

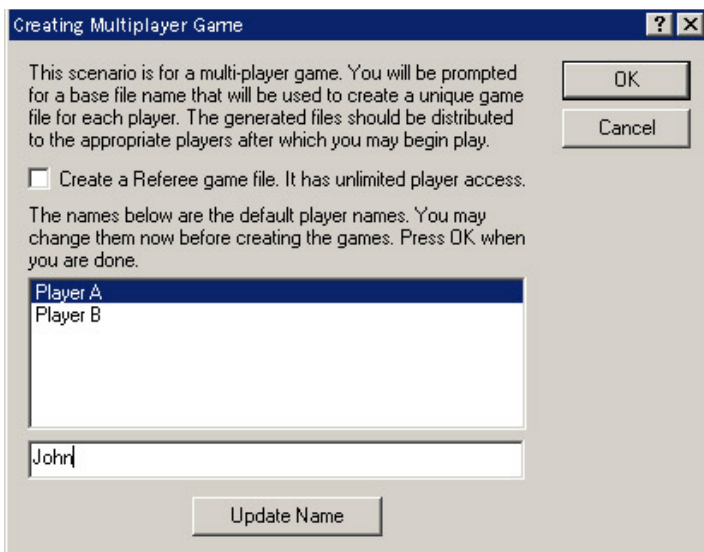
Er... A Little Help Here...

Okay... So you've got this WizWar gamebox thing, and now you're wondering how in the heck to use it... Hopefully this document will help you get started...

The first thing you need to do is make sure you're at least using version 2.0 of Cyberboard. This gamebox will not work on previous versions of CB.

Okay, now that that's out of the way... Let's get started...

Open up Cyberboard Player and select **New Game**. I've provided all the Scenarios you should need (though creating your own is certainly an option). There are scenarios for a 2, 3 or 4 player game. The file names make it pretty obvious which scenario to choose for which type of game.



You will need to create a Multiplayer Game. Update the player names as you see fit. If it's important to you, the following colors are assigned to each player:

Player A = White

Player B = Red

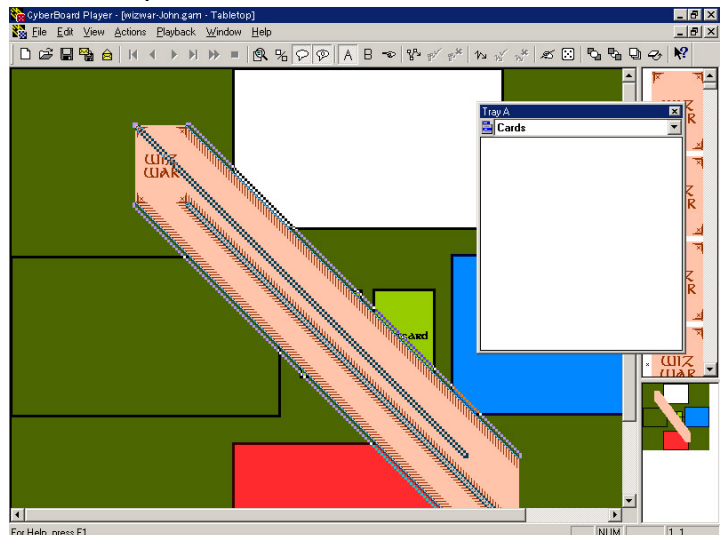
Player C = Blue

Player D = Green

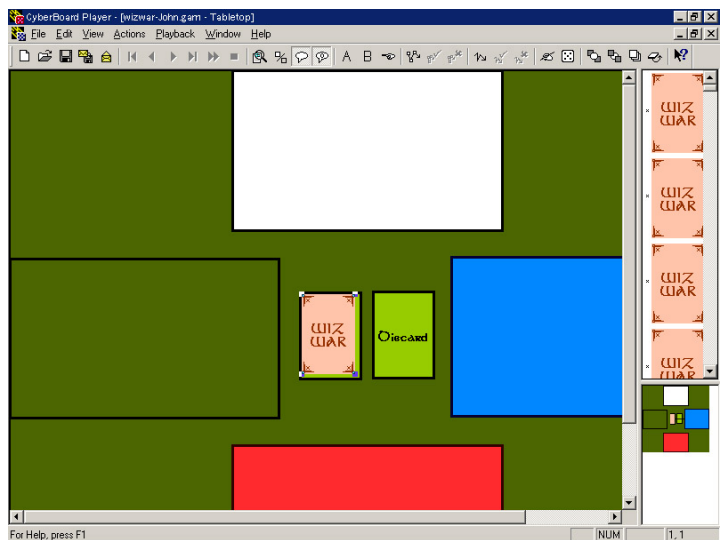
Once the scenario is set up distribute the game files as appropriate.

Two boards are used in this gamebox - the "Tabletop" and the "Board". The Tabletop is used to hold the draw deck and discard piles. Color coded areas are also provided on the Tabletop for each player as a place to display their face up cards and markers for any items their wizard happens to be carrying. The sector Board is the map for the game. Individual sectors are placed on the Board (I recommend locking them into place, only unlocking them to rearrange them when a spell calls for it), as well as wizard and treasure counters and other miscellaneous markers for the game.

