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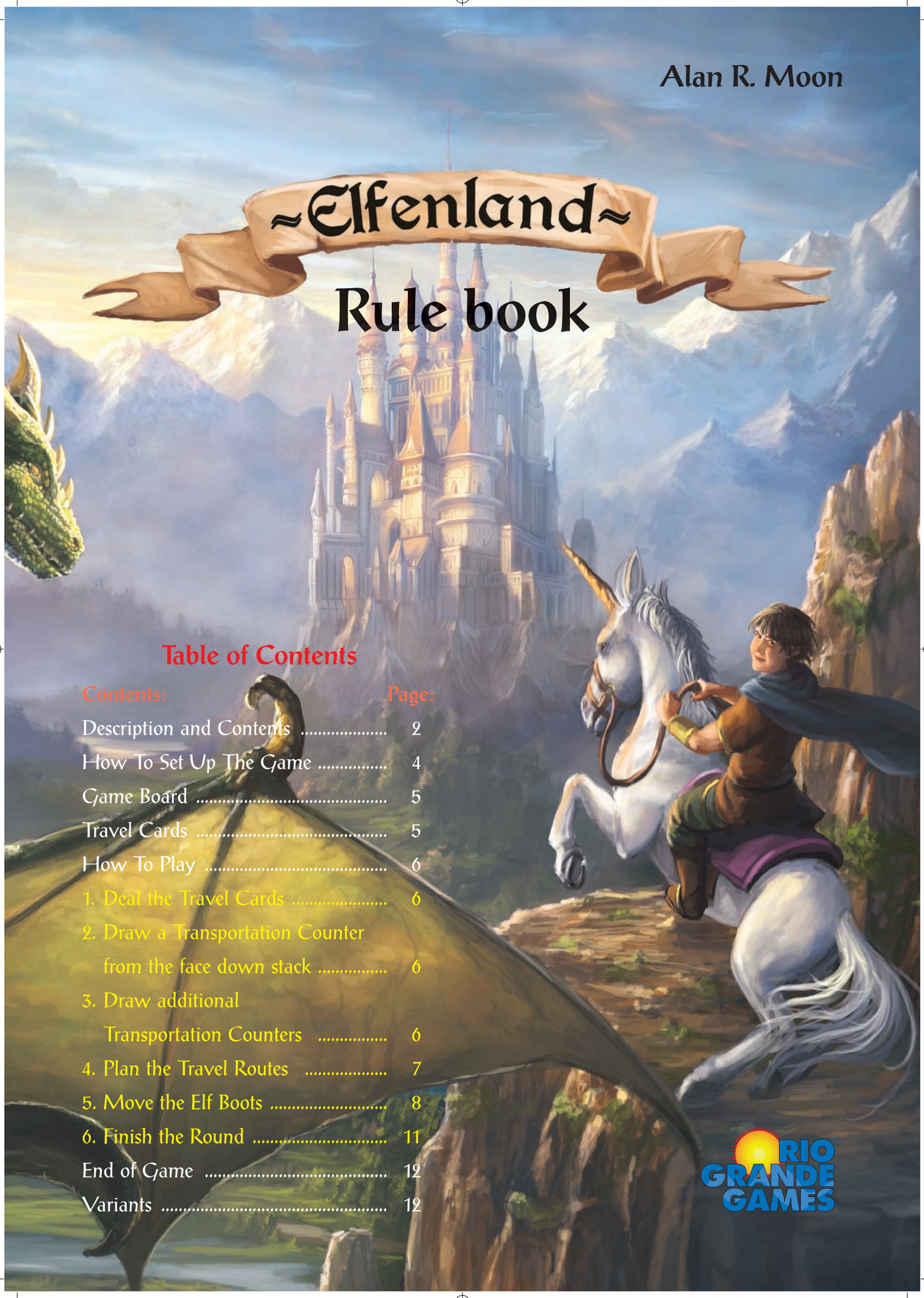


Alan R. Moon

~Elfenland~

Rule book

Table of Contents

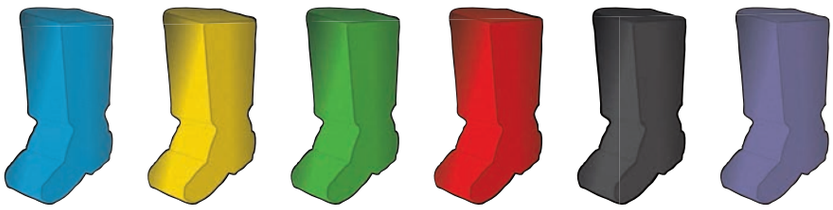
Contents:	Page:
Description and Contents	2
How To Set Up The Game	4
Game Board	5
Travel Cards	5
How To Play	6
1. Deal the Travel Cards	6
2. Draw a Transportation Counter from the face down stack	6
3. Draw additional Transportation Counters	6
4. Plan the Travel Routes	7
5. Move the Elf Boots	8
6. Finish the Round	11
End of Game	12
Variants	12

RIO GRANDE GAMES

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 2

Description

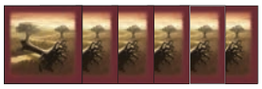
In Elfenland, young elves have to pass a very special test before they are accepted as grown-ups. All elf girls and elf boys receive a map of Elfenland, and they have to visit as many famous towns in Elfenland as possible, using the common types of transportation: dragons, unicorns, giant pigs, elfcycles, troll wagons, magic clouds, ferries and rafts. These types of transportation, however, are available in limited numbers and can only be used in specific regions. Thus, an exciting race starts among the elves to find out who will make the best use of the available transportation. The one to visit the most towns will win the game.



6 Elf Boots



6 Obstacles



120 Town Pieces

20 x 
20 x 

20 x 
20 x 

20 x 
20 x 

48 Transportation Counters

8 x  Dragon

8 x  Unicorn

8 x  Troll Wagon

8 x  Elfcycle

8 x  Magic Cloud

8 x  Giant Pig

10 x



Dragon



4 Round Cards

12 Town Cards



1 Starting Player Figure





1 Game Board

1 Rule book

6 Transportation Charts



72 Travel Cards

10 x



Unicorn

10 x



Troll Wagon

10 x



Elfcycle

10 x



Magic Cloud

10 x



Giant Pig

12 x



Raft

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 4



How to Set Up the Game



Each player takes one Elf Boot and 20 Town Pieces of the same color. Place the boots in the elf capital of "Elvenhold". Each player places his Town Pieces on the other 20 towns.

Separate the cards according to the different backs: Elf (Starting Player Figure), castle (Travel Cards), and mountains (Round Cards). Put the twelve Town Cards in the box; they are only important for a variation of this game.



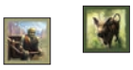
Travel Cards

Place the 72 Travel Cards (castle backs) that are shown on the previous pages (Dragon, Elf Cycle, Troll Wagon, Magic Cloud, Unicorn, Giant Pig, and Raft) face down next to the Game Board in one stack.

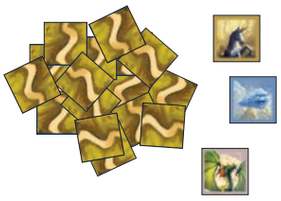


Round Cards

Place the first three Round Cards in one stack in the top right corner of the board with the number “3” on bottom, followed by “2” and “1” on top. The top card always indicates the current round.



Transportation Counters



Separate the 48 Transportation Counters from the six Obstacles (red border). Now mix the Transportation Counters and place them face down in a pile next to the board on the table. Turn over five Transportation Counters and place them next to the face down ones. Five Transportation Counters must always be face up during the entire game.



Transportation Chart



Obstacle

Each player takes a Transportation Chart and an Obstacle. Put the remaining Transportation Charts and Obstacles back in the allotted slots in the box.

