



AN ADVENTURE IN ANCIENT FORESTS THE MAN WHO SPOKE SNAKISH

The ancient golden age is coming to an end. People no longer speak Snake-tongue, and they prefer eating harebrained lumps of flour called 'bread' over roasted moose meat. The time of leisure and free philosophizing has been replaced by hard, fruitless farm work and bowing before a strange bearded man hanging on a cross.

European integration along with Christianity and other fiascos expanding man's ecological footprint have reached the Land.



In this adventure game based on a wildly popular Estonian novel, players are able to join the last brave souls making their final stand against Evil.



humor	9 - 99
communication	2 - 5
luck	60 min

The idea of the game:
Asko Rünnap & Julia Maria Rünnap
The legend of the game: **Andrus Kivirähk**
Publisher: **Revaler**
www.revaler.ee

Game pieces

80 playing cards: **Landscapes, Enemies, Helpers, and Owl Eggs.**

5 dice with secret markings.

5 differently colored wooden pieces.

1 **Instructions** sheet. Located on the rear side of this scrap of paper. If you want to start playing right away, turn it over and read it through!

Cards



Home (1) is the game's starting point and most important spot. In this game, all roads lead Home, not to Rome!



Landscapes (24) are put together to form the square. In every game, the square is different and the adventure unrepeatable!



Owl's Eggs (16) signify vitality. Hold on to them like the apple of your eye! If you run out of eggs, you also drop out of the game!



Enemies (24) are the vilest of evil cards. Scuffle with them if you have the force to do so, or flee as fast as your legs can take you. There's no shame in it!



Helpers (15) Useful cards that are an immense aid in fighting Enemies as well as fulfilling Tasks.

Card Markings

A Good card: An Evil card:

One through three points:

Dice

While elsewhere in the world, the Stone Age was followed by the Bronze Age, and that in turn by the long-awaited Iron Age, things in the deep woods of Northern Europe have gone more simply: from the beginning of time to this very day, the Land is governed by a long and pitch-black Wood Age.

Hence, the pieces and dice in this game's box are also crafted from wood. Much more crafty markings are carved into the dice in place of the customary dots.

And the dice are the most crucial things here in this world. If you don't believe it, go ahead and ask anyone's venom-toothed great-great-grandfather slinking through the thicket!

Snake-tongue is the wisdom of the ancient northern forests! A good word, not to mention an evil one, defeats a foreign force!

Bow. An arrow can strike a flying- or far-approaching enemy.

Mace. An oak mace with sharp iron spikes helps to penetrate even the thickest chain mail.

Shield. A bother to cart around, but oh-so-useful when you end up being hailed by the enemy's arrows.

Crow's Foot Such a symbol designates agile feet. Don't be ashamed to turn on your heels and split if necessary!

Muhu Mänd. Two Muhu Mänds can substitute any other marking.

INSTRUCTIONS

AN ADVENTURE IN ANCIENT FORESTS
THE MAN, WHO SPOKE SNAKE-TONGUE

Preparation

1) Pull the necessary number of **Owl's Eggs** out of the card Deck and distribute to players!

2 players – 5 eggs each

3 players – 4 eggs each

4 or 5 players – 3 eggs each

The players place their **Owl's Eggs** face-up on the table in front of them.

2) Pull **Home** out of the Deck and set it in the middle of the table! This is the beginning of the game square.

3) Pull out the first **four Landscapes** that come up in the Deck and place them around **Home!** The cards must be placed in a way that all paths are connected.



4) Shuffle the rest of the cards thoroughly and place them face-down on the table to be the **New Card Deck**. Leave room in the middle of the table for the growing game square.

5) Players choose their pieces and put them on the Home card.

6) Every player rolls all five dice once. Whoever gets the most **Snake-tongues** starts the game. Players getting an equal number of Snake-tongues roll again.



Course of the game

Every player's turn is composed of two parts: 1) **Roaming** and 2) **Snatching**. When these two things are done, the turn goes clockwise to the next player.

