

# DARKOVER

The Ages of Chaos

A woman with long, flowing white hair and a white, long-sleeved dress stands on a stone pedestal. She is looking to the right with a determined expression. A bright lightning bolt strikes down from the sky, passing behind her. The background is a dark, stormy sky with jagged, dark clouds. The overall mood is dramatic and intense.

a game of psychic conflict

# DARKOVER

## The Ages of Chaos

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a Future Pastimes creation  
based on the novels by  
Marion Zimmer Bradley

### Introduction

In **DARKOVER — The Ages of Chaos** you will experience the gifts, drives, and conflicts of a telepathic society. You will control a *domain tower*, a *clan*, and a *Laran-gift*, and will try to become a *king* by occupying and holding the central Elhalyn tower. You will match psychic skills with your opponents. Strategic decisions about movement, resources, and timing will challenge your judgement. And, no matter what happens, you must strive to keep your emotions under control and exude confidence — or suffer the penalties of the *monitor*. However, during the *Ghost Wind*, you may yield to humbling secret desires that crave satisfaction. Good luck & *Adelandeyo!* (go with the gods).

### Equipment

1. Playing Board: Showing the seven domains, each with several "areas" — a tower, a castle, and various geographical areas. Also shown is an area marked *exile*. The playing surface off the board is the *overworld*.
2. Matrix Screens: Four color coded sets. The 3 notched pieces of each set fit together to make a screen to be placed in front of a player.
3. Clan Tokens: Four sets with 15 of each color, numbered 1 to 10 with duplicates of the odd numbers. Each set represents a player's clan.
4. Power Discs: Eight sets of 3, each showing a Keeper, Starstone, or Sword.
5. Peril Chips: Thirty-six in all, 4 swords, 1 fire, 1 fire-watch, 1 snow storm, 1 kite, 1 Ghost Wind, 1 Chieri, 26 psychic spells valued 0 to 3.
6. Plot Cards: Four sets of 6, each showing one of the domains surrounding Elhalyn.
7. Monitor and Crown: 1 of each.
8. Pencil and paper will be needed for a brief time before play begins.

### Game Preparation

1. Writing the Ghost Winds: Each player secretly writes down on a separate piece of paper an activity which every player in the game can perform. The activity need not be game related and can be bizarre and embarrassing, but should not take players away from the game for more than 5 or 10 minutes and cannot cause anyone physical harm. The activity description should give no one preferential treatment. The papers are then mixed and set aside.
2. Setting Up: The board is set out and each player takes a Matrix screen and matching set of clan tokens. The screens are put together and set in front of each player.
3. Power Discs: The discs are shuffled, stacked face down, and each player takes 3, keeping them concealed behind his/her screen.
4. Peril Chips: The chips are spread face down in the box cover and mixed. Each player draws one at random and puts it behind his/her screen. If a Ghost Wind or Fire chip is drawn at the start of the game, they are mixed back in and another chip is drawn.
5. Plot Cards: The cards are shuffled and placed in a stack face down to one side. One player draws a card and place his/her highest 3 tokens (9, 9, & 10) in the tower of that domain (this will be his/her "home domain" for the rest of the game unless s/he goes into exile). Each other player in turn now does the same, drawing again if the tower is already occupied. Those cards are now shuffled back in and a player is selected to begin placement of the remaining tokens. The top plot card is revealed and the first player places his/her #8 token in one area of that domain. The next plot card is flipped and the player to the first player's left now places his/her #8 token in one area of that domain. This continues with placement passing left and each player placing first his/her #8 token, then the #7s, then the #6, etc. No player may place in an area already occupied by any token. Reshuffle the plot cards as necessary. Once all players have only their three lowest tokens remaining (1, 1, & 2), they place these off the board (in the "overworld"). The player who placed last now begins play, and hands the monitor card to the player on his/her right. The player to the right of the monitor is the *Regent*, and takes the crown.

## Some Information About Play

**Object:** The object of the game is to seize and hold Elhalyn (Keeper's) tower during the *Wars of Succession*.

The wars of succession begin whenever any player has *the threshold number* of tokens in Elhalyn tower at the end of a turn. (The threshold number starts at 4 but can be lowered during play — see Special Event 4, page 3.)

To win, a player occupying Elhalyn tower during the wars of succession must survive an attack by one other player and still have *the winning number* of tokens there. (The winning number starts at 3, but is always 1 less than the current threshold number.) For more on the win, see Special Event 5, page 3.

**Laran** (psychic gifts): Whenever a player has 3 or more tokens in a tower, and no other player already has 3 or more tokens there, s/he may use the Laran gifts of that domain.

**A Turn:** On a turn the player will collect resources, move tokens to new positions, and engage in battle with opponents, in that order.

## The Play

On your turn you are the offensive player and follow these steps, in order:

1. **Power Collection:** You must start your turn with 3 power discs. Collect needed discs from the top of the stack.

2. **Clan & Peril Collection:** (*This step is skipped on each player's first turn.*) For each castle that you occupy collect either 2 peril chips, 2 clan tokens (from those you have in the overworld), or one of each. Draw any clan tokens you wish first, and place them in any tower(s) you occupy (**except Elhalyn tower**). Then draw peril chips one by one, looking at each as you draw it and placing it behind your screen. If you draw a Fire or Ghost Wind chip, play it immediately and your peril collection for that turn ends.

3. **Movement:**

a. Flip over the top card of the plot pile. Any tokens you move during your turn must end their moves in that domain unless you elect either the Elhalyn domain or your home domain as an alternate destination. Whatever your decision, you may not end moves in 2 different domains on one turn.

b. You may always move one token.

c. For each tower that you hold with 3 or more tokens at the start of your movement step you may move an additional token.

d. You may not move a token more than its numerical value. Each tower, castle, or other area counts as one towards a token's movement total (see illustration).

e. If you move a token into an area occupied by another player's token(s) it must stop there.

4. **Battles:** After you have moved your token(s), you must battle any opponent who co-occupies an area with you. S/he will be the defensive player. You choose which battle to fight first, if you must fight several. **A battle always involves all of one player's tokens in an area, and an equal number of his/her opponent's.** The highest valued tokens are always the ones picked to fight first. Thus if you have a #3, #7, and #9 in an area, and your opponent has a #2 and a #5 there, his/her two tokens will fight against your top two, the #7 and #9. Once a battle is resolved, if both players still have tokens in the area, they will battle again, etc.

