

The Seven Minute War

A Chasing the Sunset Board Game for Two Players

Version 0.1: First Draft

In the year 986, pixies assaulted the silver tower of Zhar, home to the wizards of the sacred stone. The battle that ensued between the mages, known throughout the lands for their creativity and quick thinking, and the pixies was short but eventful.

Now you get to recreate that battle in all its glory and confusion.

Welcome to the Seven Minute War.

The Game Board

The game board shows the bottom floor of the tower of Zhar as it was in the year 986 before the attack. Shown are four main areas: The Hallway, The Library, The Auditorium, The Dining Hall and the Laboratory. Additionally there's the broom closet and the outside.

Wild Magic

Pixies are creatures of Magic and they can only exist in places with a fair bit of background magic. Unfortunately if you have many pixies together this wild magic is used up quickly, since they use it to power many of their spells. Wizards on the other hand are a bit careless with their magic and their spells release wild magic in the air.

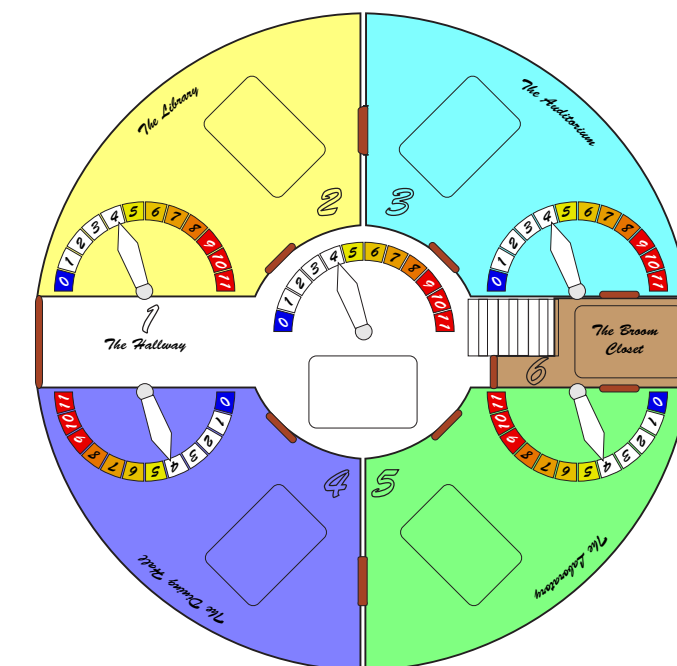
Every main area on the board has a magic gauge showing the current wild magic level in that area. If the level ever drops to zero, then all pixies in the area at that time are eliminated! However if the level ever reaches 10, pixies can start summoning the Ur-pixie.

Much of the game revolves around the opposing sides trying to gain the upper hand on the magic counters.

Sanity and Boredom

Every wizard has a sanity score. This is how sane that particular wizard is at the start of the game (which you'll note isn't that sane, really). Various actions will reduce (or sometimes increase) his current sanity (measured in sanity counters). If a wizard ever runs out of sanity, he goes insane and is eliminated from the board.

Every pixie has a boredom resistance. During the game a pixie may get bored



0:00	2:00	4:00	6:00
0:10	2:10	4:10	6:10
0:20	2:20	4:20	6:20
0:30	2:30	4:30	6:30
0:40	2:40	4:40	6:40
0:50	2:50	4:50	6:50
1:00	3:00	5:00	
1:10	3:10	5:10	
1:20	3:20	5:20	
1:30	3:30	5:30	
1:40	3:40	5:40	
1:50	3:50	5:50	

because of various effects. As soon as a pixie's boredom level (measured in boredom counters) equals his boredom resistance he'll be too bored to continue and be eliminated from the game.

No wizard can lose more than one sanity per round and no pixie can gain more than one boredom per round.

Setting Up

This is the set-up for two players. For team play, we still have to make up rules.

Decide who will play the pixie side and who the wizard side. Each player then takes 6 character sheets of their side randomly. Find the right character tokens and place them on the board. The Pixies go on the outside of the tower and the wizards go into their initial rooms.

Give every wizard sanity equal to their starting amount (the number in the blue circle).

Roll a die for every main area and set that area's background magic counter to the rolled number.

Separate the six sets of area cards. Divide the grey area cards into six piles and add one pile to each stack of area cards. You should end up with five stacks of area cards and one smaller stack of just grey cards. Shuffle each stack and then place five cards of each pile in the corresponding area as well as three of

the grey cards in the broom closet.

Place the turn marker at 0:00.

Game play

During every round either the pixies (orange rounds) or the wizards (blue rounds) can move. A player can play up to three actions during their turn, but no character can perform more than one action during one round unless their character sheet says differently.

The pixies start, so first the pixie player gets three actions followed by the wizard player and so on.

Actions

The following are the possible actions:

- » Move
- » Explore
- » Use an ability
- » Use an artefact

Move

A character can move from any area to any other adjoining area as long as there is a non-locked door between them. For example, at the start a character could go from The Hallway to any other area, but from The Dining Area a character can only get to The Hallway or The Library.

Whenever a pixie moves into a room the Background magic level goes up by

one.

Explore

A character turns the top area cards in the area it is in. If the card says "Play immediately" then do so. If it's an artefact and that character is not carrying any artefact yet, the character gets that artefact. If a pixie already has an artefact when it draws another one, the pixie goes into shiny shock, drops the card and is stunned. A wizard in the same circumstances can decide which of the artefacts to drop and does not get stunned.

Some are cards have different effects for pixies and for wizards. In those cases use the effect for the character that picked up the card.

Unless stated differently on the card, the effect always applies only to the area it is triggered in. Similarly if it says "all pixies" or "all wizards" it is limited to all pixies or wizards in that area.

Some artefacts give effects while carried, others need to be used. Using an artefact is an action.

A dropped artefact is placed in the area it was dropped and can be picked up as an action.

Use an ability

Each character has a number of abilities listed on their character sheets. They can perform these as long as they can pay the listed cost. The cost is usually either increasing or decreasing the background magic counter in the area they are in.

As with area cards and artefacts, any effects are limited to the area the character is in, unless explicitly stated.

Victory Conditions

There are several ways for each side to win:

Pixie victory

Pixies win if at any time any of these are true:

- » They summon the Ur-Pixie
- » They drive all the Wizards insane.
- » At the end of the seven minutes the sum of all wild magic counters is 30 or above.

Wizard victory

The wizards win if at any time any of these are true:

- » They eliminate all pixies
- » Three rooms have a background magic level of 0.
- » At the end of the seven minutes the sum of all wild magic counters is below 30.

Abilities and effects

Banished: A character that is banished from an area must leave it immediately and cannot enter that area again until the banishment is lifted. Characters in any area except the hallway must move to the hallway. Characters already in the hallway must move to the broom closet. This movement is immediate and does not take an action.

Eliminated: A character that is eliminated is removed from the game and cannot return.

Stunned: A character who is stunned cannot move during their next round. Place a stun marker on the character. At the end of your round, remove all stun markers from your characters.

Teleport: A character that teleports moves to any area inside the tower. Teleport ignores locked doors but is affected by teleport locks. All normal effects triggered by movement take place, thus a pixie that teleports into an area increases its background magic by one. This happens even if a character teleports into the area it's already in.

Teleport lock: An area that is teleport locked cannot be teleported into or out of, even randomly.

Teleport Randomly: A character who teleports must roll a die and then appears in the area that corresponds to the number rolled. All the rules for a normal teleport apply. If a character rolls an area it is banished from it instead teleports to its current location.