1) Roaming

A player can roam freely with his or her piece in the direction of choice. One can only roam along connected paths. Players move only one **Landscape** at a time, including to a **Ravaged Landscape**.

There can be several pieces on the same Landscape card at a time.

When landing on a Landscape, the player must immediately fulfill the **Task** shown on the card.

2) Snatching

Take the top card off of the **New Card Deck** and turn it face up! Do this even when you failed to complete the **Landscape Task!** Act according to what the card reveals:



Owl's Egg: Keep it!
This gives you another life.



Helper: Keep it, too!
This helps you when fulfilling Tasks and battling Enemies.



Enemy: Battle!



Landscape: Expand the game square! Make sure that the paths are connected!

End of game

The game ends when the last card has been pulled from the New Card Deck.

After that, all of the players' points are counted. Even those, who dropped out of the game partway through.

The player with the most points wins.

Fulfilling tasks and battling Enemies

A player must roll the dice to **fulfill Tasks** and **battle Enemies**. The required outcome is shown on the **Landscape** and **Enemy** cards. First, roll all five dice at once! Then, you can re-roll dice showing an unsatisfactory result **up to two times more**. Don't forget – two **Muhu Mänds** can replace any other mark.



Landscapes



Upon landing on a **Landscape** card, fulfill the **Task!**

If you manage to fulfill the **Task**, you take the **Landscape** card for points. The number of points is shown on the card – one, two, or three.

Place the top card from the **New Card Deck** face-down in the empty space, with the **Ravaged Landscape** picture face-up.

The player's game piece remains on the **Ravaged Landscape**. The card remains this way until the end of the game. A player can always step onto a **Ravaged Landscape**, but the card has no Task.

If the player fails to fulfill the **Task**, he or she has to go back **Home**. If the **Landscape** has a **Mark of Evil**, the player additionally loses an **Owl's Egg**. Place it on the **Used Card Deck!**



Combination required to fulfill the Task

Meeme

Meeme is a special **Landscape Card**, which lacks a **Task**. If you step onto the **Meeme** card, you can place your game piece wherever you want on the square. **Meeme** himself remains on the square until the end of the game.



Enemies



If you've **snatched** yourself an **Enemy**, you must **fight!**

If you win, you keep the **Enemy** for points. The number of points is shown on the card – one through three.

If you get the feeling that you can't beat the **Enemy**, you can try to **flee**. The combination of dice required to **flee** is shown on the lower edge of the **Enemy** card. You are free to change your mind about **fighting** or **fleeing** during the course of casting the dice. In any case, the dice can be re-rolled only up to **two times!**

If you were successful at **fleeing**, place the **Enemy** card on the **Used Card Deck**.

If you lose the **fight** or **fleeing** fails, you must give up an **Owl's Egg**. Place both cards on the **Used Card Deck!**

In either case, the game piece remains on the same **Landscape**.



Combination required to fulfill the Task

Combination required to Flee



Helpers



If you end up in a pinch when fulfilling **Tasks** and fighting **Enemies**, you can use the **Helper** cards, which will then replace one dice mark one time only.

If you don't have the necessary **Helper**, you can ask other players for help. In this case, you can hold on to your **Owl's Egg**, but the **Landscape** or **Enemy** card and its points will go to the person that plays the decisive **Helper**.

If several players are able to offer help, the player closest to your game piece is given priority. You can also refuse help. Place a used **Helper** on the **Used Card Deck!**

Owl's Eggs



Owl's Eggs are your life force.

If you've given up your last **Owl's Egg**, you are out of the game.

This doesn't mean you might not still win the game, however, because points are counted only at the end of the game!

Some **Landscape** cards can be used as replacements for **Owl's Eggs**. For this to happen, you must have a **Landscape** card marked with an **Owl's Egg** among your point cards.

Players are not allowed to lend or gift **Owl's Eggs** to other players!