There are two phases to battling: Dueling and Spelling.

### Dueling

Both players select a power disc from behind their screens, and play them face down. (If you have no power disc and must duel, take 3 new ones from the stack.) The 2 discs are revealed simultaneously.

**Different Disc:** When players play different discs the outcome is:

Sword defeats Keeper  
Keeper defeats Starstone  
Starstone defeats Sword

**Similar Discs:** When dueling players both play *sword* discs, or both play *keeper* discs, the player whose tokens in that particular battle have the highest total value wins (the defensive player wins if it is a tie).

### Psychic Contest

But if dueling players play *starstone* discs, they must immediately begin a *psychic contest*, as follows:

a. The players stare directly into each other's eyes.

b. The offensive player calls out a word or short phrase and begins, in a moderately-paced regular cadence, a count to 30 following each number with the word or phrase. The defensive player must immediately join in and they count together, e.g. "One Darkover, two Darkover, three Darkover . . ." (By calling "silence" the offensive player may opt to forego the chant, in which case they stare in silence with a 3rd party counting 30 seconds.)

c. If either player sees the other falter by breaking eye contact, smiling (at all), laughing, or missing two consecutive counts once the joint chant is begun, s/he should snap fingers or tap the table, indicating victory. If neither player breaks concentration before the count of 30, the player with the higher total value of tokens in that particular battle will win (defense winning a tie).

**Winner and Loser:** If you win the duel, keep your tokens in the disputed area and return your power disc behind your screen. If you lose the duel, discard your power disc and remove your defeated token(s) from the disputed area to the overworld (off the board).

## Spelling

Once the duel is over the loser has one final chance to gain revenge by hurling a deadly psychic spell from the overworld. If you lost the duel you may call out "psychic spell" and gather as many peril chips as you wish with the numbers 0 to 3 on them from behind your screen and hold them in your fist over the board. Your opponent, whose winning clan tokens are still in the disputed area, does likewise in an attempt to defend against your spell.

You both release your chips simultaneously.

If the player defending against your spell plays at least as many total points as you do, his/her defense is successful and s/he loses no tokens. If not, however, s/he loses those tokens which were involved in the duel to the overworld. Spent spell chips are discarded. (Either player may bluff, of course, and spend no spell chips.)

*Continuing Battles:* Battles continue in all disputed areas until you are the sole occupant of any areas where you have tokens.

**5. Ending the Turn:** After all battles are resolved, play passes to the left.

## Special Events

**1. The Monitor:** If you are the monitor, place the monitor card behind your screen. You must watch the emotions of the other players and when anyone shows a negative emotion (as listed below) call out the forbidden emotion and point to the offending player. That player must choose one of his/her own tokens and remove it from the board to the overworld. There is no appeal from your judgement, but you now hand over the monitor card to the guilty player and s/he becomes the new monitor.

### *Negative Emotions:*

**Anger** — shown by uncouth language, raising of the voice, evil glances, angry statements, violent gestures, etc.

**Despair** — shown by statements of hopelessness, groaning, sighing, etc.

**Greed** — shown by covetous statements, grasping motions, etc. Not to be confused with gloating (pride in accomplishments).

**2. The Regent:** The player holding the crown is regent and on his/her turn during peril collection may take an extra peril chip from the box or may ask one player for a chip. The regent may be specific or general in his/her request, e.g. "Give me a spell with a value of 2 or 3." If the player has such a chip s/he must give it to the regent. If not, s/he may pass any other chip or nothing at all, and the regent may not ask again that turn.

**3. Exile:** If, at the beginning of your turn, you have 7 or less tokens on the board, you may "go into exile". Put any three tokens into the overworld and place the rest beyond the river Kadarin in the area marked "Exile". Discard all power discs and peril chips, and draw 3 new discs and one chip. You play normally, except:

a. All your tokens have a value of 4 instead of the number they bear.

b. You make 2 token moves per turn (plus one for each tower you can hold with 3 tokens).

c. Your "home domain" is now the area marked "Exile".

d. Tokens of 2 different players in exile ignore each other there. The River Kadarin is simply a boundary. It never counts as an area for movement, and no player may move a token into the area marked "Exile" except as above.

**4. Council Meeting:** On your turn if you flip a plot card revealing a domain where you have more tokens than any other one player, you must call a "council meeting." You make a motion to either:

a. Lower the threshold number by one, or

b. Name a new regent (you name the proposed regent).

Once you have stated the motion, all players vote yes or no by holding as many of their power discs as they want in their closed hand and revealing them when either the "ayes" or the "nays" are called. Each Keeper counts as 3 votes, each Starstone as 2 votes, and Swords count nothing. The current regent may decide ties. The vote outcome is binding on all players.

**5. Wars of Succession & Winning the Game:** You begin the wars of succession by ending your turn with the threshold number or more tokens in Elhalyn tower (the threshold number starts at 4). The next player must choose either to battle you there or pass the turn. If play passes all the way back to you without a battle, you win the game. However, if a player chooses to battle you, and that player cannot reduce your tokens in Elhalyn tower below the winning number (threshold number minus one) that turn, you win the game. If s/he removes you, however, and remains with at least the winning number of tokens in the tower, now that player will have the win unless reduced below that number on the following turn, etc. The succession passes around until either a winner is declared, or a turn ends with the Elhalyn tower occupied by fewer than the winning number of tokens (in which case wars of succession can only be begun again by someone once more ending a turn with the threshold number of tokens in the tower).