The Tabletop



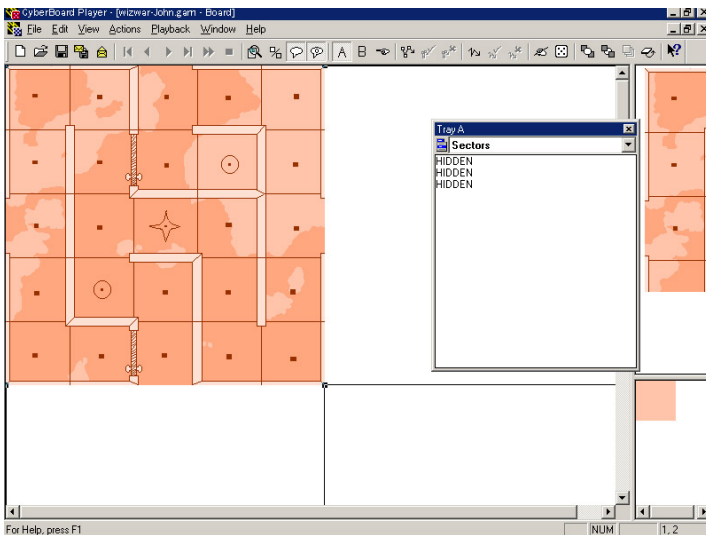
When the first player sets up he should select all of the cards from the Card tray and place them on the table. Use the **Auto Stack Deck** command to align them properly and then use the **Shuffle** command on them and place them on the Draw area of the Table.



The Board

The Board is laid out with guidelines to make it easy to place the sectors. Player A should make sure to shuffle the sectors in the tray before choosing and placing one.

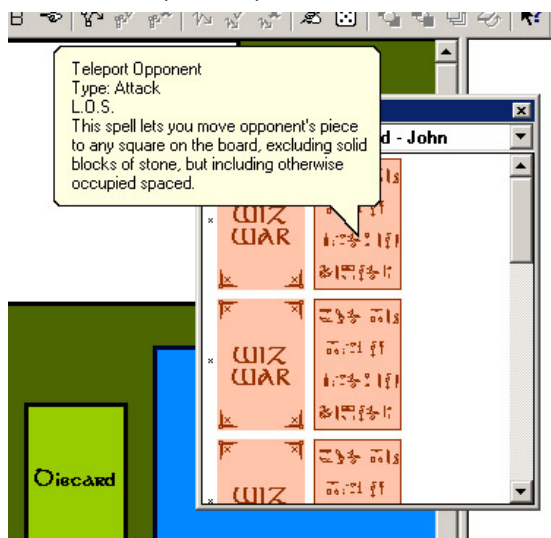




After dragging a sector to the board, you'll need to turn it over using the **Turn Piece Over** command. Be sure to use the **Lock Object** command on the sector once it is in place. This will prevent you from accidentally selecting and moving it during the course of the game.

Cards

I've made use of Player Owned trays in order to keep your hand hidden from other players. You will be able to see how many cards each player has, but you will only be able to read your own cards. Since all of the cards have a common front *and* back (graphically speaking) reading the cards is done by hovering over the card within your tray.



Number cards will simply show up with a number in the text balloon (e.g. "2").

When you drag a card from your "hand" to the Tabletop in order to put it into play, you should use the **Turn Piece Over** command so that all players can view the card's contents.

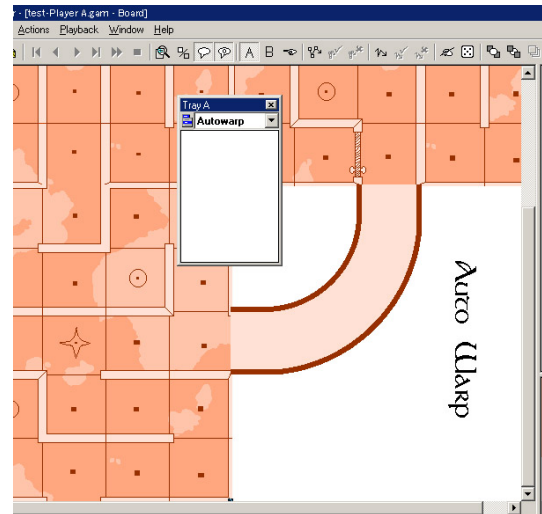
Markers

Markers are provided for all objects (magic stones, master key, etc.) and spells effects (walls, thorn bush, etc.). I've also

included 4 color-coded markers for use with the "Buddy" spell. This will help you keep track who cast the spell on whom. When a wizard casts the Buddy spell he should place the marker matching his color on the Tabletop in the area belonging to the wizard the spell was cast on. This should serve as a reminder to that wizard that he cannot attack the caster.

L'Autowarp

An Autowarp piece has been provided for 3 player games. Use it like you would in a physical game - rotating it as necessary.



All The Rest

Everything else should be fairly standard Cyberboard fare.

Additional Note

This gamebox is based on the Fifth Edition of WizWar. Whether it works well with previous editions or editions after the fifth I don't know. That is the edition I own and the edition I've always played.

One of the things I've tried to do with this gamebox is to keep the "beer & pretzels" feel to the game. To that end I've pretty much hand drawn all the graphics (based heavily on the artwork that appears in Fifth Edition) - nothing has been scanned.

I hope you enjoy!

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Contact Me

If you have any questions or comments about the gamebox, please feel free to contact me by email at c.curtisdesign@earthlink.net.