A game created by
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Illustrated by
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KORRIGANS

8+ | 45 min | 2-5

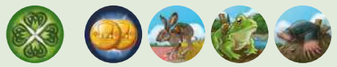
Legends in Brittany claim that a cauldron full of gold appears at the foot of each rainbow, and that tribes of Korrigan are competing to be the first to find it. Each player controls a tribe of Korrigan, scouring fields to pick up four-leaf clovers. Clovers either give Korrigan gold coins or attract companions (hares, squirrels, birds, mice, frogs, and moles) that will help their Korrigan friends move from field to field in different ways.

GOAL OF THE GAME

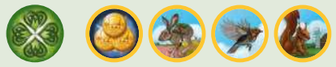
Make your Korrigan tribe richer than the others by picking four-leaf clovers giving Gold coins and/or by moving onto the field where the Cauldron of gold appears at the end of the game.

CONTENTS

1 double-sided board



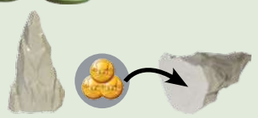
48 Clover tokens, representing: Companions (hare, squirrel, etc.) or Gold coins (1 to 4 Gold coins)



17 additional Clover tokens with yellow borders (used for 4 or 5 player games)



10 Korrigan figurines (2 Korrigans per color)



16 Menhirs and 16 stickers to be placed under the menhirs (optional)



5 screens (1 screen per Korrigan color)



1 Cauldron of gold figurine



1 First player token



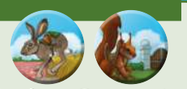
2 Elf tokens



2 Goblin tokens



1 Troll token with its card stand



5 backup Companion tokens (each with one Hare side and one Squirrel side)



14 Rainbow pawns (2 pawns per color)



1 fabric bag

SETUP

- Place the board in the center of the table ❶. For your first few games, use the side where Companions are visible.
- Shuffle the Clover tokens ❷. For 4 or 5 players, also use the 17 additional Clover tokens (yellow border). The number written in each field indicates the number of Clover tokens that you have to place in it, face down. For 4 or 5 players, place one token more than indicated on each field.
- Place a Menhir ❸ in each field, except in the village in the board center.
- Each player picks a color and takes the corresponding 2 Korrigans ❹ and screen.
- Place the Cauldron of gold ❺, the Elf and Goblin tokens ❻, the Troll token ❼, as well as the 5 Backup Companion tokens ❽ next to the board.
- The most bearded player (or the oldest) places the First player token ❾ in front of him.
- The first player places the 14 Rainbow pawns in the bag ❿ and takes the bag next to him.





The board is divided into 17 fields.

It's also divided by 7 rows (sun) and 7 columns (cloud). This grid is only used during the Cauldron's appearance at the end of the game (see Cauldron appearance on the back).

PLACING EACH PLAYER'S KORRIGANS



The first player places his first Korrigan in one of the two fields indicated by the number (1). He then secretly looks at all of the Clover tokens on that field, chooses one, and places it behind his screen. The leftover tokens should be placed face-down back in the field.

The player to his left then does the same in one of the fields indicated with the number (2), and so on until all players have placed their first Korrigans. Then all players should take a second (identical) turn using the other field indicated by their player number.

Advanced rule : If you play with the side of the board without the icons, you can place your Korrigans on the field of your choice, even one that is already occupied, with no restrictions. The other rules for placing Korrigans remain unchanged.

CLOVER TOKENS

There are 2 types of Clover tokens: Companions and Gold coins.



Companion tokens (6 types)
Allow Korrigan to move in various ways
(see Korrigans movement and Companions, on the back).



Gold coins tokens (value from 1 to 4)
Allow players to earn points at the end of the game.

Important: It is strongly advised that each player pick at least one Companion from the available tokens picked during the two turns of the Korrigan's arrival. Otherwise, the player will be forced to sacrifice one of his tokens to get a Backup Companion (see *Backup Companions*, on the back).

SUMMARY OF THE GAME CYCLE

Each round proceeds as follows:

1 - RAINBOW APPEARANCE

The player with the bag draws a rainbow pawn from the bag and places it on one of the suns or clouds on the board. He then passes the bag to the player to his left (see *Rainbow Appearance* on the back).

2 - KORRIGAN MOVEMENT

Each player, starting with the first, MUST move one of his Korrigans to another field using a Companion previously drawn (see *Korrigan Movement* on the back).

THE GATHERING: Once the movement is done, the player should look at all of the Clover tokens in the field, take one, and place it behind his screen. The remaining tokens are placed back in the field, face-down. If a player has taken the last Clover token from the field, he should also take the Menhir (see *The Gathering* on the back).

CAULDRON APPEARANCE

When the 7th Rainbow color is drawn, the Cauldron of gold appears. Players take a special final turn to try to reach the Cauldron (see *Cauldron Appearance*, on the back).

1) RAINBOW APPEARANCE

Clarification: the First Player remains the same for the entire game. He is responsible for reminding the player with the bag to draw a Rainbow pawn from the bag when it is his turn.

At the beginning of each game round, before the first player's turn, the player with the bag in front of him draws a Rainbow pawn from the bag. He then passes the bag to the player to his left, who will draw at the beginning of the next round.

For the first turn, the first player has the bag and is the first to draw a Rainbow pawn.