**6. Peril Chips:** All peril chips, once played, are discarded face up except the Ghost Wind and the Fire. When either of those is played, it and all other discarded chips are flipped over and mixed back in with the others. There are 8 types of peril chips:

### *Types of Peril*

a. **Psychic Spells** — numbered 0 to 3, used after a duel to see if the victor's forces will accompany the loser's to the overworld.

b. **Ghost Wind** — To be played face up as soon as it is drawn. When the Ghost Wind is drawn, one of the activities written down at the start of play is picked at random and read aloud. Players now decide whether or not they will perform the Ghost Wind activity and indicate their decision by holding a token in their closed hand **face up for yes, face down for no**. Players all open their hands simultaneously. **All players who vote no** must withdraw all of their tokens to areas within their home domains not occupied by other players. **If only one player votes yes**, s/he may keep his/her tokens on the board as they are, and does not have to perform the Ghost Wind activity. **If 2 or more players vote yes**, however, they keep their tokens on the board as they were, but must perform the Ghost Wind activity, even if it means interrupting the game until they are finished. Examples: "Players must crawl around the room barking like a dog," or "Players must wear their shoes on opposite feet for the rest of the game." *Remember*, the Ghost Wind is only performed by those players who vote yes. Once it is performed, play resumes where it left off.

c. **Chieri** — If you draw this chip you may play it upon going into exile or at any time you are in exile. Playing it makes all your tokens worth 10 instead of 4 for the rest of the game.

d. **Fire** — The fire is played face up anywhere on the board as soon as it is drawn. All players must place one-third of the tokens they have on the board (rounding up for any fractions) around the fire. They now chant in unison: "One, please don't burn; two, please don't burn; . . ." up to 30. Each player watches the player to the left for any break in concentration (in the form of a smile, laugh, etc.) and upon seeing any break the watcher snaps fingers or taps the table. The player who broke concentration removes his/her fire-fighting tokens from the fire circle to the overworld and waits for the remaining players to finish the psychic fire-chant. All players who succeeded in making the complete fire-chant return their tokens at the fire-circle to any areas where they already have a token (except Elhalyn tower).

e. **Fire-Watch** — You may play this when a fire occurs, to exempt yourself and/or any other players of your choice from having to fight the fire.

f. **Sword of Sharra & Sword of Aldones** — Played when you lose a duel, before psychic spells are cast, causing the duel outcome to be reversed. (But if your opponent then plays another Sword of Aldones or Sharra to again reverse the outcome of that duel, the entire planet's mass/energy field is tapped, risking total destruction. The top disc in the power pile is flipped over and if the disc is a sword the game ends immediately. In this rare case the winner is the player with the most tokens in the overworld.)

g. **Storm** — Play at any time on any area except Elhalyn tower. The storm prevents any tokens from entering or leaving the area in storm during each other player's next turn. After that, discard the storm.

h. **Kite** — The kite allows you one extra token move to **any** area (disregarding plot limitations, single destination limits, or token value limits).

7. **Laran**: When you have 3 or more tokens in a tower you have a tower circle with access to the psychic gifts of that domain. Remember, the psychic gifts go with the tower and can be won or lost by any player. The Larans are:

**Aldaran** — the gift of teleportation. You may make one extra token movement during your turn, and your tokens are not limited in movement by their value or by blockades — they may teleport to any area in the selected domain.

**Aillard** — the gift of presence. Each of your tokens is doubled in value for both movement and duels.

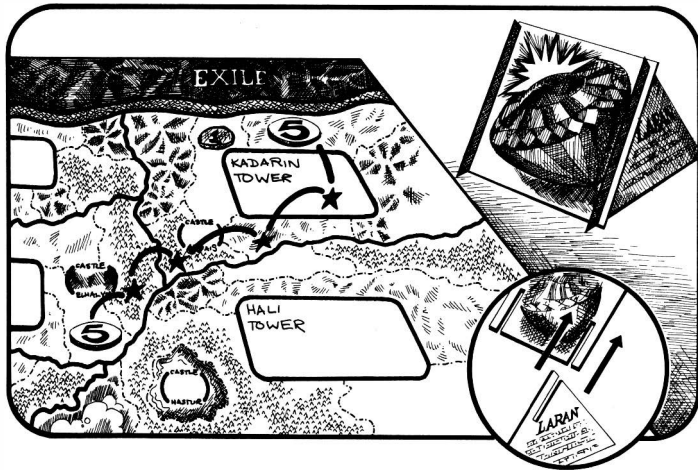
**Alton** — the gift of possession. You may move another player's token (up to its value) instead of one of your own moves. You may do this only once per turn, and the ending point of that token's move may be in any domain, regardless of your other moves.

**Ardais** — the gift of forced rapport. You may look at your opponent's power discs prior to each duel you have with him/her, and prior to any council vote.

**Hastur** — the gift of the living matrix. During duels and council votes you may change your power disc to any type before it is revealed, simply by so naming it. It then has the effect of that type of disc.

**Ridenow** — the gift of mind shield. You are immune from psychic spells. Opponents may not attempt to spell you (although they may defend against your spells).

8. **Advanced Game**: Players do not use the plot pile to determine moves, but rather may move as they wish, not limited by the first rule under "Movement."



### Steps in a Turn

1. **Power Collection:** collect power discs until you have three
2. **Clan & Peril Collection:** collect two clan tokens, peril chips, or one of each for each castle you occupy
3. **Movement:**
  - a. flip a plot card and call out that domain, Elhalyn or your home domain as your destination.
  - b. move one token plus an extra token for each tower you hold (with a circle of three or more clan tokens)
4. **Battle:**
  - a. duel
  - b. spell
5. **Pass play to the left**

A #5 token moves from the hills in the Ardais Domain as follows:

1. Kadarin Tower
2. Hills (Ardais Domain)
3. Forest (Ardais Domain)
4. Forest (Elhalyn Domain)
5. Plains (Elhalyn Domain)

note — token cannot move through Plains of Ardais because it would be blocked by opponent's #1 token there.

## ABOUT DARKOVER

The popular DARKOVER novels by Marion Zimmer Bradley describe a world and a culture which have captured the imaginations of science fiction and fantasy fans.

DARKOVER is a cold, austere beautiful planet beneath a dying red sun. Eons ago a lost starship of human colonists was marooned there. Some of their descendants (perhaps through cross-breeding with the mysterious and dying god-like race of native Chieri) developed Laran gifts — unique, unpredictable and often dangerous psychic abilities.