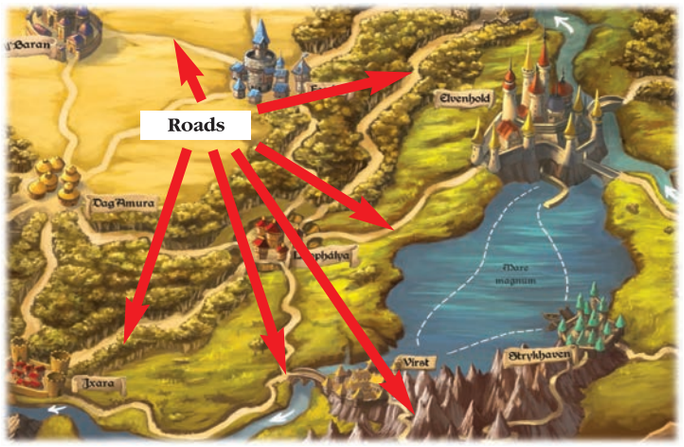


Starting Player Figure

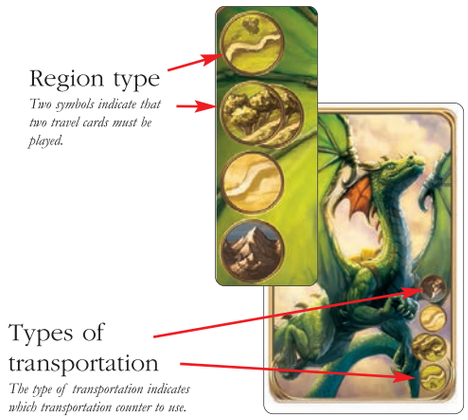
Give the Starting Player Figure to the oldest player so he can start the game. After he has completed his turn, the turn passes to the left.

Game Board

In Elfenland, the well built road network connects the towns with each other. Each road runs through a specific region, through the light green plains, dark green woods, yellow desert and over the gray mountains. The rivers and the great lakes can also be used to travel from one place to the next.



Elves may use seven different types of transportation. Depending on the region, a type of transportation may allow fast or slower travel and some types of transportation may not be used in some regions at all.



Travel Cards

Each Travel Card indicates the type of transportation (which transportation counter to use) and the type of region it can be used in. Each round symbol indicates a type of region. A single round symbol indicates that the player needs only one travel card. A double round symbol indicates that the player needs two Travel Cards to use the chosen road.

If a specific region's symbol is missing, players cannot use that particular Travel Card or Transportation Counter in that region.

Region type



Types of transportation

The ***Giant Pig*** cannot travel through the desert or in the mountains.

The ***Elfcycle*** cannot be used in the desert and requires 2 Travel Cards for the mountains.
The ***Magic Cloud*** cannot travel through the desert and requires 2 Travel Cards for the plains and woods.
The ***Unicorn*** cannot travel through the plains and requires 2 Travel Cards for the desert.
The ***Troll Wagon*** requires 2 Travel Cards in the woods, in the desert, and in the mountains.

The ***Dragon*** requires 2 Travel Cards to fly over the woods.

Naturally, only ***Rafts*** can travel on rivers and lakes.

Upriver (in the opposite direction indicated by the arrows) and on lakes, ***Rafts*** require 2 Travel Cards.

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 6



How to Play

The first time you play Elfenland:
Always play the phase described in the section you just read, before you continue to the next section.

Elfenland is played in three rounds. Each round consists of the following six phases:

- 1. Deal the Travel Cards.
- 2. Draw a Transportation Counter from the face down stack.
- 3. Draw additional Transportation Counters.
- 4. Plan the Travel Routes.
- 5. Move the Elf Boots.
- 6. Finish the Round.

1. Deal the Travel Cards

Each player receives 8 cards.

In the first round, the Starting Player shuffles the Travel Cards and deals 8 cards to each player. He places the remaining cards face down in a stack next to the board. On subsequent rounds, the Starting Player shuffles all Travel Cards from the Travel Card stack. He then deals new Travel Cards to each player until each player holds eight Travel Cards in his hand.

2. Draw a Transportation Counter from the face down stack

Each player draws one Transportation Counter and places it in his play area face down.

Beginning with the Starting Player, each player draws one of the face down Transportation Counters, looks at it and places it face down in his play area (the space in front of him). This Transportation Counter is **kept secret** from the other players, but the player may refer to it at any time. In the course of the game, a player may have several secret Transportation Counters.

3. Draw additional Transportation Counters

Each player draws three face up Transportation Counters.

Tip: *Choose types of transportation that are identical with the ones on your Travel Cards.*

Each player can only have a maximum of 5 Transportation counters in his play area.

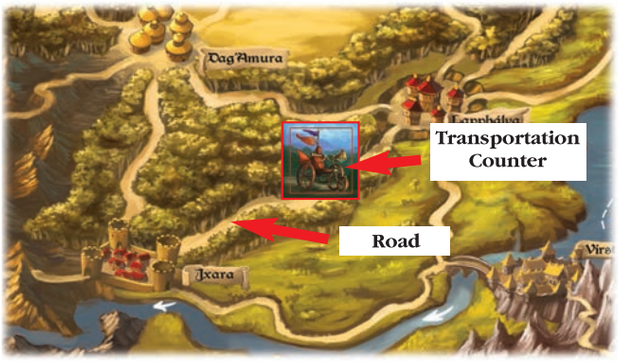
Beginning with the Starting Player again, each player draws an additional Transportation Counter, choosing either one of the five face up ones or one of the face down ones. Each player places his Transportation Counter **face up** in his play area. If a player chooses one of the five face up Transportation Counters, he must immediately turn over one of the face down ones so that there are always five face up Transportation Counters to choose from.

All players continue to draw Transportation Counters until each player has drawn three Transportation Counters. Together with the face down Transportation Counters, each player now has four Transportation Counters in the first round.

Players who retained a Transportation Counter from the previous round will now have five Transportation Counters (one or two face down and three or four face up).

4. Plan the Travel Routes

Beginning with the Starting Player, the players take turns to place one of their Transportation Counters face up on a road. Only one Transportation Counter may be placed per road.



The players take turns to place one of their Transportation Counters face up on a road.

Only one Transportation Counter may be placed per road.

A player may only place a Transportation Counter on a road if that particular type of transportation is suited for traveling on the chosen road. The Transportation Charts indicate which Transportation Counter may be used on which road. For example, a Giant Pig may not be placed on a desert road.





The chosen Transportation Counter must be suited for traveling in that region.

Transportation Counters may be used by all players.

The Transportation Charts indicate which Transportation Counters may be used on which road.

Obstacle

Instead of a Transportation Counter, players may also place an Obstacle on a road. However, this play can only be made once by each player during the entire game, and only if a Transportation Counter has already been placed on the particular road. Only one Obstacle may be placed per road. Obstacles cannot be placed on rivers and lakes. An Obstacle placed on a road requires that an additional identical Travel Card be played for that particular road.



An Obstacle may be placed instead of a Transportation Counter only once by each player.

Obstacles must not be placed on rivers and lakes.

An Obstacle on a road requires that an additional identical Travel Card be played.

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 8

Example 1:
A Troll Wagon and an Obstacle are placed on a desert road. If the player wants to use this road, he must play three Troll Wagon Travel Cards.



Instead of placing a transportation counter, you can pass. When all players have passed consecutively, this phase ends.

A player is not required to place a Transportation Counter or an Obstacle. He may pass his turn.

A player may pass one turn and place a Transportation Counter on a later turn. However, if all players pass consecutively, the phase ends.

5. Move the Elf Boots

A player moves his Elf Boot along the roads or rivers from town to town. The object is to collect his own Town Pieces.

Traveling On Roads

Each player may use each Transportation Counter on the board when he moves his Elf Boot. Beginning with the Starting Player, each player may move his Elf Boot along **as many roads as desired,** provided the following requirements are met:

- 1. The traveled road must have a Transportation Counter on it.
- 2. The player must play a Travel Card that matches the Transportation Counter. For example, a Unicorn card for a road with a Unicorn Transportation Counter.
- 3. If a Travel Card indicates a double region symbol, the player is required to play two identical Travel Cards for this Transportation Counter in order to move his Elf Boot on this road.
- 4. If the traveled road is blocked by an Obstacle, the player has to play an additional identical Travel Card.

A player's turn is finished when he cannot or does not want to play another Travel Card.

Example 2:

Chris wants to travel from Feodor via Lapphálya to Virst. On the road in the woods from Feodor to Lapphálya he comes across an Obstacle and a Dragon Transportation Counter. Since the Dragon demands two Dragon Travel Cards for flying over the woods, Chris is required to play three Dragon Travel Cards for this road. Then he continues through the plains to Virst. On the plains road he finds an Elfcycle. Since Chris can easily travel through the flat plains with an Elfcycle, one Elfcycle Travel Card is sufficient to travel to Virst.



