MERLIN ZINZIN

An action and cooperative game for 2 to 6 players from 7 years

Rules of the game

MATERIAL

A board game and a Magic Spell small board
5 recto-verso pawns (Merlin, Arthur, Guenièvre, Lancelot et Viviane). On one side the characters are visible and on the other side, invisible
A special dice, 3 Magic Spell tokens and a « Hourglass-cat »
16 unexpected effects cards

AIM OF THE GAME

Merlin has stolen the Magic book of his father, and then, he has been captured by the Morphage sorcerer. With the help of his friends, Viviane, Lancelot, Arthur et Guenièvre he has been delivered and now, they have to reach the Broceliande village, by crossing the magic forest and avoiding to be reached by the sorcerer's monstruous black (the hourglass) …

PREPARATION OF THE GAME

Place the board game on the table with the 5 pawns visible side on the square « Manoir de Morphage » (Departure square). Then, place the Hourglass-Cat on the « Novicius » (if you play for the first time). When you will be better, after several games, you will have the possibility to place the Hourglass-cat on the « Initiati » square, and may be, one day, on the « Virtuoso » square !

Mix all the 16 unexpected effects cards and place it as a pile, hidden side, and near the board.

The younger player starts de game and takes the special dice, the 3 Magic Speel tokens and the Magic Spell small board.

HOW YOU CAN PLAY ?

Turn over the Cat-hourglass on the square where it is. The game starts immediately !

At your turn, you are Merlin and you will try to move forward the 5 pawns to the Broceliande vilalge (the arrival). The younger player starts, and after, he gives the Magic Spell small board, the dice and the 3 Magic Spell tokens to the player at his left, and son… (we play clockwise).

Here you have the 3 actions you have to do (in order) during your turn :

1 – Keep an eye at the Cat-Hourglass.
2 – Throw a Magic Spell token.
3 – Apply the Magic Spell effects.

1 – How you can keep an eye at the Cat-Hourglass ?

At the beginning of your turn, the first action you have to do, is to look at the Cat-Hourglass. If the time is up, you have to shout ***« MIAOU ! »*** (like a cat) and to turn over it on the next square (After the Manoir de Morphage square, the hourglass will continue his course on the squares).

- If the Cat-Hourglass reaches a pawn which is visible, the game ends and all the players loose the game.
- If the Cat-Hourglass reaches a pawn which is invisible, nothing happened. The game can continue as before.
- If the Cat-Hourglass leaves a square where is a pawn on his invisible side, the game ends and all the players loose the game.

2 – How you can throw a Magic Spell token ?

At first you have to roll the special dice and after you have to throw a Magic Spell token as indicated by the dice result :



Like a Storm : Place the Magic Spell token on the Magic Stick on the small board, and blow on it as many as your want (but the hourglass is running) to move it where you want.



Like a Pitch : Place the Magic Spell token on the Magic Stick on the board and pitch on it to try to move it where you want.



Like a Lightning: Place the Magic Spell token at the level of your eyes and drop it on the board.



Like a Sledge : Place the Magic Spell token on the Magic Stick on the board and incline it to try to slide the token where you want.

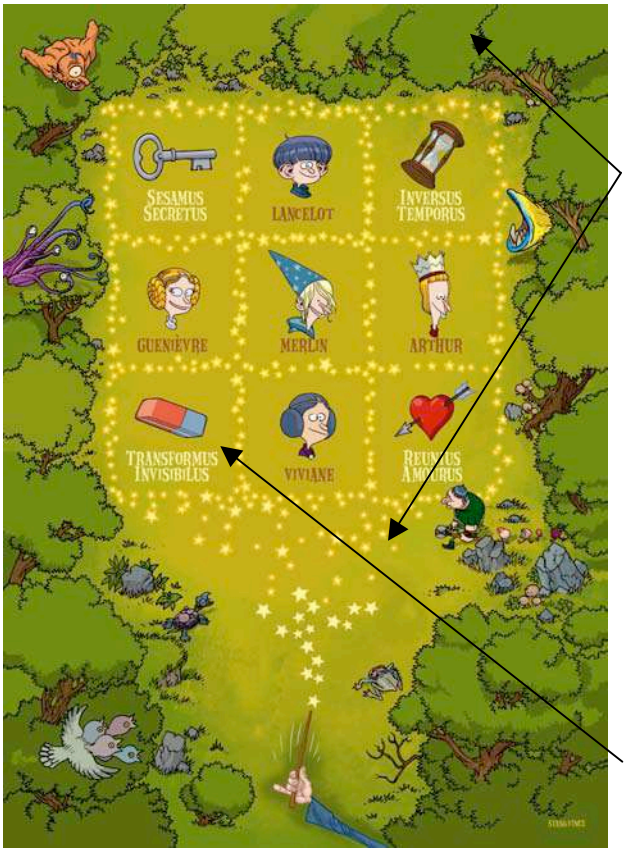


Like the Curling : Place the Magic Spell token on the Magic Stick on the board, place your finger on it and slide it very quickly on the board (your finger cannot pass the end of the Magic Stick).



Like the bowling : Place the Magic Spell token on your hand and throw it very quickly on the board (like bowls). Your hand cannot pass the end of the Magic Stick.

3 – How you can apply the Magic Spell effects ?



Look at the place where the token is arrived.

- If the arrow on the token is pointing outside the 9 squares (on the grass or on the trees), you have failed by throwing your Magic Spell and there is an unexpected effect. Take an unexpected effect card and made the indicated action (the hourglass is always running !).

- If the arrow on the token is pointing outside (you are very bad !), you have to place it hidden side near the board and to stop your turn. If it's the 3rd one you fail, you stop also your turn, and the next player recovers the 3 tokens, moves the hourglass on the next square (without turning over it), and then, plays.

- If the arrow on the token is pointing on one of the 9 squares, you have succeeded your Magic Spell (you're a very good Magician). You have to do the action corresponding to the type of square, like indicated below.

If the arrow is pointing between several areas, you can choose the one you prefer.

THE 9 DIFFERENT TYPES OF SQUARES



5 characters

If the arrow is pointing one of this 5 squares, you have to move the corresponding pawn from one square on the board.

If the character is already arrived at the Broceliande village, you have to move the other pawn of your choice.



Sesamus Secretus square

If the arrow is pointing this square, you can use a secret passage with the pawn of your choice (which is near a secret passage). You can win from 1 to 4 squares at maximum .



Inversus Temporus square

If the arrow is pointing this square you have to turn over the Cat-Hourglass on the same square. But, be careful, sometimes it's interesting but sometimes it's very dangerous.



Transformus Invisibilus square

If the arrow is pointing this square, you have to turn over the pawn of your choice on his invisible side. If there was already one on his invisible side, you have to turn over it on his visible side. Be careful, you can loose the game if the Cat-Hourglass is on the same square.



Reunius Amourus square

If the arrow is pointing this square, you have to place directly the « Guenièvre » pawn on the same square than « lancelot » (because they are in love) or vice-versa. This spell is very interesting when these 2 pawns are very far from each other.

THE END OF THE ADVENTURE

All the players win the game :

- If all the 5 pawns have reached the Broceliande village.
- Or if 4 pawns have reached it and the fifth is invisible.

All the players loose the game :

- If the Cat-Hourglass reaches a square which is occupied by one pawn at least (which is on his visible side).
- If the Cat-Hourglass leaves a square which is occupied by one pawn on his invisible side (because at this moment, his invibility spell is cancelled).