During the ages of chaos, the Darkovan telepathic society bore many resemblances to our own Dark Ages. The great clans used their Laran in struggles to control vast territorial domains. Each domain had its castle and outlying regions, but the key to control was the domain tower. All Laran-gifted men and women on DARKOVER wore personal starstone jewels to amplify their telepathic powers. But in the towers were lodged the gigantic jeweled matrix screens which could magnify the thoughts and energies of an entire team of telepaths.

Mining resources, teleporting matter, or controlling natural forces through intense concentration was tricky work for such a tower circle. A trained keeper was essential to unite and focus the circle's power. The keeper was usually a woman, kept child-like and physically vulnerable but entrusted with the great responsibility of controlling and directing psychic energies.

No strong emotions are private in a telepathic society, and negative feelings impair the effectiveness of all. Members of a tower circle were trained to control their thoughts and selected a monitor to continually scan their subconscious turbulences and prevent any release of distracting or destructive emotions during tower work.

Darkovan psychics shunned weaponry which could kill at a distance, resolving their disputes at close range with swords or by psychic starstone confrontation. Very rarely a reckless individual might try to control the legendary matrix swords of Sharra or Aldones — which draw their power from the entire planet's field of mass and energy.

Dying souls passed from DARKOVER into a shadowy overworld from which they could still contact, and perhaps entrap, the living by casting trance-like spells.

Although real power was held by the competing clans of DARKOVER, all acknowledged a nominal king (traditionally of the Elhalyn family) — while trying to prevent him from amassing any strength of his own and preparing their own candidates to succeed him.

The civilized portion of DARKOVER was relatively small, surrounded by oceans and immense mountains. Occasionally an outlaw Darkovan would abandon society and cross the River Kadarin into exile, to live among the aboriginal Trailmen or even to stumble upon one of the few remaining Chieri.

The food and fuels of daily life were provided by dense forests throughout DARKOVER. But the volatile resins of these forests made fire a constant danger. Fire-watches were a necessary protection and psychic fire-fighting was a joint venture in which even feuding clans cooperated.

Great freezing storms during the long DARKOVER winter could make movement impossible for extended periods. And the continual high winds made travel by kite practical for those with even a trace of the levitation-gift. However, certain unpredictable winds brought the pollen of the kireseth flowers down among humans. All who inhaled would leave restraint behind and follow only their innermost desires until the intoxicating Ghost Wind had finally passed.

## STRATEGY HINTS

Psychic abilities will help you win, and if you feel confident about your "hunches," go ahead and follow them. While developing telepathy, however, here are some other ideas to keep in mind.

1. **Writing the Ghost Wind** — Pick an activity that you would do, but you think the other players would refuse. Analyze their inhibitions and preferences for clues to their weaknesses.

2. **Being Monitored** — Behave as pleasantly and moderately as you can — even during great ups and downs for you. Try to goad others into emotional displays that will bring the censure of the monitor upon them.

3. **Monitoring** — Don't flaunt the monitorship — instead allow your opponents to forget who has it. Be sensitive to game events and the natural reactions of others. When a dangerous or irritating opponent displays a forbidden emotion, censure quickly but serenely, providing no opportunity for a quick call back against you.

4. **Towers and Castles** — Towers provide Laran gifts and extra movement — very important assets. But each tower must be held with at least 3 clan tokens. Castles provide your only source of clan tokens and peril, which are also vital. The limited number of clan tokens available will keep each player torn between holding castles or towers. Generally it is best to expand your holdings in rough equivalency — too many towers and you will be unable to repopulate them by way of castles if you clan is thinned out in battles. Too many castles and all your clan and peril will not help you much against the Laran-gifts and mobility of your opponents.

5. **Early Placement** — In placing your clan at the beginning of the game, obviously towers and castles are key locations. Once the tower and castle of a given domain are occupied by others, a player forced to place there should consider blocking key routes, where possible (without preventing opponents' forces from reaching and battling each other) or placing reserves in a position to move into desired areas.

6. **Movement** — There is almost always something very useful to do on a turn — either in the plot-determined domain or Elhalyn or your home domain. If you see no feasible useful moves, try blockading or reserve placement moves, building for a later turn.

7. **Dueling** — At first most players don't know what power options their opponents have. The only guidance here is to analyze whether your opponent is anxious to avoid a starstone-starstone contest with you, or whether s/he thinks you will avoid one, and play accordingly.

Once duels have taken place, some players will have exposed some of their power. Remembering who played and retained what now grows in importance (including remembering what power discs other players know you have played).

In a random play, whoever has the higher total token value involved has 2 out of 3 chances to win, so the player with the lower total must play exactly the right disc.

8. **Spelling** — A player should almost always choose to spell, if only to draw spell chips from a nervous victor. You need not actually play any spells, even if you called for spelling, but can simply bluff. Often, however, winning the spell is crucial to keeping the duel winner from consolidating his/her win and continuing the attack on you.

9. **Laran Gifts** —

a. *Hastur*: Normally a player does not have one of each type of power and after winning a few duels his/her watchful opponent will know which power is missing. Obviously you are not vulnerable to this weakness, but instead can always have the appropriate power disc to oppose your opponent, whose powers may have been exposed. You don't have the dubious advantage of randomizing your plays, however, and you are likely to be out-guessed in a duel if you let your pattern of power calls become predictable. You also have a very strong voice in council votes as you can always vote all your discs as "Keepers."

b. *Aillard*: Your doubled numbers give you great mobility and almost always the advantage of winning a similar-power duel. You can afford to be aggressive, assuming others will not lightly attack you. However, you should take care to keep your opponents confused about which power discs you hold, as your continual victories will tend to expose you hand.

c. *Alton*: Your ability to move one other player's token to a specific area is highly advantageous. You can use it to provoke unwanted battles between opponents, cause another player to lose possession of a castle or full tower, or even the odds against you in a battle. It's best never to use your gift too regularly against the same opponent, however, lest s/he move to destroy your tower forces in a fit of pique.

d. *Ridenow*: Your immunity to psychic spells is very important, indeed. Once you have won a duel, you have won the battle! Since you will be spending less spell chips than others (none defensively) you may be more wasteful of them when losing a duel. But this is such a powerful gift that others may try to wrest it from you, and therefore you should defend your tower more heavily than most others.

e. *Aldaran*: Your ability to move any token anywhere, combined with an extra move, gives you great speed and flexibility. You may probe far-off defenses with a minor token while not risking your larger ones. You may surround an area with tokens (including Elhalyn tower!) preventing access to all, while teleporting through other players' blockades. Your extra move can be crucial in marshalling forces for the win, or preventing another from gaining it. Your gift's value depends heavily upon your strategic use of it, however, and requires thoughtful exploitation of opportunities that arise.

f. *Ardais*: Your knowledge of your opponent's power options gives you a clear advantage in duels, as most of the time your opponent will not have all 3 disc types. However, it cuts both ways as your opponent might now guess what you think your best play would be and switch his/her tactics accordingly. You can also analyze the potential power of your opponents before council votes, and play your votes accordingly.