Traveling On Rivers

For Raft Travel Cards there is no Transportation Counter. A player moves his Elf Boot on a river by simply playing the number of Raft Travel Cards indicated on the Transportation Chart.

To travel downriver, you need one Raft Travel Card. To travel upriver, however, you need two Raft Travel Cards.

Obstacles cannot be placed on rivers and lakes.

Example 3:

Brandy (green) wants to travel on the river in the direction indicated by the arrow from Virst to Ixara. For this route, she is required to play one Raft Travel Card. John (blue) wants to travel upriver from Ixara to Virst. However, since he is traveling in the opposite direction indicated by the arrow, he has to play two Raft Travel Cards.



ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 10

One road may be used several times on one turn if the matching Travel Cards are played.

Traveling Back And Forth

On his turn, a player may move from town to town on as many roads as he wishes, provided he can play the matching Travel Cards for each road. A player may also use the same road more than once on his turn. However, each time he uses that road, he must play the required Travel Cards.





Example 4:

On the road in the woods from Dag'Amura to Kihromah the type of transportation is a Magic Cloud. Therefore, Chris must play four Magic Cloud Travel Cards to travel from Dag'Amura to Kihromah and back.

When a player reaches a town, he collects his Town Piece and places it in his play area.

Collecting Town Pieces

For each town a player reaches, he takes his Town Piece and places it in his play area. He also takes the piece from the town where he ends his turn.



At the end of a player's turn, the number of cards he holds in his hand is reduced to four.

Players place all played Travel Cards on the Travel Card stack next to the board. If a player holds more than four Travel Cards in his hand at the end of his turn, he has to immediately reduce his number of cards to four. He also places the leftover cards on the Travel Card stack.

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 11

Special Moves

A) Caravan

If a player cannot play the Travel Card(s) required by the type of transportation, he can play any **three** Travel Cards (including Raft Travel Cards) instead. This move is called a "Caravan". "Caravans" only move on roads that provide a type of transportation. Caravans do not travel on rivers and lakes. If there is an Obstacle on the road, the player must play any four instead of three Travel Cards.

*Instead of playing the required Travel Card(s), you can play any three Travel Cards instead as a **"Caravan".** The cards played may be of any combination of transportation types.*

B) Ferries

Both of the two great lakes, "Mare Magnum" and "Mare Nebulae", can be crossed by ferry. To use them, players are required to play **two** Raft Travel Cards for each move from one town to the next. Use the ferries to travel back and forth between Virst, Strykhaven and Elvenhold, or between Grangor, Yttar and Parundia.





If you want to use a ferry to travel across one of the great lakes, you have to play two Raft Cards to get from one town to the next.

6. Finish the round

After all of the players have moved their Elf Boots, the following actions take place:

- The Starting Player puts the top Round Card beneath the stack. He then passes the Starting Player Card to the next player to his left who becomes the new Starting Player.
- Each player must now turn in all of his Transportation Counters except **one** which can be secret or face up.
- Remove the Transportation Counters from the board and mix them thoroughly face down with those turned in and the face down ones next to the board. The face up Transportation Counters remain face up and are not turned face down and shuffled with rest.
- Remove used Obstacles from the game entirely.

The Round Cards are changed and the Starting Player Card is passed to the left. The Transportation Counters on the board are shuffled in with the face down ones next to the board.

ELrulenNew_ELrulen_100111.qxp 8/29/15 8:33 AM Page 12

The player who collects the most Town Pieces after 4 rounds wins. If two or more players have the same number of Town Pieces, the player with the most Travel Cards wins.



End of Game

Elfenland ends after the third round. The player who collected the most Town Pieces wins. If two or more players have the same number of Town Pieces, the player holding the most Travel Cards in his hands wins.



Variant 1

If players want a longer game, they can play for four rounds instead of three. As in the original game, the player who collected the most Town Pieces wins. If two or more players have the same number of Town Pieces, the player holding the most Travel Cards in his hands wins. If one player collects all of his Town Pieces before the end of the third round, he wins.



Variant 2

At the beginning of the game, shuffle the twelve Town Cards and deal one card face down to each player. The remaining Town Cards are not needed in this variation. The object is for each player to now collect his Town Pieces **and** have his travel route end in the town indicated on his town card, or in a town as close as possible. All other rules remain the same. When the game ends, all players uncover their Town Cards and count how many towns they are away from their destination (shortest distance). This number is then subtracted from the number of the collected Town Pieces. The player with the highest score wins. In case two or more players score the same, the player who is closest to the town on his Town Card wins.



Example 5:

Brandy visited 17 towns and ends the game in Throtmanni. Her Town Card, however, indicates Jaccaranda. Brandy is only one town away from Jaccaranda. She subtracts one from her 17 Town Pieces and scores 16.

Any questions? We are pleased to help you:

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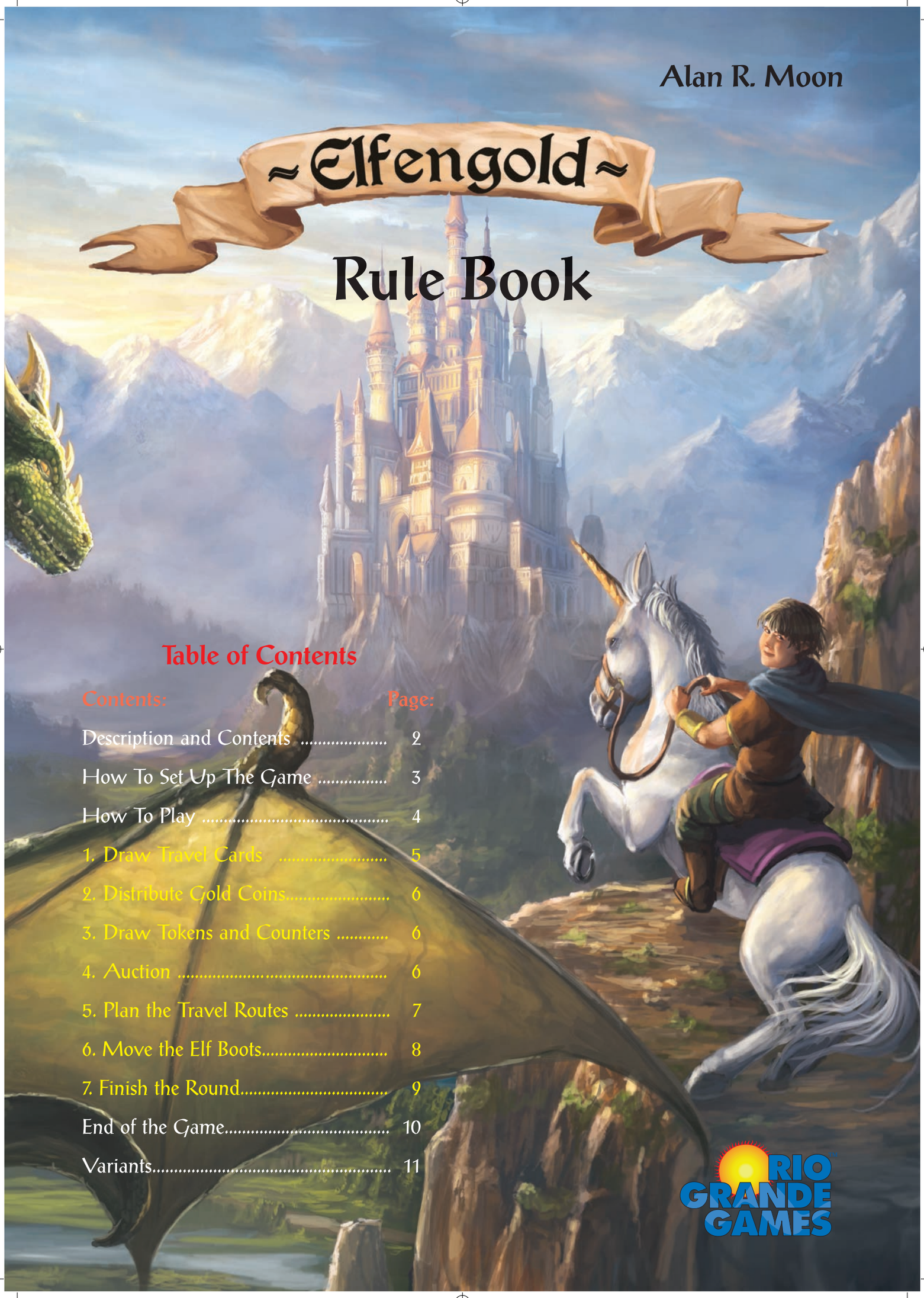
ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:38 AM Page 1



