

KALEVITE MAA

Board game for 2-6 players

For thousands of years people have inhabited Estonia, also known as Kalevite Maa (the Land of Kalev) after the ancient ruler Kalev. The land is full of ancient treasures: foreign coins, Bronze Age and Iron Age weapons, pottery, and gold and silver jewelry. Many exciting things have already been unearthed and displayed in museums but there is still a lot more to be found. So get yourself a shovel, a map and a compass and good luck in your search! But beware – ancient treasures may be guarded by spirits or other more evil creatures.



Contents

- 1 game board
- 36 tokens
- 12 secret quest cards
- 6 playing figures
- 1 die
- game rules

Object of the game

You are on a secret quest and have a secret quest card depicting three items which you must collect from the game board. Don't reveal your secret quest to the other players. The first player to collect all the items on his quest card wins the game.

If you want to play a longer and more challenging game, you can select a new quest card after you have completed your first quest. The game ends when all the treasure has been found and declared. The player who has completed most secret quests by the end of the game is the winner.

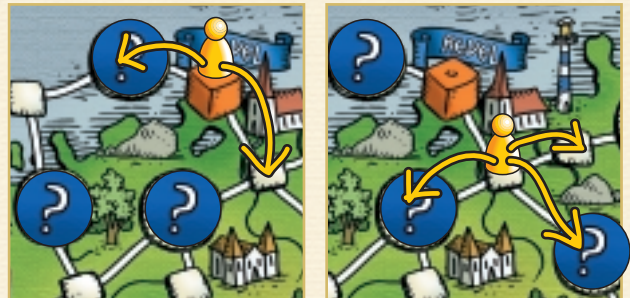
Setting up

- 1) Place the game board in view of all the players.
- 2) Turn the tokens face down, mix them well and place them on the round stones on the game board. All the stones must be covered. The reverse sides of all the tokens are identical (a question mark on a blue background) and none of the players must know the location of any item.
- 3) Shuffle the secret quest cards and deal one to each player. Don't show your card to the others until the end of the game.
- 4) Choose a playing figure and throw the die to get a hometown (indicated by a picture of a die, 1-6), place your playing figure on your hometown starting space. More than one player may start from the same town.

Playing

Getting started

The player who throws the smallest number on the die (Revel on the game board) begins. Take turns in a clockwise direction.



Moving

On every turn, move your playing figure forward one stone in the direction of your choice. You can pass other players or stop on the same stone as another player. The die is not used to move around the board.

Collecting tokens

If you land on a small square stone, you do nothing else on that turn. But if you land on a large round stone with a token on it, you must turn the token face up for everyone to see.



Then you must do what is required by the token. See overleaf for more about the tokens. >>

The tokens



Treasure

There are seven types of ancient treasure in the game – three of each type. When you take a token from the board, place it face up in front of you so that everyone can see it.



Goblins

There are three types of goblin: the Ghost, the Northern Frog and the Devil, three of each. The power of each goblin is indicated on the token. If you meet a goblin, you must fight it by throwing the die. If the number on the die is the same or more than that on the goblin's token, you win. Defeated goblins are collected just like other treasure.

If the number on the die is less than that on the token, you have to give all you have collected so far to the goblin and choose a new hometown by throwing the die again. Your treasure is piled up and placed under the goblin. The goblin stays there (face up) to protect the treasure, and your playing figure moves to a new hometown. If you are brave enough, you can test yourself against a goblin and try to capture the treasure.

Kalev sweets

There are six blue Kalev sweets included in the game. They give you strength and speed. If you find a sweet, place it in front of you just like any other treasure. On your next turn, you can use the sweet in one of two ways:



1. To take one extra step. When it is your turn, remove the sweet from the game and move forward two stones instead of one.
2. To increase your strength. If you want to fight a goblin, remove the sweet from the game before throwing the die and then add one to the number on the die.

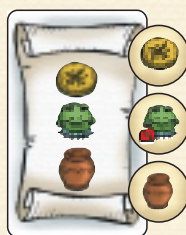
You cannot use two sweets in one turn. Used sweets are removed from the game.

The five-token rule

You can have up to five tokens at the same time. If you already have five tokens and then pick up a sixth or receive even more by fighting and defeating a goblin, you must decide which tokens to keep and which to put back. Put the extra tokens back on the board, face up. They are available for any player to pick up.

The end of the game and the winner

If a player has collected all three treasures shown on his secret quest card, he can prove it by turning over his quest card for everyone to see. He wins the game and is ceremonially proclaimed the mightiest treasure hunter of all!



Second and third places

If the other players want to, they can continue the game in order to determine the second and third places.

Game with several cards

If there are two players, you can also play the game using several cards. If a winner emerges too quickly and most of the tokens have not been turned over, the winner can place his completed secret quest card and three tokens to one side and select a new quest card from the pack. He throws the die to get a new hometown and places his playing figure on the hometown starting space.



Now the game lasts until all the tokens have been turned over. As soon as you complete one quest, you can start a new one. The winner is the player who completes most secret quests by the end of the game. You can't usually complete more than two or three quests in one game.

Enjoy the game, good luck and be brave!

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Publisher and distributor: **AS KALEV**
www.kalev.ee

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