10. **Exile** — Generally exile is undesirable as your pieces lose most of their value, all now becoming worth 4 (unless you get the Chieri chip — having all 10s makes exile look attractive!) But by the time you have 7 or fewer tokens left, you may well need a new start. Once in exile, however, you have given up forever your home domain and the extra destination option that gave you.

11. **Winning** — Usually the win will go to a player who is aggressive and decides to try for it before having all the Laran, power, and peril one would like. Even if one opponent could likely dislodge you, a weaker one may try (out of greed) and fail, giving you the win. Clearly some advantages to be exploited are: a flexible or unknown power assortment, enough spells to survive the battle, the Sharra or Aldones swords, and enough clan tokens and moves to strongly defend Elhalyn tower.

*Divrezi di!* (Enjoy yourself!)



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Here are some of the best Ghost Winds I've seen:

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item	quantity	price	total
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Here are some of the best Ghost Winds I've seen:

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# DARKOVER

The Ages of Chaos

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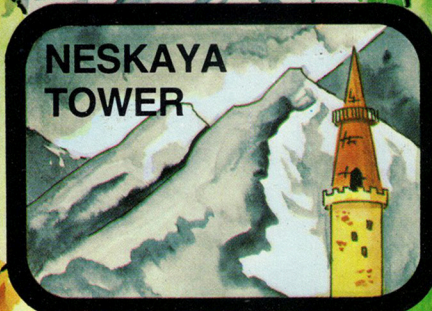


