

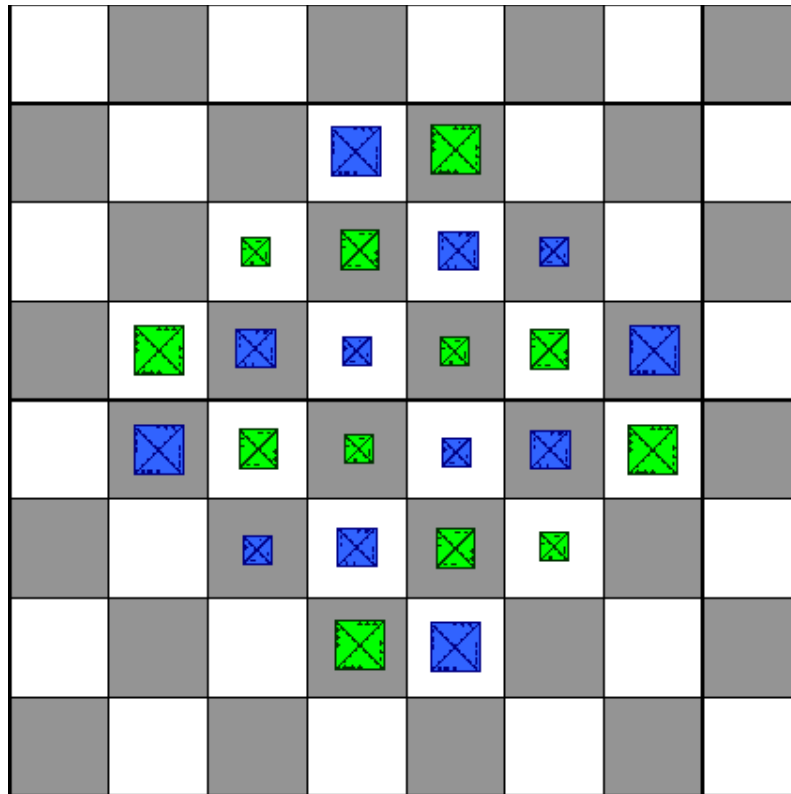
## Elves and Dwarves 1.0

*Setting: The world is new, when the Gods of the Elves and Dwarves were still young, and Man was not yet in existence. The mighty Gods of the Elves and Dwarves struggle to shape the world into a home for their creations, and to raise the influence that their worshippers will hold over this world, to make it their realm. The Dwarvish god forms great mountains and fills them with metals and gems for his people to seek out and fashion in fine things. The Elvish god sprouts expansive living forests filled with creatures for the Elves to tend to and magic for them to wield.*

**Needed:** Two Stashes of Icehouse Pieces, stackable.  
1 8x8 grid, like a chessboard or a Looney Bandana  
2 players, I suggest you and a friend. (grin)

**Objective:** One Player (Dwarves) tries to build as many nests (Mountains) while the other player attempts to build as many trees (Forests) as possible. This is done by moving the pieces within the limitations of the rules in order to stack them up or prevent your opponent from doing so.

**Initial Layout:** To prepare for play, layout the initial pieces like so – the colors are irrelevant, both in layout and game play, but the configuration below distributes them evenly, which might appeal to those more visually-oriented:



**Sides:** For the first game of the day, the shortest player will be the Dwarves, after that, wing it. Note: If you're exceptionally short, and object to playing the Dwarves for every first game, just invoke the special rule "Hypersensitivity to Hypo-staturistical Determinism" and insist that the taller player play the Dwarves instead. If the HtHsD rule is disputed, rock-paper-scissors it. (Sheesh!)

**Order of Play:** The youngest player will go first for the first game of the day. For subsequent games, the person who LOST the last game goes 1<sup>st</sup>. Note: If you're exceptionally young, and object to going first every first game, just invoke the "Hypersensitivity to Hypo-chronoistical Determinism" and insist that the older player go first instead. If the HtHcD rule is disputed, rock-paper-scissors it. (Wowee-sheesh!)

**Movement:** Pieces move a number of squares equal to the number of pips on the pieces. (If your pieces are custom or modified and lack pips, refer to chart 1.1 below.) They must move in a straight line, and may move over other pieces but may NOT move over complete Forests or Mountains. Large pieces may move make one 90 degree deviation in their movement much like a Knight moves in Chess as long as that move takes it ONLY over empty squares. If a large piece must move over pieces of any size, it must move in a straight line. No pieces may move diagonally.

A Player may change a move right up to the moment that she removes her hand from the piece that she has moved.

Pieces from the top of a PARTIAL Mountain or Forest may be moved as normal, but pieces of COMPLETED Mountains or Forests may not be moved AT ALL except as detailed below under Tectonic Movement. At no time can a mountain or forest be disassembled during the course of a game once it's complete. It's important to note that a tree with a two-point piece "Trapped" inside it is NOT complete.

**Tectonic Movement:** As mentioned above, Mountains and Forests may not be moved over, nor may they have pieces stacked on top of them. Mountains and Forests may themselves be moved by the player who "owns" it. (Elves "own" forests and Dwarves "own" Mountains). They may move ONE square in any direction (not diagonal). When Mountains and Forests move they push pieces in the adjacent square(s) into which they are moving in front of them. They may NOT move other forests or mountains and the total number of pips on all the pieces displaced in this way cannot exceed 6, which happens to be the total number of pips in a Mountain or Forest.

**No "Take Backs":** Players cannot use their turn to "undo" the other player's last turn. So you must move a different piece than your opponent moved.

**Pass:** Player may freely skip their own turn by simply stating "Pass".

Ending the game: The game is over when only three pieces are available for movement (remember that forests with “trapped” pieces are not complete, therefore all pieces involved in that forest are free game for movement).

Winning: Each player who enjoyed the game won. If you can only enjoy a game by being able to state empirically that you somehow did better than the other player then count up the number of Mountains and Forests. If there are more Mountains, the Dwarvish player won. Yay Dwarves, now go dig something up! If more Forests, the Elves won. Whoopee Elves, now go frolic or something!

1.1:

Size	Pips
Large	3
Medium	2
Small	1

Commentary/feedback on this game should be sent to:  
[flakmagnet@tabletop-battlezone.com](mailto:flakmagnet@tabletop-battlezone.com)

Be gentle, this is my first game-design.

If/when I update these rules, you should be able to find them at:

[www.geocities.com/flakmagnet72/icehouse/EandD.zip](http://www.geocities.com/flakmagnet72/icehouse/EandD.zip)