

The Phargol-Horn

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Kozbot

The tournament is all that is spoken of by certain wizards for what seems like forever. No sooner is one completed than the chatter starts about the next. To some it is the single most important event of the year. Any wizard may participate which makes it a very diverse affair. The size of the crowd that gathers to watch can be a bit overwhelming. The whole affair takes on the air of a huge festival. The tournament has been known to last up to three days and there is only one winner. You ask what causes such a stir, Kozbot that's what.

The master of ceremonies is Graffyn who with his talent for organization and negotiation is the one most capable of keeping things from getting out of control. Egos have been known to explode at these affairs. Although only wizards play the crowd that comes to watch is made up of every group of Krystonia inhabitants. They arrive in varied modes of transportation, which adds even more to the entertainment of the event.

You see a whole group of dragon's come flying in. At least the ones that can fly. The others drag their tails at their own pace. The Maj-Dron arrive both lodged inside and riding on the top of their yurdas pulled by the mahoudra. Moplos and Mos trek down the steep trails covered with snow from their long walk. Tulan and his men sail in and their ships line the coast as far as you can see. Did I not say it has become quite an affair?

The tournament usually has between 100 to 150 participants. Most are master wizards but the apprentices can not resist trying their luck although most lose during the early rounds. They just do not have the skill to play with the more experienced wizards. I think many apprentices want to participate just so they can brag that they were part of the tournament. They do not realize that they are going to be in way over their heads and in most cases embarrassed. A quick story to show this is the year that Zyrmodun entered. He had barely sat down and master wizard Phallius had already captured all Zyrmo's clyda's.

The tournament starts at first light and does not end until a champion is declared. The rock boards that are used as the base for the game are stored away between tournaments. They are stored in a special cave that has no gravity. This lets them float in the air. Storing them in a regular place would cause them to lose their charge. What charge you ask? These boards are made of a slata stone. This stone is very rare and has an extremely slick surface. They have a high internal force that comes from inside. Each board has a long spike attached to its bottom. This allows the board to be driven into the ground. Other wise they would float away. Most of the boards show visible signs of cracks as some have floated into objects in the past.

Once the board is driven into the ground a wizard sits on each of two sides. They are then given ten clyda's. Clyda's are small round disks that are placed on the board. I say round but almost none of the disks are round as over a period of years they have been chipped by their play. Each player takes his clayda's and stacks them on top of each other. He then removes a crystal from his pocket and says some special charm words over the clyda's. This is done to transfer his strategy to his clyda's. Each wizard has his or her own special incantation and whispers it very low so no one else can hear. The amount of time that is spent to create these is enormous.

The game begins with two wizards sitting facing each other on opposite sides of the board. Their stack of clyda's is placed in front of them. In the game we are observing Darphon and Rueggan are playing. All others have been eliminated and whoever wins this game will be the Kozbot champion. The winner must capture all his opponents' clyda's.

Graffyn slaps his hands together to signal the commencement of play. At the signal each wizard waves his hands over his clyda's. They immediately disperse themselves to designated places on the board. The action is quite rapid as the clyda's slide around the board carrying out the wizard's plan. The clyda's may never venture off the lines that cut across the board. A clyda captures an opponent's clyda by jumping on top of it. When this happens the wizard whose clyda has made the capture must yell Kozbot.

With the action being so fast the longer the game lasts the power that the clyda's were passed to by the wizards charm words starts to run out. Often there is only a few clyda's left for each player when all their energy is gone. The game board however still carries its charge and this is where the wizard's skill becomes focused at the final level.

A magical reflecting crystal is then placed in the middle of the board. With the clyda's energy gone, the wizards now must guide them telepathically. A wizard must never touch his clyda's, as this would cause an instant forfeiture. To move his clyda the wizard must channel his thoughts to reflect through the crystal. Whichever wizard can use the crystal without crossing beams with his adversary has the upper hand. Crossing a beam distorts the signal.

This is a day Darphon has prepared for. He has caught Rueggan off guard. By placing his hands on his cheeks and with great concentration he has channeled a set of charm words directly through the crystal to all his clyda's at precisely the same moment. Rueggan hops to his knees knowing there is little hope for his recovery.

It is late in the third night and most are asleep, including dragon Drgus, when Darphon is about to be crowned champion. Many are awakened when he stands and yells "Kozbot."

Just some quick thoughts!

We are thrilled with your acceptance of the figurines this year. To keep you up to date let me make a few observations and answer some inquiries.

The Snowdragon is selling very briskly and we do not know if it will be on the market for very long. Our stock is getting quite low. I would recommend that you consider adding this figurine to your collection sooner rather than later. It is a great figurine for someone who collects snowmen or should I say snowdragons. A little secret I will let you in on is that there will be a companion figurine made next year and it portrays what you might expect would happen the next day.

When we created our clubhouse scene for this fall we made it in three separate figurines. They are Tree Sweet Tree, Moving Day and Up There. We did this so you could purchase them individually. Another factor that made us do it this way was the cost. It would have been a much more expensive to make if we had combined the three figurines into one. There is one situation we did not however anticipate. If one of the three design sells out faster than the other two you might have trouble completing your set. This may not be important if you did not want all three pieces but if you did this becomes a concern. Just food for thought but it might be worth taking a look at all three designs when you get a chance.

Don't forget the ornaments this year. They are most detailed yet. You have probably heard me say this before but they just seem to be getting more detailed every year.

Last but not least this brings me to Kozbot. Kozbot is the third in the Wizard's Council group of figurines. The first in the series was the Obelisk and the second was Rueggan's Experiment. The 2002 figurine will be the last of the Wizard's Council series. I can not tell you what it is yet, but it will be great.

Your dealers should have all this years designs in stock and all are still available as of this writing.



Special Collector's Club Certificate

We wanted to get this newsletter to you before Christmas so we could give you an extra club benefit. Enclosed you should find a large sheet. This sheet will entitle you to save \$5.00 on your membership when you renew for next year. All you have to do is purchase one Krystonia figurine between December 15th 2001 and January 15th 2001. It can be for you or a gift for someone else. If you purchase on line just put in the name of the store on the line. Here is what you will do.

You will take this certificate with you when you make your purchase and have the cashier sign it. When you get home you will fill in the store name you purchased the figurine from as well as the name of the figurine and its card number.

When you renew your membership for next year you will send in only \$25.00 not \$30.00 and enclose the certificate to make up the balance. This does not change when you will renew. The certificate is good for the entire year.

Not available in Canada.

I'm not through yet, One more bonus!

When you purchase two or more figurines from your dealer between December 15th and January 15th 2001 you may pay an additional fee of \$35.00 and pick one figurine to be sent to you from the club. The figurines you may choose from are #3944 The Seer, #3953 N'Grodin/ Gracko or #3948 Dowser. To take advantage of this offer you must send in a copy of your receipt to show your purchase. The check should be made out to Kystonia Collector's Club 125 W. Ellsworth Ann Arbor, Michigan 48108.

Not available in Canada.

Next year we are officially 15 years old,
get ready and hold on to your capes, it's going to be a wild one!
Have a great holiday season!