EXILE

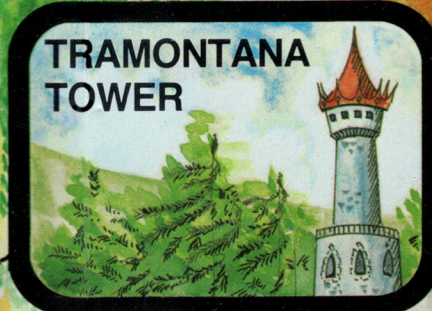
EXILE

RIVER KADARIN

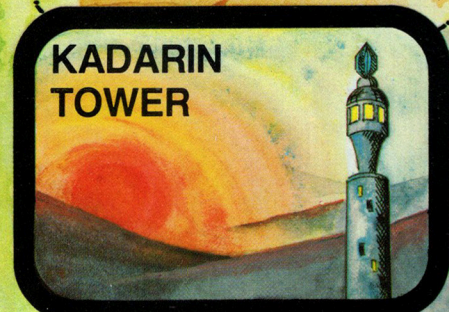
NESKAYA  
TOWER



TRAMONTANA  
TOWER



KADARIN  
TOWER



RIDENOW

CASTLE  
RIDENOW

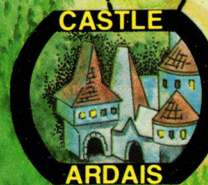


CASTLE  
ALDARAN



ALDARAN

CASTLE  
ARDAIS



ARDAIS

ARILINN  
TOWER

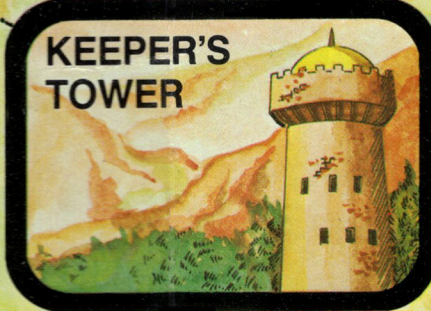


CASTLE  
ALTON



ALTON

KEEPER'S  
TOWER



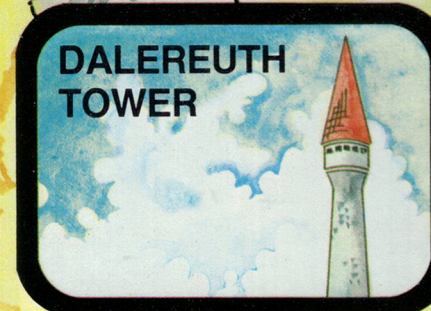
CASTLE  
ELHALYN



ELHALYN

HASTUR

DALEREUTH  
TOWER

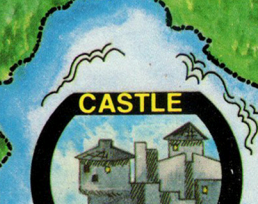


CASTLE  
AILLARD



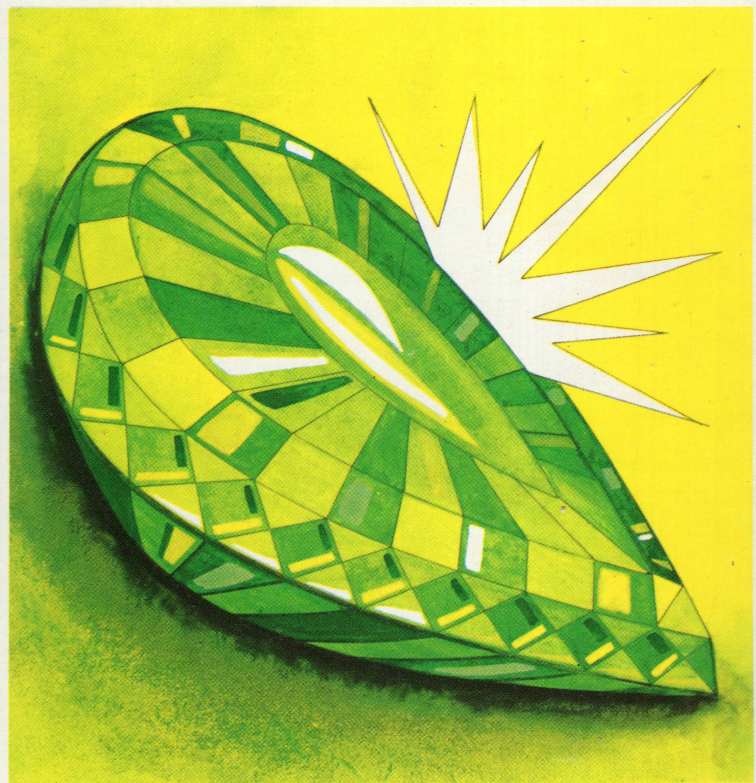
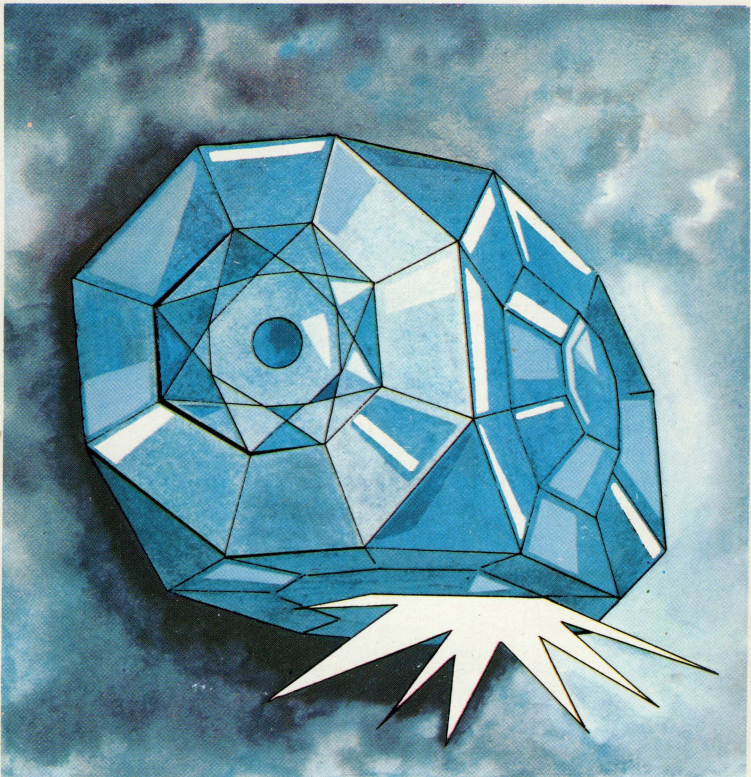
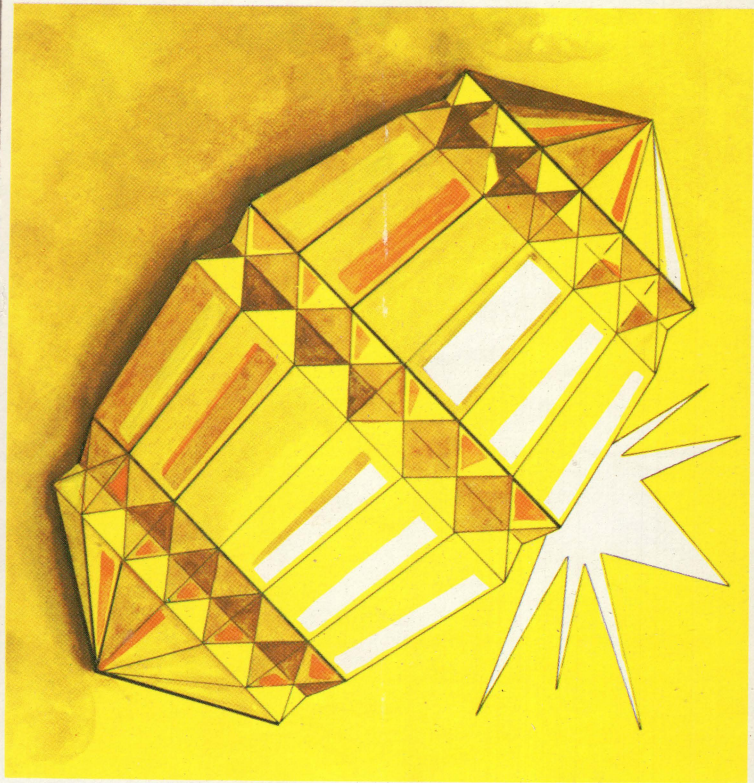
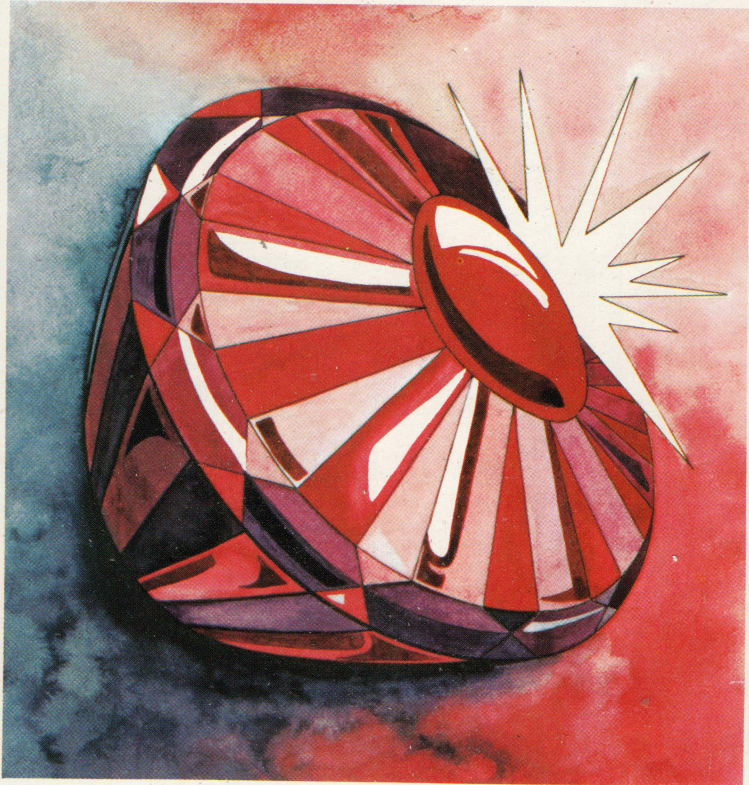
AILLARD