Alan R. Moon

~Elfengold~

Rule Book

Table of Contents

Contents:	Page:
Description and Contents	2
How To Set Up The Game	3
How To Play	4
1. Draw Travel Cards	5
2. Distribute Gold Coins	6
3. Draw Tokens and Counters	6
4. Auction	6
5. Plan the Travel Routes	7
6. Move the Elf Boots	8
7. Finish the Round	9
End of the Game	10
Variants	11

RIO GRANDE GAMES

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:38 AM Page 2

Description

Elfengold is an expansion to Elfenland. It is not designed to work with Elfensea. Elfengold adds gold coins, which players use to bid for the Travel Counters and some other new items. It also adds Gold Value Tokens to the towns that indicate how much gold players earn for visiting a town. Players also have access to two different Magic Spells and we have added a new obstacle - a Sea Monster! To Manage all these extra options, we have added 2 Round Cards to make a longer game of six rounds. All these things work to make a great game even more tactical and exciting. We hope you enjoy playing with these additions.

Contents

65 Gold Coins

25 x 

25 x 

15 x 

20 Gold Value Tokens

2 x 

6 x 

6 x 

4 x 

1 x 

1 x 

7 Gold Cards



2 Round Cards

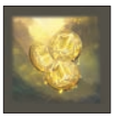


4 Magic Spells

2 x  Double

2 x  Exchange

5 Tiles

2 x  Gold Pieces

2 x  Sea Monster Obstacle

1 x  Giant Pig Transportation Counter

6 Witch Cards for the variant



Please use the rules from the basic Elfenland game except as where differences are described herein.
The six Witch Cards are needed only for the Witch variant.

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:38 AM Page 3



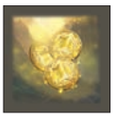
How to Set Up the Game

Distribute the twenty Gold Value Tokens on the towns. The towns have a certain value, which is paid in gold coins when a player reaches a town.

- Place the Gold Value Token worth 7 on Al'Baran.
- Place the Gold Value Token worth 6 on Kihromah.
- Place the Gold Value Tokens worth 5 on Grangor, Mah'Davikia, Jaccaranda and Erg'Erén.
- Place the Gold Value Tokens worth 4 on Strykhaven, Dag'Amura, Yttar, Parundia, Usselen and Feodor.
- Place the Gold Value Tokens worth 3 on Virst, Ixara, Wylhién, Throtmanni, Tichih and Rivinia.
- Place the Gold Value Tokens worth 2 on Beatá and Lapphálya.

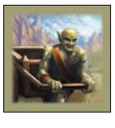
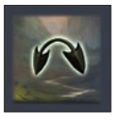


Place the town pieces on the board as directed by the rules in the base game. Use the following Transportation Counters, Obstacles, Gold Pieces and Magic Spells from the basic game and the expansion when playing Elfengold:

4x 
4x 
2x 
2x 

5x 
8x 
2x 

2x 

8x 
9x 
2x 

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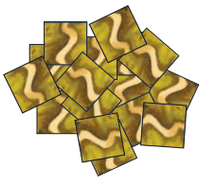


Turn all these items (Transportation Counters, Obstacles, Gold Pieces, and Magic Spells) face-down and shuffle them in a pile next to the game board.



Place the six Round Cards face-up in a stack in the upper right corner of the game board. Place them such that the "1" is on the top, then under that the "2", the "3", the "4", the "5", and; finally, the "6" at the bottom.





Use only 63 cards (nine of each type of transport) of the 72 Travel Cards (Dragon, Elf Cycle, Troll Wagon, Magic Cloud, Unicorn, Giant Pig, and Raft) from the basic game for the expansion game. Shuffle these 63 Travel Cards and deal five cards to each player face-down. Place another three Travel Cards face-up next to the game board.



Afterwards, shuffle the seven Gold Cards from the expansion into the Travel Card deck and put this as a face-down supply beside the three face-up Travel Cards.



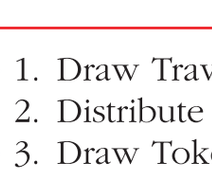
Each player takes two 5-value Gold Coins and two 1-value Gold Coins.



The oldest player takes the Starting Player Figure and begins the first round. The other players follow in clockwise order.



<u>When you play Elfengold for the first time:</u>
We suggest you read the rules for a phase and then execute the actions of that phase before moving to the next phase.



How to Play

Players play Elfengold for six rounds. Each round consists of seven phases:

1. Draw Travel Cards
2. Distribute Gold Coins
3. Draw Tokens and Counters
4. Auction
5. Plan the Travel Routes
6. Move the Elf Boots
7. Finish the Round

1. Draw Travel Cards

In the first round this phase is ignored because each player already took cards during preparation.
Beginning with the second round, the starting player draws Travel Cards and the other players follow in clockwise order. Each player draws **three cards** from the supply. For each card, the player may draw either the top-most card from the face-down supply or one of the three face-up cards. When a player draws one of the three face-up cards, he immediately replaces it with the top-most cards from the supply.

Each player draws three Travel Cards.

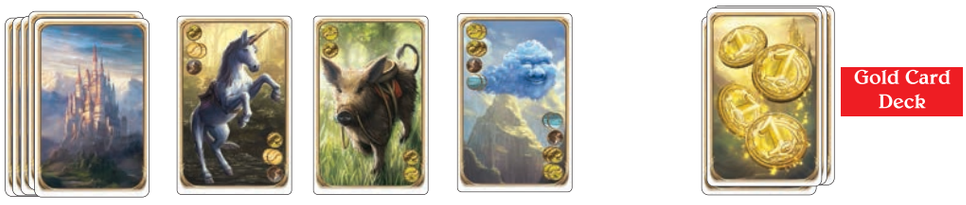


Gold Cards

When a player draws a Gold Card from the supply, he immediately puts it face-up beside the three face-up cards on a separate Gold Card Deck. The player draws a new card to replace the drawn Gold Card. He may again choose whether he draws the top-most card from the supply or one of the three face-up cards. The player may also choose to take the entire Gold Card Deck.

When players draw Gold Cards, they put them in a separate stack.

*A player draws **either** the top-most card from the supply*
or
one of the three face-up cards
or
the entire Gold Card Deck.



When a player chooses to take the Gold Card Deck instead of drawing a Travel Card, he takes three 1-value Gold Coins from the supply for each Gold Card in the Gold Card Deck. He then places the Gold Card Deck face-up on the discard pile.

When a player chooses to take the Gold Card Deck, he takes 3 Gold Coins for each Gold Card in the deck and places the Gold Card Deck on the discard pile.



Note: When a player draws a card from the supply and it is a Gold Card, he may take the entire Gold Card Deck (including this card) as his replacement draw.

Discard Pile

During the game players place played Travel and Gold Cards face-up on the discard pile. When the supply is exhausted, a player shuffles the discard pile and places it face-down as a new supply.

Players place all played cards on the discard pile.

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:39 AM Page 6

2. Distribute Gold Coins

Starting with the second round each player takes two 1-value Gold Coins.

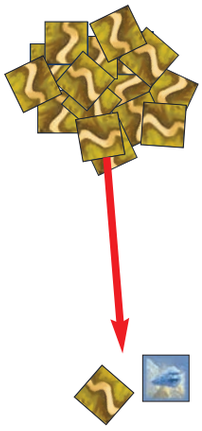
In the first round this phase is ignored because each player already took Gold Coins during preparation. Beginning with the second round each player takes two 1-value Gold Coins from the supply.



3. Draw Tokens and Counters

The players use the face-down items just as they use the face-up items. They serve only to keep some information secret from the other players.

Beginning with the starting player, each player draws two items from the face-down pile. The player then decides which of these two he places face-up and which face-down, both in his play area (the space in front of him on the table).
During the game, each player will have a variety of Transport Counters, Obstacles, Gold Coins and Magic Spells in his play area.



4. Auction

The starting player turns over a number of items equal to twice the number of players for the auctions.