Check the color of the pawn:

- If it's a new color, the player places the Rainbow pawn on one of the Suns still available on the board. The Cauldron WILL NOT appear in this row of the board's grid.
- If the color has already been drawn, the player places the Rainbow pawn on one of the Clouds still available on the board. The Cauldron WILL NOT appear in this column of the board grid.
- If the 7th rainbow color is drawn, the Rainbow pawn is not placed, and players proceed to the Cauldron Appearance (see *Cauldron appearance*).



Exception: Once the 5th color is placed on a cloud, the player immediately passes the bag to his left and the next player draws a new Rainbow pawn. Continue until the 7th color is drawn. Players should then proceed to the Cauldron appearance (see *Cauldron appearance*, further).

2) KORRIGAN MOVEMENT

Each player, starting with the first, MUST move one of his Korrigans to another field using a Companion previously drawn.

Each Companion allows a specific movement:



The hare allows a Korrigan to move to an adjacent field if there is no door and no bridge.



The bird allows a Korrigan to move to a field that is the same color as the field he is leaving.



The squirrel allows a Korrigan to move through a door.



The mouse allows a Korrigan to cross a bridge.



The mole allows a Korrigan to move from a field with a molehill to another field with a molehill.



The frog allows a Korrigan to move frome a field with a pontoon to another field on the river with a pontoon.



In order to use a Companion's movement, the player has to possess the corresponding Clover token. The first time he uses it, he reveals the token by placing it in front of his screen. The token stays visible for the entire game and can be used during later turns.



Backup Companion: During his turn, and no more than once per game, a player can sacrifice one of the Clover tokens that are behind his screen to use a Backup Companion (one of the Backup Companion tokens next to the board). The sacrificed token is removed from the game, without being shown to the other players. The Backup Companion token is placed in front of the the player's screen and can be used like the other Companion tokens. It is placed (and used) as either a Hare OR a Squirrel and CANNOT be flipped during the game. The sacrifice is forbidden after the *Cauldron appearance.*

THE GATHERING

After moving, the player should secretly look at all of the Clover tokens in the field in which he arrived. The player should choose one and place it behind his screen and then place the remaining Clover tokens back in the field, face down.

If a player takes the last Clover token of a field, he also takes the Menhir. The player flips the Menhir, shows it to the other players and immediately applies the effect corresponding to the engraved drawing, described below (see *Menhirs*). The Menhir is then placed back in the box, unless the Menhir gives Gold coins.

MENHIRS



The elf: The player places an Elf token under his Korrigan. The elf gives him 2 Gold coins at the end of the game. If an opponent moves into the field where the Elf is, the Elf token goes immediately under that opponent's Korrigan.



Clarifications on the Elf and the Goblin: The token moves together with your Korrigan. A Korrigan cannot have 2 tokens. If a Korrigan with a token acquires another token, the original token is removed from the game and replaced with the new one.



The goblin: The player places a Goblin token under his Korrigan. The Goblin will steal 2 Gold coins from him at the end of the game. If the goblin moves into a field with an opponent's Korrigan, the Goblin token goes immediately under that opponent's Korrigan.



The leprechaun: The player removes another player' screen who will, from now on, show his Clover tokens to all the other players, until the end of the game.



The fairy: The player can immediately excute a second movement and therefore pick another Clover token. This movement can be executed by the second Korrigan.



The troll: The player places or replaces the Troll token between two fields (on a free path, on a bridge or on a door). Korrigans cannot go through the path bloacked by the Troll.



Exemple : Le Korrigan ne peut pas aller du champ jaune au rose, car le troll bloque le passage.



Gold coins: The player keeps the Menhir as a bonus until the end of the game.

CAULDRON APPEARANCE

When the 7th rainbow color is drawn, the Cauldron appears.

The player drawing the 7th color immediately places the Cauldron of gold on the board following these conditions:

- Part of the field must be in a row (Sun) and a column (Cloud) not occupied by a Rainbow pawn.
- The Cauldron has to be placed, if possible, in a field where no Korrigans of the player placing the Cauldron are present.

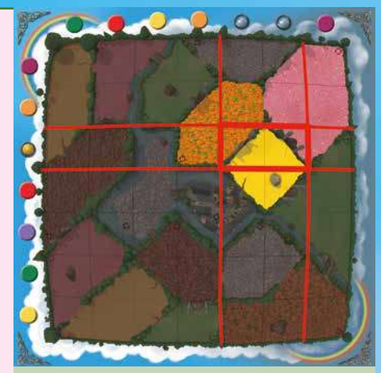
The turn following the Cauldron appearance is different than the rest of the game: In turn, each player tries to move both of their Korrigans into the field where the Cauldron appeared.

During his turn, a player:

- Reveals all his Companions still hidden behind his screen by placing them with the Companions already visible.
- During this last turn, he can execute as many movements as his Companion tokens permit him.
- Each token can only be used once and only for 1 Korrigan. Once used, a token is immediately discarded.

Example : In order to execute 2 Hare movements, the player has to discard 2 Hare tokens.

Some Korrigans might not reach the Cauldron.



Example : The seventh color appeared while row 3 and columns 5 and 6 have no rainbow pawn. The Cauldron can be placed on three fields.

END OF THE GAME AND VICTORY

Each player counts the gold on his Clover tokens and adds or subtracts the Gold coins given by the Elf or Goblin and by the Menhirs. If a player has 1 Korrigan on the Cauldron, he gains a 10 Gold coin bonus. If a player has both of his Korrigans on the Cauldron, he gains a 15 Gold coin bonus.

The player with the most Gold is the winner. In case of a tie, the player with the most Companions remaining wins the game. If it is still tied, the player who is latest in turn order wins.