CASTLE  
HASTUR



HALI  
TOWER





Laran Gifts

**Hastur:** *living matrix*  
change own power

**Aillard:** *presence*  
tokens double in value

**Alton:** *possession*  
move another's token

Laran Gifts

**Ridenow:** *mind shield*  
immune to spells  
**Aldaran:** *teleportation*  
free movement  
**Ardais:** *forced rapport*  
see opponent's power

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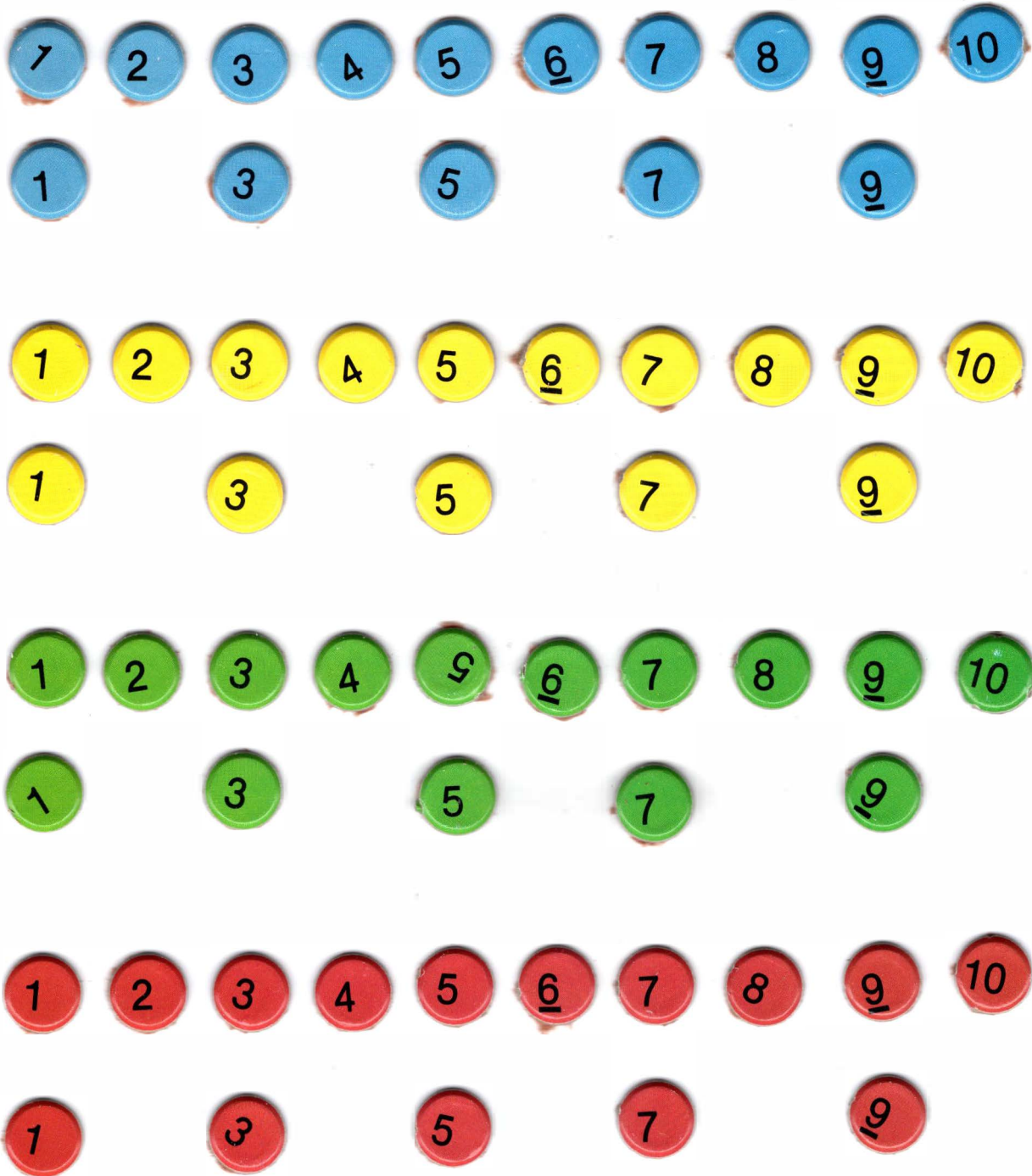
**Hastur:** *living matrix*  
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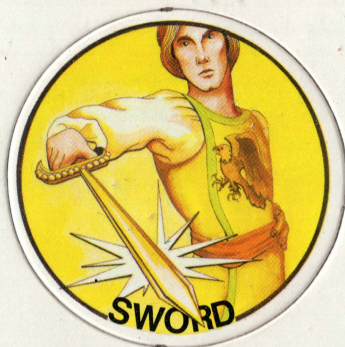
**Aillard:** *presence*  
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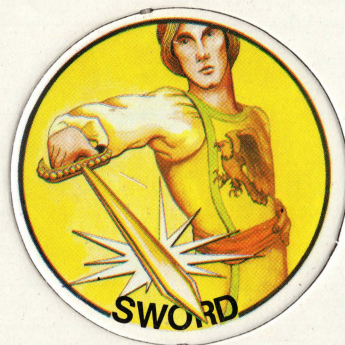
**Alton:** *possession*  
move another's token