Example:
With four players, the starting player turns over eight items.

The starting player randomly turns over twice as many items from the pile as there are players in the game and places them on the table in a row for all to see. Each item is then auctioned in sequence from right to left.



A passing player may not offer further bids for the item he passed on.

With each auction the starting player makes the first bid by stating the number of Gold Coins he is willing to pay for the item, and may choose to pass as his first “bid”. The other players follow in clockwise order. They must increase the bid or pass. As soon as a player passes, the player may not make further bids for this item. The player may bid on later items, however. A player may increase the bid by any amount. The auction for an item ends, as soon as all players but one pass. The player with the highest bid takes the item, pays the amount bid to the supply and places it face-up in his play area. A player may buy as many items as he wishes, and can pay for, during an auction. Should a player win an auction and be unable to pay, he places all his Gold Coins in the supply and the item is auctioned again. If no player bids on an item, the starting player places it back face-down in the face-down pile without drawing a replacement. This phase ends when all items in the row have been auctioned (or returned to the pile with no bids).

5. Plan the Travel Routes

The phase is played as described in the base game.
It begins with the starting player who may play either a Transport Counter, an Obstacle, a Gold Piece, or a Magic Spell. It ends when all players pass in sequence.

The Obstacles

There are two kinds of Obstacles. A player can now place a new Obstacle on rivers and lakes: the Sea Monster. The rules for placing the Tree Obstacles on the roads are unchanged.
When a player places a Sea Monster on a river or on a specific ferry link of one of the two lakes, then players using this route must play an additional Raft Travel Card.
For a route on a river in the direction of the arrow, a player needs two Raft Travel Cards, against the direction of the arrow and on a ferry link a player needs three Raft Travel Cards.

Players place Tree Obstacles on the roads and Sea Monster Obstacles on rivers and lakes.





Example:
The green player must play two Raft Travel Cards to go from Virst to Ixara by river. The blue player needs three Raft Travel Cards to go from Ixara to Virst by river.

A ferry link with an Obstacle always costs three Travel Cards.

The Gold Pieces

A player may place a Gold Piece only on roads with a Transport Counter. If the road also has an Obstacle, the player may not place a Gold Piece on the road. If a Gold Piece is already on a road with a Transport Counter, a player may not place an Obstacle on the road. Players may only place one Gold Piece on a road. When a Gold Piece lies on a road, the player collects double the gold value of the town he visits when moving on the road (see also "Move the Elf Boots").



A player may place only one Gold Piece or one Obstacle on a road.

The Magic Spells

There are two different Magic Spells. Players may only put these on a road where there is already a Transport Counter. When a player places the Double transport on a road, he immediately places a second Transport Counter on this road. Players may use either means of transport when moving their Elf Boots along this road.

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:39 AM Page 8

With the Double Transport Magic Spell, a player may place a second Transport Counter on a road.



Example:
For the road between Ixara and Lapphálya, a player must play either two Dragon Travel Cards or one Elfcycle Travel Card. Of course, a player could also employ a caravan.

A caravan without an Obstacle costs any three Travel Cards; a caravan with an Obstacle costs any four Travel Cards.

A player who places the Exchange on a road immediately exchanges the Transport Counter on this road with any different one on another road. Of course, the player must make certain that the exchanged Transport Counters are legal on the roads they are exchanged to. After the exchange, the player places the Exchange spell face-down in the pile with the other items and shuffles them.

Example:
The player uses an Exchange Magic Spell to swap the Troll Wagon Transport Counter with the Magic Cloud Transport Counter as both can travel in the forests and the plains.



Through the use of the Magic Spells, a road may have more than two items on it. For example, two Transport Counters and the Double transport, and additionally even a Gold Piece or an Obstacle. An obstacle effects the use of both means of transport and also caravans where it is located.

6. Move the Elf Boots

Players move their Elf Boots using the rules from the base game with the following additions.

Gold Coins earned for the movement

After a player ends his movement with his Elf Boot, he adds the gold values of the towns he visited. If he visits a town more than once, he counts its value for each visit.

Example:
The player earns 14 gold coins for the travel from Feodor to Parundia.
The player does not earn the gold value of Feodor.



When a player moves over a road with a Gold Piece on it, he doubles the value of the town he visited with the movement. If a player moves over a Gold Piece several times, he doubles the value of the town he visits each time.



Example:
The player earns 8 gold coins for the travel from Feodor to Dag'Amura.

Instead of taking Gold Coins in the amount he earned with his movement, a player may choose to draw two cards from the supply, using the normal rules for drawing cards. This includes the rules for drawing Gold Cards.
A player may visit the capital, Elvenhold, any number of times. However, the player earns no gold for visits to Elvenhold because the town does not have a gold value.

At the end of his movement, a player may always choose:
either
Gold Coins
or
two Travel Cards

Note: A player who cannot or chooses not to move in a round also draws two cards from the supply.

7. Finish the Round

After all players have moved their Elf Boots (or chose not to), do the following before the next round begins:

- The starting player puts the top-most Round Card under the stack. Then he hands the Starting Player Card to his left neighbor who becomes the new starting player.

The round card is changed.

- The players return all the items they have in their player areas to the face-down pile except two. It is each player's choice as to which combination of Transport Counters, Gold Pieces, Obstacles or Magic Spells he keeps for the following round.

Each player returns all but two items to the face-down pile.

- The players shuffle all items (Transport Counters, Obstacles, Gold Pieces and Magic Spells) in the face-down pile.

Players shuffle all items in the pile.

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:39 AM Page 10

End of the Game

The winner is the player who collected the most town pieces after six rounds.
If players tie, the one amongst those tied with the most Gold Coins is the winner.

- Elfengold ends after the sixth round. The player who collected the most town pieces is the winner.

- If two or more players tie, the player among them with the most Gold Coins is the winner.

If a Player collects all 20 town pieces before the end of the sixth round, the game ends at the end of that round.

- When a player collects all 20 town pieces before the end of the sixth round, the current round is played to the end. That player wins unless several players achieve this goal in the same round. In this case, the player among them with the most Gold Coins is the winner.



Variants

- Players can use the Town Cards from the basic game with this expansion. The same rules apply for their use as in the basic game.

- The players can choose to distribute the Gold Value Tokens on the towns randomly. Thus the game will be a bit different each time it is played.

- ## The Elven Witch

Shuffle the six Elven Witch cards with the 63 Travel Cards at the beginning of the game. During the play they are also treated like the Travel Cards. A player can use an Elven Witch card in two different ways in the sixth phase (Move the Elf Boots):

Players can use the Witch cards much like they use Travel Cards.

A player can use a Witch in order to go past Obstacles, without having to play an additional Travel Card.



Example:
To move on the ferry link from Elvenhold to Virst, the player plays two Raft Cards and the Witch card (and 1 Gold Coin) instead of three Raft Cards).

However, the use of the Witch is not free. For each Obstacle a player uses the Witch to bypass, the player pays 1 Gold Coin to the supply. After using a Witch card, the player puts it on the discard pile.

ELrulen_Gold_ELrulen_100111.qxp 8/29/15 8:39 AM Page 11

A player can also use the Witch card for one Magic flight. The player may move his Elf Boot from where it is to any town on the map. The player does **not**, however, earn the gold value of this town.

The player must pay 3 Gold Coins to the supply for the Magic flight. After use, the player discards the Witch on the discard pile.



When using the Magic flight, the player moves his Elf Boot to any town on the map. The use of the Magic flight is part of phase six (Move the Elf Boots).

Example:
The player pays 3 Gold Coins for the Magic flight from Feodor to Virst.
The player does not earn the gold value of Virst.



