

Woods of Tarnaris

Path to Luslaria

RULEBOOK © 2019 ADELLOS

Deep in the forests of Tarnaris lies Luslaria, the realm of the elves. Here the noble warriors protect their plants, animals and mystical creatures, and enjoy the blaze of colour and beauty. If you want to play with them, you have to remember exactly where you found them.

Contents: 1 rulebook, 4 sets of 20 game cards. Each set has a unique coat of arms

Number of players: 2-4 players. Aged 4+ years

Playing time: Games last around 10 minutes

Frontside

coat of arms



card number

3

next card



add. function



Backside



Game preparation:

Each player receives one set of 20 cards with the unique coat of arms and shuffles them carefully. Deal the first 10 cards face down in 2 rows of 5, then deal the remaining 10 cards face down on top of them. Each player should have 10 card decks in front of them, with each card deck containing 2 cards face down.



Game play:

Goal of the game: The winner is the first player to empty their card field by putting all of their cards in the discard piles in the middle of the table.

Round 1: The game starts with the first player looking at 2 of their own card decks and is looking at the cards. If they find any cards with a number '1', they must use them to start new discard pile(s) in the middle of the table. They can place other flipped cards in the discard piles only in ascending order of card number. Cards that the player cannot discard must be placed face down back where they came from in the card field. The player is allowed to change the order of these cards. Each player takes a turn flipping 2 card decks.

Round 2 onwards: In all following rounds each player is only allowed to flip over 1 card deck.

Special turns: If a player knows the position of a matching top card in their card field, they may call aloud „I know it, I know it!“ at any time, even if it is not their turn. They then pick up the top card of the respective card deck and place it face down on the appropriate discard pile. It is possible to immediately call more special turns by any player on this card and place the next card face down in ascending order of numbers on top of this discard pile. If several players want to make a special turn at the same time for the same card number and the same discard pile, only the first one to place their card on the discard pile may perform the special turn. The others must take their cards back unseen. Now the player flips their card over. If the card is correct, it will remain and other special turn cards may be flipped over or the next player makes their regular turn. If it has the wrong card number, they must take their wrong card and put it back on the original card deck. As a penalty they now select an opposing player who takes any one of their own cards unseen and places it on top of the card slot with the wrong card. If other special turn cards have been placed face down on top of the wrong card, these players take their cards back face down. After that it is possible to play more special turns, or the next player makes their regular turn.

Additional functions:

Whenever a player places one or more cards with an additional function, in a regular turn or a special turn, the additional function is executed. During the execution of the additional function the other players have to stop any actions. Cards that have already been placed face down in a special turn cannot be influenced by an additional function. Only after the additional function has been executed the players are allowed to call the next special turns or to flip over the next special turn cards that are already in place.



Card 3 has the additional function *“pass a card”*.

The player may pass one of their own cards face down to any other player. The receiving player must place the card face down on any card deck in their own card field.



Card 5 has the additional function *“shuffle 4 cards”*.

The player is allowed to shuffle four cards from another player. The cards must remain unseen, and must be placed on top of four different card decks or empty card deck positions.



Card 7 has the additional function *“card deck exchange”*.

The player may exchange one of their own card decks face down with any card deck of another player. The cards must remain unseen. Each card deck may include a different amount of cards.



Card 10 has the additional function *“look it up”*.

All players are allowed to look at one card from their own card field only for themselves. After that it is possible to immediately play a special turn by calling aloud „I know it, I know it!“.



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