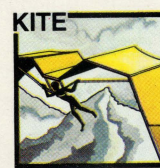
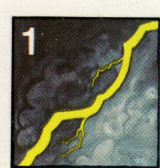
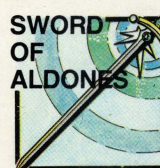
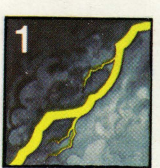
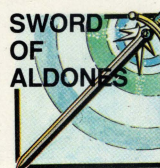
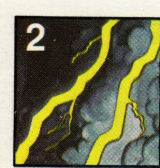
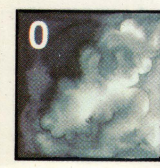
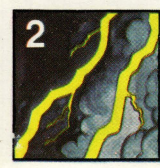
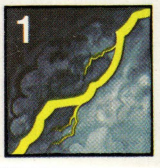
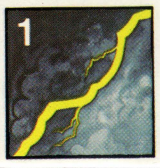
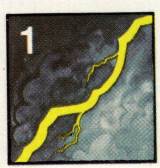
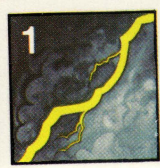
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ARDAIS



ARDAIS



ARDAIS



HASTUR



HASTUR



HASTUR



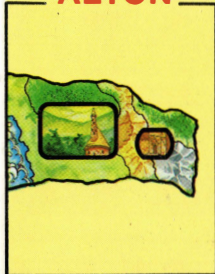
HASTUR



ALTON



ALTON



ALTON



AILLARD



AILLARD



AILLARD



AILLARD



RIDENOW



RIDENOW



RIDENOW



RIDENOW



ARDAIS



ALDARAN



ALDARAN



ALDARAN



ALDARAN



ALTON



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# DARKOVER

## The Ages of Chaos

Based on the best-selling science fiction novels by **Marion Zimmer Bradley**.

On a beautiful alien world, a race of telepathic humans control elemental energies which can destroy their planet. **Darkover** —

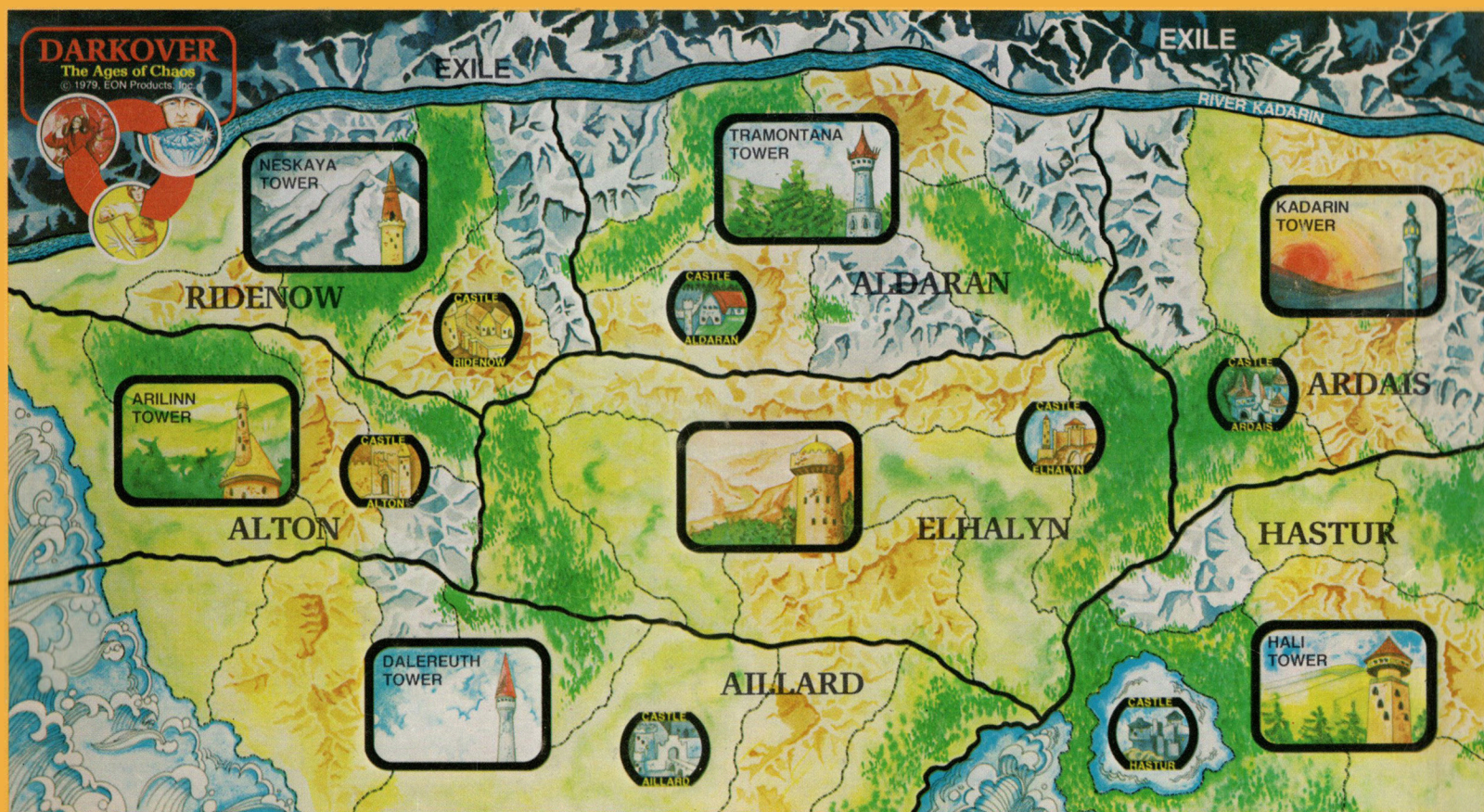
- where players compete in fierce psychic struggles.
- where players seek revenge by hurling deadly forces from the Overworld to destroy their enemies.
- where daring strategies and unique psychic gifts lead to quick reversals of fortune.

— where players conceal their own feelings while luring their opponents into dangerous emotional outbursts.

— where the mysterious Ghost Wind unleashes bizarre human behavior and threatens to reveal players' secret desires.

— where the mounting tensions are suddenly resolved in gut-wrenching laughter.

*Darkover — a Future Pastimes creation*



## a game of psychic conflict

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- FOR AGES 12 THROUGH ADULT
- SHORT, CLEAR RULES
- AVERAGE PLAYING TIME: 1 HOUR