Any questions? We are pleased to help you:

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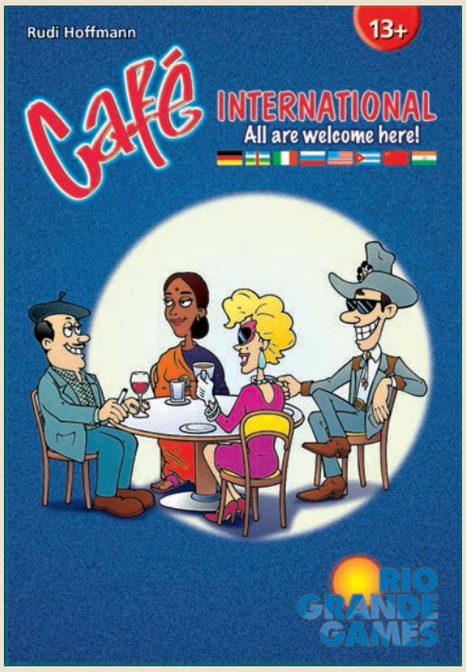



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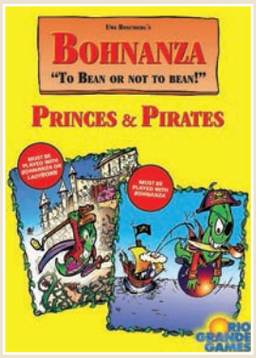
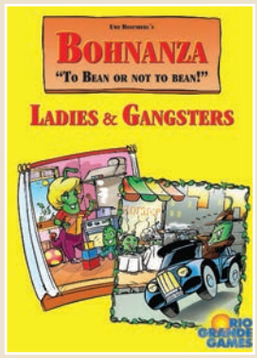
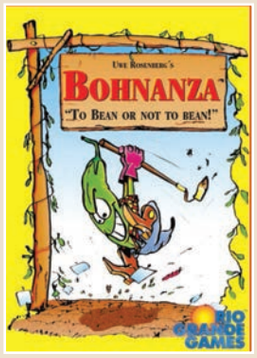
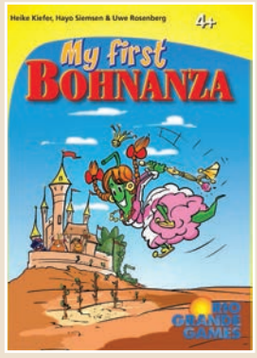


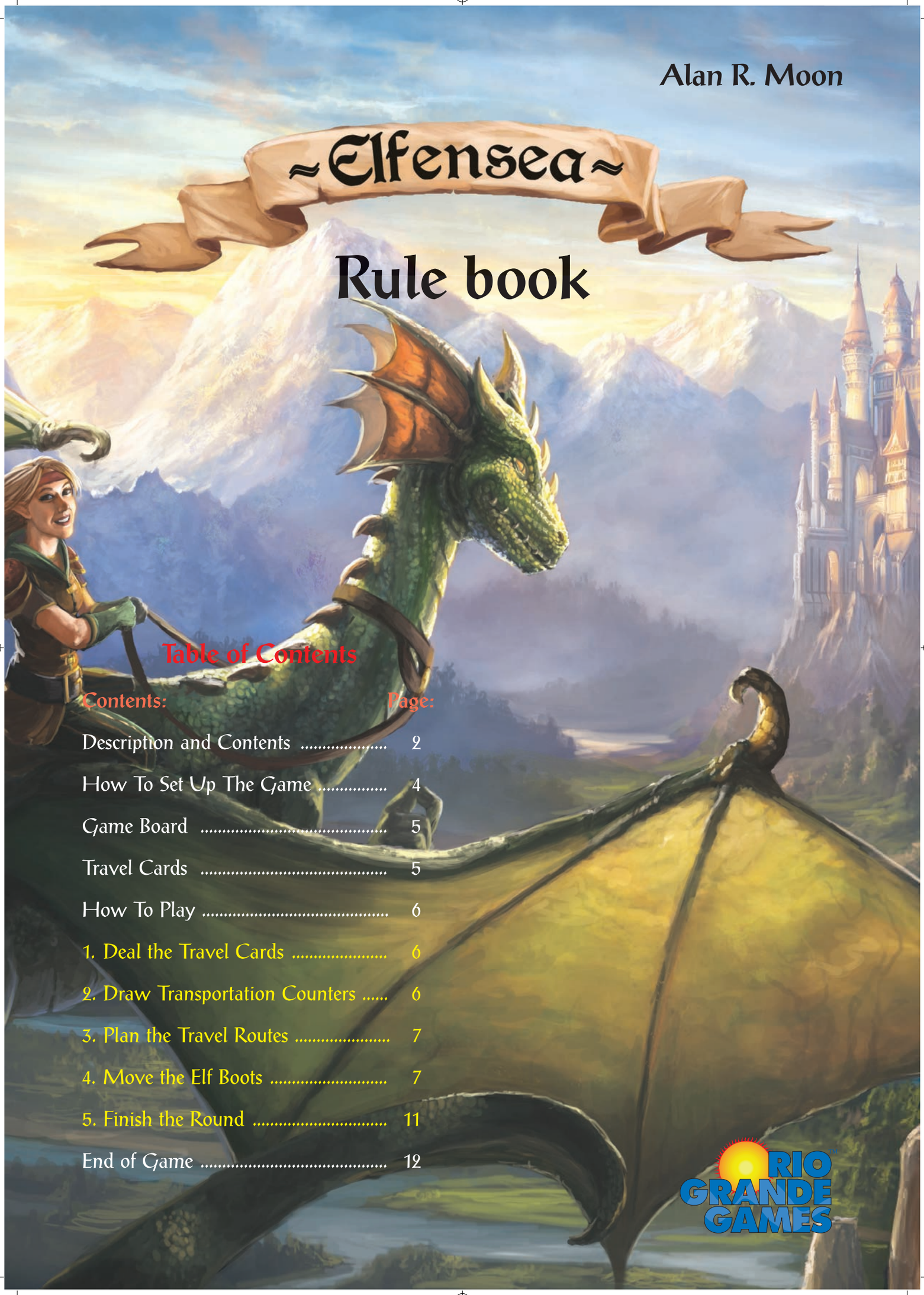








ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:43 AM Page 1



Alan R. Moon

≈Elfensea≈

Rule book

Table of Contents

Contents:	Page:
Description and Contents	2
How To Set Up The Game	4
Game Board	5
Travel Cards	5
How To Play	6
1. Deal the Travel Cards	6
2. Draw Transportation Counters	6
3. Plan the Travel Routes	7
4. Move the Elf Boots	7
5. Finish the Round	11
End of Game	12

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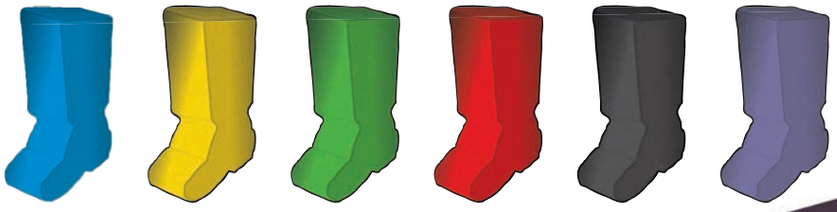
ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:43 AM Page 2

Description

In Elfensea, just as in Elfenland, young elves have to pass a very special test before they are accepted as grown-ups. The same rules apply in Elfensea as in Elfenland, except as described below. Also note that the map is different and the common types of transportation: dragons, unicorns, giant pigs, magic clouds, whales and rafts differ somewhat as well. As with Elfensea, these types of transportation are available in limited numbers and can only be used in specific regions. Thus, an exciting race starts among the elves to find out who will make the best use of the available transportation. The player with the most Points will win the game.

6 Elf Boots





192 Village Tokens

32 x 32 x

32 x 32 x

32 x 32 x

40 Transportation Counters

10 x Dragon 10 x Giant Pig

10 x Unicorn 10 x Magic Cloud

60 Bonus Counters

10 x Dragon 10 x Giant Pig

10 x Unicorn 10 x Magic Cloud

10 x Whale 10 x Raft

10 x



Dragon



4 Round Cards

1 Starting Player Figure





1 Game Board

1 Rule book

6 Transportation Charts



64 Travel Cards

10 x



Unicorn

10 x



Magic Cloud

10 x



Giant Pig

12 x



Whale

12 x

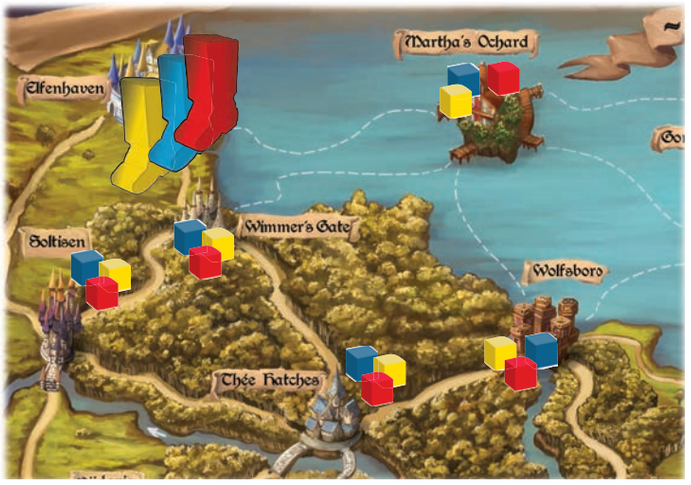


Raft

ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:43 AM Page 4



How to Set Up the Game



Each player takes one Elf Boot and 32 Village Pieces of the same color. Place the boots in the elf capital of "Elfenhaven". Each player places her Village Pieces on the other 32 villages.

