

# THE MAN WHO SPOKE SNAKISH

The ancient golden age is coming to an end. People no longer speak Snaketongue, 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 The time of leisure and free philosophizing has been replaced by hard, fruitless farm work and bowing before a strange bearded man hanging on a cross.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.





9 - 99

60 min

The idea of the game: Asko Künnap & Julia Maria Künnap The legend of the game: Andrus Kivirahk 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 evilest of evil cards. Scuffle with them if you have the force to do so, or flee as fast as your legs can take uou. There's no shame in it!



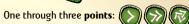
Helpers (15) Useful cards that are an immense aid in fighting Enemies as well as fulfilling

## **Card Markings**

A Good card: An Evil card:









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 bu 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!



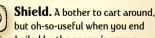
Snake-tongue is the wisdom of the ancient northern forests! A good word, not to mention an evil one, defeats a foreign force!



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.



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



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

## INSTRUCTIONS

THE MAN. WHO SPOKE SNAKE-TONGUE

## **Preparation**

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

- 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 Snaketongues 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

## 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 Gnemy 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



Dypon 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 2 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

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 **Gnemy** card. You are free to change uour 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 Enemu 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.



## Helpers

Player

1's cards

Helpers

Used Card Deck

## Owl's Eggs

Owl's Eggs

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,

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

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

plays the decisive Helper.

uou can ask other plauers for help. In

Cards acquired

for points

Player 2's cards

Cards acquired for points

**Game Square** 

Landscape

Plauer 3's cards

Owl's Eggs are your life 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 plauers!



