

Celtica

Goal

The players move the druids by playing matching-coloured cards. The aim is to visit as many monasteries and castles as possible, in which they discover Amulet pieces. In the ruins, players will lose amulet pieces to the Vikings. In their place, players will gain valuable experience cards that can be used to beat the other players to the most valuable amulets. The winner is the player who, at the end of the game, owns the most complete amulets.

Preparation

The board is placed in the middle of the table. The board shows 19 locations that are connected by a path. There are three types of location:

Shrines: here the player receives an additional druid card;

Strongholds (Castles, Monasteries, Villages, Journey's End): here the player receives amulet tiles;

Ruins: here the player loses amulet pieces but gains an Experience Card in consolation.

All 5 druid figures begin on the start space. The druids do not belong to a particular player. Anyone may move each of them.

The druid cards are well shuffled and each player is dealt 5 cards for the first round. These are kept secret from the other players.

The experience cards are shuffled and placed as a face down pile next to the board.

The amulet tiles are shuffled and laid out in several face down piles next to the board. Any 9 tiles are then taken and laid in any order face up in the appropriate spaces at the top of the board.

Each player receives 2 amulet tiles from the face down piles and these are placed face up in front of them.

During the game, when the player receives further amulet tiles, he lays them out immediately in the appropriate pattern and so that it is clear which pieces are collected together (see pictures on page 4).

The course of the game

The game is played over several rounds. The youngest player begins and other players follow in clockwise order.

On a turn, the player moves a druid using his cards and carries out the relevant action in the location moved into. A round ends when all players have played all their druid cards. 5 cards are then dealt to each player to start a new round.

Moving Druids

On his turn, a player may play as many druid cards of one colour as he likes. The number of cards played determines how many spaces the druid of the matching colour moves forwards.

Used cards are placed face up in a discard pile next to the board. Then the player carries out the action associated with the location the druid lands on (spaces moved over are not acted upon).

a) The druid arrives at a stronghold (Castles, Monasteries, Villages, Journey's End)

The player takes as many amulet tiles from those displayed as is shown at the stronghold. These are placed immediately in the appropriate pattern and so that it is clear which pieces are collected together. If he takes a tile of the same type as one he has already collected, this must be placed separately to start a new amulet.

Once the amulet pieces have been placed, the open amulet display is restocked back up to 9 tiles.

b) The druid arrives at a ruin

At the ruins, Vikings lie in wait to steal amulets. The player must discard as many amulet tiles as is shown at the ruin. He may choose which tiles to discard and he may have to take pieces from a completed amulet if necessary. If the player has no amulet tiles, he does not discard anything and receives no penalty.

The discarded tiles are placed face down in a separate pile next to the board. If the supply of amulet tiles is used up, the discarded tiles are shuffled and form a new face down supply of amulet tiles.

In encountering the Vikings, the player gains experience and as consolation for losing amulet tiles, draws one Experience card from the face down display and adds it to his hand. An Experience card is also gained if the player didn't have any amulet tiles to discard.

c) The druid arrives at a shrine

The player **may** if he wishes draw a druid card from the display. The card must be played in a subsequent turn during the current round.

Often, there is an advantage in taking a druid card, as the player has more choice on how far to move a druid. However, it can be a disadvantage (the player may be forced to move a druid to the ruins). The player may, therefore choose not to take a druid card.

Once the player has carried out his actions, and discarded the cards played, it is then the next player's turn.

Experience Cards

At the ruins, a player will receive an Experience Card that can be used from his next turn onwards.

One or more experience cards of the same colour may be played with a druid card of the matching colour to move the druid further forward. e.g. 2 red druid cards and 2 red experience cards will move the red druid 4 spaces forwards.

When played, experience cards are placed in an open discard pile next to the board.

Experience cards can only be played as long as the player has at least one druid card of that colour in his hand. If the player only has experience cards in his hand, these cannot be played and the round is over for him. However, the experience cards are retained and can be used in a subsequent round.

If, at the end of the game, the player still has experience cards left, he can use these as follows:

- For 1 experience card, the player can exchange an amulet tile from one of his open displays with an open display of another player;
- For 2 experience cards, he can draw an additional amulet tile from the 9 displayed at the top of the board.

If the draw pile of experience cards is used up, the discard pile is shuffled and forms a new draw pile.

End of a Round

Once a player has played all of his druid cards, the round is over for him. The other players continue to play until nobody has any druid cards left in his hand. The round is then complete. (Note: If only one player has druid cards left, he continues to take turns one after another until all his druid cards have been played)

If no druid has reached the Journey's End location, a further round is played and each player is dealt 5 new druid cards.

If the draw pile of druid cards is used up, the discard pile is shuffled and forms a new draw pile. The next round begins with the player to the left of the one who played the last druid card.

Game End

The game draws to an end when the first druid reaches the Journey's End location. The current round is played to a conclusion i.e. until all players have played their remaining druid cards. Players can, therefore, continue to move the remaining druids and gain or lose amulet tiles.

If a player plays a Druid card of a druid who has already reached Journey's End, these have no effect and are discarded.

The game also ends if all druids have reached Journey's End or there are no Amulet tiles in the display or draw piles.

Players can then use any remaining Experience cards. The player to the left of the player who ended the game starts.

- For 1 experience card, the player can exchange an amulet tile from one of his open displays with an open display of another player;
- For 2 experience cards, he can draw an additional amulet tile from the 9 displayed at the top of the board.

These actions can be mixed in any way. With 4 Experience cards, a player could take one new Amulet tile and exchange 2 tiles.

Once a player has used all his Experience cards, the Amulet display is filled back up to 9 tiles and the next player uses his Experience cards.

The winner is the player with the most completed amulets. In a tie, the player (out of those tied) with the largest incomplete amulet wins. If still tied, the next largest incomplete amulets are compared and so on.

English translation v.1

by Garry Lloyd 22 January 2006

Please notify any corrections to garry@trickylight.co.uk

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