Separate the cards according to the different backs: castle (Travel Cards) and mountains (Round Cards).



Travel Cards

Shuffle the 64 Travel Cards (castle backs) that are shown on the previous pages (Dragon, Magic Cloud, Unicorn, Giant Pig, Whale, and Raft) and place them face down next to the Game Board in one stack.



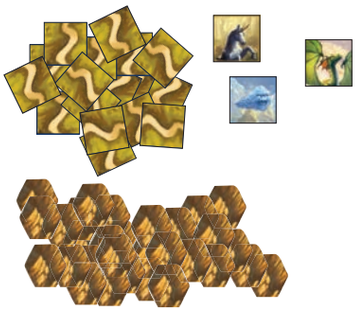


Round Cards

Place the four Round Cards in one stack near the top left corner of the board with the number “4” on bottom, followed by “3”, “2” and “1” on top. The top card always indicates the current round.



Transportation Counters



Now mix the Transportation Counters and place them face down in a pile next to the board. Turn over five Transportation Counters and place them next to the face down ones.

Place the 60 Bonus Counters face-down in a pile and shuffle them thoroughly.



Transportation Chart

Each player takes a Transportation Chart. Put the remaining Transportation Charts back in the box.



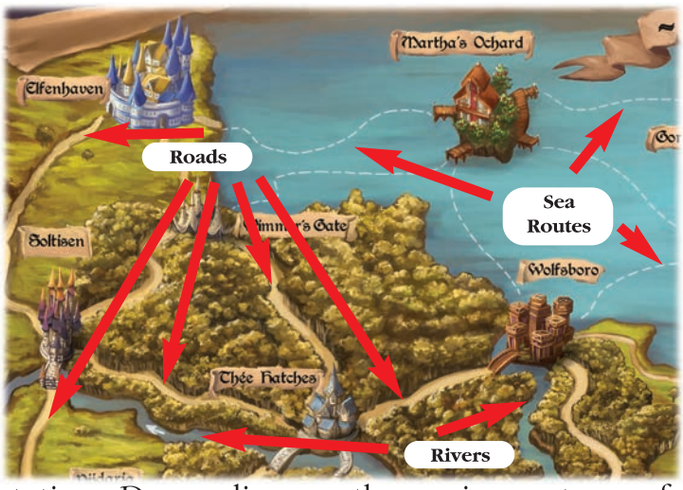
Starting Player Figure

Give the Starting Player Figure to the oldest player so she can start the game. After she has completed her turn, the turn passes to the left.

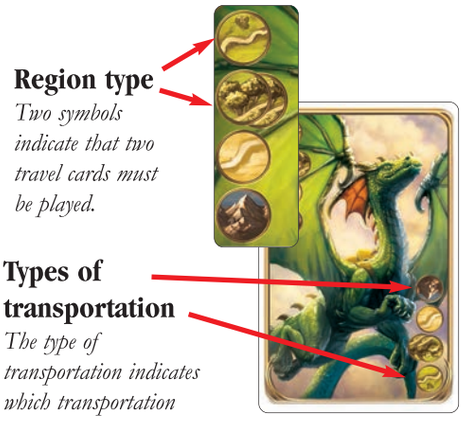


Game Board

In Elfensea, the well built road network connects the villages with each other. Each road runs through a specific region, through the light green plains, dark green woods, yellow desert and over the gray mountains. The rivers and sea routes can also be used to travel from one place to the next.



Elves may use six different types of transportation. Depending on the region, a type of transportation may allow fast or slower travel, and some types of transportation may not be used in some regions at all.



Travel Cards

Each Travel Card indicates the type of transportation (which transportation counter to use) and the type of region it can be used in. Each round symbol indicates a type of region. A single round symbol indicates that only one travel card must be used. A double round symbol indicates that two Travel Cards must be played to use the chosen road.

If a specific region's symbol is missing, player's cannot use that particular Travel Card or Transportation Counter in that region.



The ***Giant Pig*** cannot travel in the desert, and requires 2 Travel Cards when traveling in mountains.
The ***Magic Cloud*** cannot travel through the desert and requires 2 Travel Cards for the plains, woods, and sea.
The ***Unicorn*** cannot travel through the plains and requires 2 Travel Cards for the desert.
The ***Dragon*** requires 2 Travel Cards to fly over the woods.
Rafts can travel on rivers and the sea. Upriver and on the sea, ***Rafts*** require 2 Travel Cards.
The ***Whale*** can only travel on the sea and requires only 1 Travel Card.

ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:43 AM Page 6



How to Play

The first time you play Elfensea:
Always play the phase described in the section you just read, before you continue to the next section.

Elfensea is played in 4 rounds. Each round consists of the following six phases:

1. Deal the Travel Cards.
2. Draw Transportation Counters.
3. Plan the Travel Routes.
4. Move the Elf Boots.
5. Finish the Round.

1. Deal the Travel Cards

Each player receives 8 cards.

In the first round, the Starting Player shuffles the Travel Cards and deals 8 cards to each player. She places the remaining cards face down in a stack next to the board. On subsequent rounds, the Starting Player shuffles all Travel Cards from the Travel Card stack. She then deals eight new Travel Cards to each player. In the rare case where there are insufficient Travel cards for all players to get eight new Travel Cards, she deals an equal number to each player.

2. Draw Transportation Counters

Each player draws four Transportation Counter and places them in front of her either face up or face down, depending on where she drew them from.

Beginning with the First Player and proceeding clockwise around the table, each player draws one Transportation Counter at a time until each player has drawn a total of four new Transportation Counters. A player may draw one of the face up Transportation Counters, in which case a face down Transportation Counter is turned up to replace it, OR draw a face down Transportation Counter. During the game, all Transportation Counters that are drawn **face up are kept face up** while all Transportation Counters that are drawn **face down are kept face down**.

Tip: *Choose types of transportation that are identical with the ones on your Travel Cards.*

As players may retain Transportation Counters from the previous round, they may now have more than four Transportation Counters. Transportation Counters that are drawn **face up are kept face up** while all Transportation Counters that are drawn **face down are kept face down**.





3. Plan the Travel Routes

Beginning with the Starting Player, the players take turns to place one of their Transportation Counters face up on a road. Only one Transportation Counter may be placed per road.

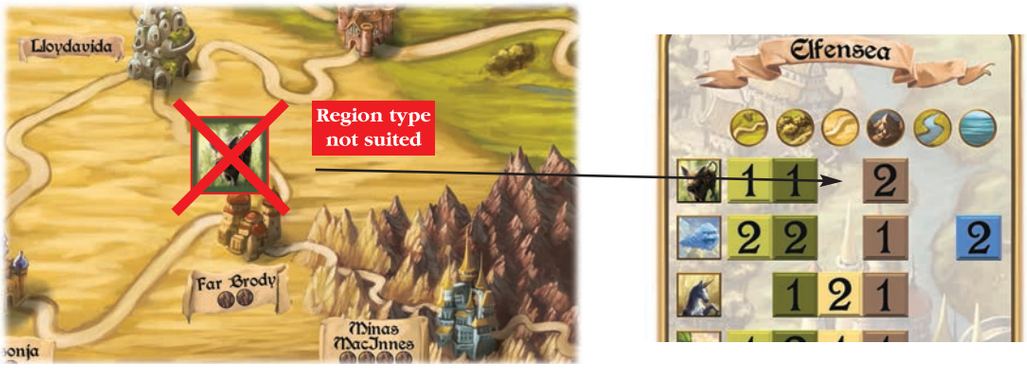


The players take turns to place one of their Transportation Counters face up on a road.

