move a piece one space into an unoccupied spot and reveal its identity. The charging piece simultaneously attacks all adjacent enemy pieces, including pieces that are diagonally adjacent! To resolve a Rampage, the ranks of all adjacent pieces are revealed. Any attacked pieces that are ranked the same or lower than 7 are defeated and removed from the gameboard. However, the Gorilla who led the Rampage is always captured and removed from the board after using this Special Ability.

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its move on an opponent's space and immediately attack.

ADVANCED FLIGHT

"Advanced Flight" gives the Harpy the ability to glide over any number of adjacent friendly or enemy playing pieces (and Boulder spaces) and land on the first empty space. Flying must be done in a straight line, horizontally or vertically (not diagonally) in one direction. Once the piece has landed on the first empty space, you may immediately attack an adjacent enemy piece.

TUNNELING

"Tunneling" gives the Boggle the ability to tunnel under any number of adjacent friendly or enemy playing pieces and/or the Boulders in a straight line and land on the first empty space. Tunneling

must be done horizontally or vertically (not diagonally) in one direction. Once the Boggle has "come up" in the first empty space, it may then go on to make a conventional attack against an enemy piece in an adjacent space.

RAMPAGE

A Cyclops using "Rampage" may attack several enemy forces at once. To use the Rampage power, move a piece one space into an unoccupied spot and reveal its identity. The charging piece simultaneously attacks all adjacent enemy pieces, including pieces that are diagonally adjacent! To resolve a Rampage, the ranks of all adjacent pieces are revealed. Any attacked pieces that are ranked the same or lower than 7 are defeated and removed from the gameboard. However, the Cyclops who led the Rampage is always

captured and removed from the board after using this special power.

Note: Rampage WILL destroy enemy Spring Magic pieces but the Flag is NOT vulnerable to a Rampage.



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NOTE: Rampage WILL destroy enemy Winter Magic pieces but the Flag is NOT vulnerable to a Rampage.

ARROWS

Susan may attack an enemy piece up to 2 spaces away with her special Bow and Arrows. To use this power, pick which enemy piece is under attack and then reveal Susan's location and declare, "Arrows." By doing so, this forces one opposing piece up to 2 spaces away (vertically, horizontally, or diagonally) to reveal its rank. If it is ranked lower than Susan, it is immediately removed from the battlefield. If the piece is ranked the same or higher than Susan, (or is a Flag or Winter Magic) it survives the attack and play continues as usual.

NOTE: Arrow attacks may be made over friendly or enemy forces. Arrows may also shoot over the Boulder spaces, as long as the targeted piece is within proper range.

SUMMON HELP

Susan's Ivory Horn gives her the additional ability to call for help instead of taking a turn. To use this ability, the Red player must first reveal Susan's location. Then move any one Red piece from wherever it is on the gameboard and place it on a square that is unoccupied and adjacent (vertically, horizontally, or diagonally) to Susan. The identity of the summoned piece must then be revealed to the opposing player.

NOTE: If there are no unoccupied spaces adjacent to Susan's piece, she may NOT use this special power. Additionally, Susan may

NOT summon pieces that are "Turned to Stone," Spring Magic or the Flag.

HEALING

Lucy's Healing Cordial gives her the ability to return a captured piece (ranked S, 2, 3, 5, 6, or 7) to the board, instead of taking her turn. To heal a piece that has been captured, reveal Lucy's location and then place the captured piece back into play on an empty space in the back four rows of your side of the board. This ability may only be used once per game.

NOTE: Healing does not work on pieces that are "Turned to Stone."