

by Leo Colovini

art Antonio Lupatelli

DRUIDS

W
E
A
T
H
E
R
E
A
R
E
S
T
H
E
R
E
A
R
E
S



LO SCARABEO

CARD GAME



KIDULT GAME

DRUIDS

Since the misty night of time the Druids of *Futark* have the mastery to create rare charming amulets, carving arcane runic symbols on rough gems. *Druids*: an intriguing card game for 2 to 4 players aged 10 or more.

COMPONENTS

24 *Servant* cards (4 sets with red, blue, black and green backs, numbered 1 to 6)

4 *Movers* (red, blue, black and green)

6 *Score* cards

12 *Mystic location* cards (2 series of 6 locations)

54 *Gem* cards (6 series of gems numbered from 1 to 9)

Rules booklet

GAME SET UP

Give to each player a set of *Servant* cards and the *Mover* of the same color. Put the *Score* cards on the table forming a column with the player *Movers* near the lower side. Shuffle separately the remaining decks. Lay 6 *Mystic location* cards in a face-up row. Deal 4 *Gem* cards to each player and put the remaining cards in a pile face down. Each player takes randomly 3 *Servant* cards from his own set. The oldest player (the wiser druid) begins, then the game is played clockwise.

HOW TO PLAY

The player in turn plays two cards from his hand face down. He places the *Servant* cards near the lower side of a *Mystic location* card forming a row and the *Gem* cards near the upper side of a *Mystic location* card forming a pile. He can play the cards both on the same or in 2 different *Mystic location*.

NOTICE: the player can play 1 Gem and 1 Servant card or 2 Gem cards, but he cannot play 2 Servant cards.

Then the player can discard one *Gem* card face down.

The player's turn is over and he refills his hand to 7 cards. He picks up the cards, one by one, both from the *Gem* deck or from his own *Servant* set. This means that you can choose the assortment of *Gems* and *Servants* in your hand.

The game continues clockwise in the same way.

SCORING

Claiming The Score

At the beginning of your turn, before playing any card, you can claim the score for one Mystic location. The location must have at least 3 cards played on it and at least one of them must be a servant.

When claiming a location the Gem cards are revealed. All the Gems matching the Mystic location Gem are transformed in runic amulets and score points according to their total value (i.e.: a black Gem scores points on a black Mystic location). Any different Gem is discarded.

Dealing Points

It's time to distribute the runic amulets to the players. Each runic amulet is worth 1 point on the scorecard (the player moves his mover one circle forward on the score cards column).

The fastest servant (smaller value) takes as many runic amulets as his value (i.e.: servant value 2 takes 2 runic amulets). All the other servants take runic amulets according to their value (from the smaller to the bigger). In case of a draw (same value) the servants take runic amulets according to the played order. All the runic amulets must be distributed.

If no runic amulets are left, the last servants don't take anything but...

...The Last Takes It All.

If there are more runic amulets than the value of the last servant, all of them are taken by the last servant. To be the last can be both very good or very bad.

NEW MYSTIC LOCATION

When the scoring phase is over, the claimed Mystic location is replaced with a new one (if there are left) and the player turn continues in the normal way as described in "How to Play".

END OF THE GAME

When all the Mystic location cards but one have been claimed, the game ends and the winner is the player with the highest score (at the top of the score card column).

Notice: when a player overtakes the top of the score card