Only one Transportation Counter may be placed per road.

A player may only place a Transportation Counter on a road if that particular type of transportation is suited for traveling on the chosen road. The Transportation Charts indicate which Transportation Counter may be used on which road. For example, a Giant Pig may not be placed on a desert road.

The chosen Transportation Counter must be suited for traveling in that region.



The Transportation Charts indicate which Transportation Counters may be used on which roads.

Each Transportation Counter placed on the board may be used by **all** players in planning their Travel Routes.

Transportation Counters may be used by all players.

A player is not required to place a Transportation Counter. She may pass her turn.

A player may pass one turn and place a Transportation Counter on a later turn. However, if all players pass consecutively, the phase ends.

Instead of placing a transportation counter, you can pass. When all players have passed consecutively, this phase ends.

4. Move the Elf Boots

A player moves her Elf Boot along the roads or rivers from village to village. The object is to collect her own Village Pieces.

ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:43 AM Page 8

Traveling On Roads

Each player may use each Transportation Counter on the board when she moves her Elf Boot. Beginning with the Starting Player, each player may move her Elf Boot along **as many roads as desired,** provided the following requirements are met:

1. The traveled road must have a Transportation Counter on it.
2. The player must play a Travel Card that matches the Transportation Counter. For example, a Unicorn card for a road with a Unicorn Transportation Counter.
3. If a Travel Card indicates a double region symbol, the player is required to play two identical Travel Cards for this Transportation Counter in order to move her Elf Boot on this road.

A player's turn is finished when she cannot or does not want to play another Travel Card.

Example 1:

Chris wants to travel from Thée Hatches via Annashaven to Krantz Rapids. On the road in the woods from Thée Hatches via Annashaven he comes across a Dragon Transportation Counter. Since the Dragon demands two Dragon Travel Cards for flying over the woods, Chris is required to play two Dragon Travel Cards for this road. Then he continues through the plains to Krantz Rapids. On the plains road he finds an Giant Pig. Since travel through the flat plains is easy with an Giant Pig, one Giant Pig Travel Card is sufficient to travel to Krantz Rapids.



Traveling On Rivers

For Raft Travel Cards there is no Transportation Counter. A player moves her Elf Boot on a river by simply playing the number of Raft Travel Cards indicated on the Transportation Chart.

To travel downriver, you need one Raft Travel Card. To travel upriver, however, you need two Raft Travel Cards.

Example 2:

Brandy (green) wants to travel on the river in the direction indicated by the arrow from Kimbourg to Thée Hatches. For this route, she is required to play one Raft Travel Card. John (blue) wants to travel upriver from Thée Hatches to Kimbourg. However, since he is traveling in the opposite direction indicated by the arrow, he has to play two Raft Travel Cards.



Traveling On the Sea

For Raft Travel Cards and Whale Travel Cards there are no Transportation Counters. A player moves her Elf Boot on the Sea by simply playing the number of Raft Travel Cards or Whale Travel Cards indicated on the Transportation Chart. Magic Clouds can also be used on the Sea. It takes 2 Magic Clouds to travel by Sea and there must be a Magic Cloud Transportation Counter on the Sea Route. Note however, that Rafts and Whales can still use a Sea Route that has a Magic Cloud Transportation Counter on it.

The Magic Cloud is only type of Transportation Counter used on the Sea.



Example 3:

Anna wants to travel on the sea from Martha's Orchard to Wolfsboro (she uses two Cloud Travel Cards as there is a Cloud Token on that sea route), then on to Gordonshaven (she uses two Raft Travel Cards), then to Half Moon (she uses one Whale Travel Card) and finally to Full Moon (she uses one Dragon Travel Card).

ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:44 AM Page 10

Traveling Back And Forth

On her turn, a player may move from village to village on as many roads as she wishes, provided she can play the required Travel Cards for each road. A player may also use the same road more than once on her turn. However, each time she uses that road, she must play the required Travel Cards.

One road may be used several times on one turn if the matching Travel Cards are played.



Example 4:

On the road in the woods from Thée Hatches to Wolfsboro the type of transportation is a Magic Cloud. Therefore, Chris must play four Magic Cloud Travel Cards to travel from Thée Hatches to Wolfsboro and back.

Collecting Village Pieces

For each village a player reaches, she takes her Village Piece and places it in front of her. She also takes the piece from the village where she ends her turn.

Players place all played Travel Cards on a discard pile next to the Travel Card stack.

When a player reaches a village, she collects her Village Piece and places it in front of her.



ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:44 AM Page 11

Collecting and Using Bonus Counters

The first time a player visits a Village with Bonus Counter symbols (her village token is there), she draws Bonus Counters. Depending on the Village, she either draws 2 and keeps 1 or she draws 4 and keeps 2. She looks at all the Counters drawn before deciding which to keep. She places Bonus Counters not chosen face down back in the pile. All Bonus Counters are kept face down.

*A player's **first** visit to some villages rewards her with Bonus Counter(s). Some villages reward the player with one Bonus Counter and others reward two. When the village shows four Bonus Counters, the player draws four and keeps two; when the village shows two Bonus Counters, the player draws two and keeps one.*



Bonus Counters can be used in one of three ways.

- A player can use a Bonus Counter just like a regular Transportation Counter.
- At any time, a player can discard a Bonus Counter (put it back in the pile) and draw a Travel Card.
- At the end of the game, the players with the most and second most Transportation Counters of each type score points.

Players can use a Bonus Counter as a Transportation Counter, to draw a Travel Card, and to score points at the end of the game.

Note that players may never place Raft and Whale Bonus Counters on the board so they can only be used to draw Travel Cards or count towards scoring points.

If a player visits a Village she has previously visited (her village token is not there), she does not draw Bonus Counters again.

Special Caravan Moves

If a player cannot play the Travel Card(s) required by the type of Transportation Counter, she can play any **three** Travel Cards (including Raft and Whale Travel Cards) instead. This is called a Caravan

*Instead of playing the required Travel Card(s), you can play any three Travel Cards instead as a **"Caravan".** The cards played may be of any combination of transportation types.*

5. Finish the round

- After all of the players have moved their Elf Boots, the following actions take place:
  The Starting Player puts the top Round Card beneath the stack.
- She then passes the Starting Player Card to the next player to her left who becomes the new Starting Player. Remove the Transportation Counters from the board and thoroughly mix them face down with those turned in and the face down ones next to the board. The face up Transportation Counters remain face up and are not turned face down and shuffled with rest.

The Round Cards are changed and the Starting Player Card is passed to the left. The Transportation Counters on the board are shuffled in with the face down ones next to the board.

ELrulen_Sea_ELrulen_100111.qxp 8/29/15 8:44 AM Page 12



End of Game

The player who collects the most Village Pieces and the most Bonus Counters of each type after 4 rounds wins.

Elfensea ends after the fourth round. At the end of the fourth Round, each player counts her score. The player with the most Points wins.

- Each Village Token she has collected is worth 1 Point.
- The player who has the most Bonus Counters of each of the six types (regular Transportation Counters are not worth anything) scores 2 Points.
- The player who has the second most Bonus Counters of each type scores 1 Point.
- If two or more players are tied for the most Bonus Counters, they each score 2 Points and no player scores for second most.
- If one player has the most and two or more players are tied for second most, each of the tied players scores 1 Point.

Example 5:

In a game with four players, the players end the game with the Bonus Counters shown in the table below.

Player	Dragon	Unicorn	Whale	Giant Pig	Magic Cloud	Raft
Anna	3	0	2	0	2	1
Natalie	2	2	0	1	2	3
Scott	1	1	4	0	0	3
Todd	1	1	1	3	1	1

Anna scores 5 points for her Bonus Counters: 2 points for her Dragons, 1 point for her Whales, and 2 points for her Magic Clouds.

Natalie scores 8 points for her Bonus Counters: 1 point for her Dragons, 2 points for her Unicorns, 1 point for her Giant Pig, 2 points for her Magic Clouds, and 2 points for her Rafts.

Scott scores 5 points for his Bonus Counters: 1 point for his Unicorn, 2 points for his Whales, and 2 points for his Rafts.

Todd scores 3 points for his Bonus Counters: 1 point for his Unicorn and 2 points for his Giant Pigs.

Any questions? We are pleased to help you:

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