

Alan R. Moon

# Elfenland

## Rule book

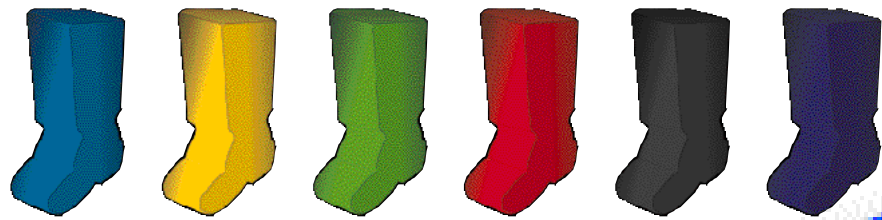
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## Description

In Elfenland, young elves have to pass a very special test before they are accepted as grown-ups. All elf girls and elf boys receive a map of Elfenland, and they have to visit as many famous towns in Elfenland as possible, using the common types of transportation: dragons, unicorns, giant pigs, elfcycles, troll wagons, magic clouds, ferries and rafts. These types of transportation, however, are available in limited numbers and can only be used in specific regions. Thus, an exciting race starts among the elves to find out who will make the best use of the available transportation. The one to visit the most towns will win the game.

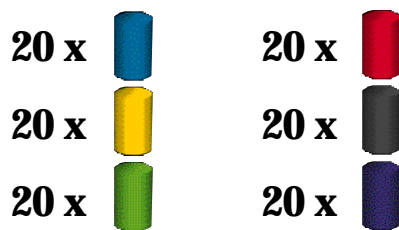


6 Elf Boots

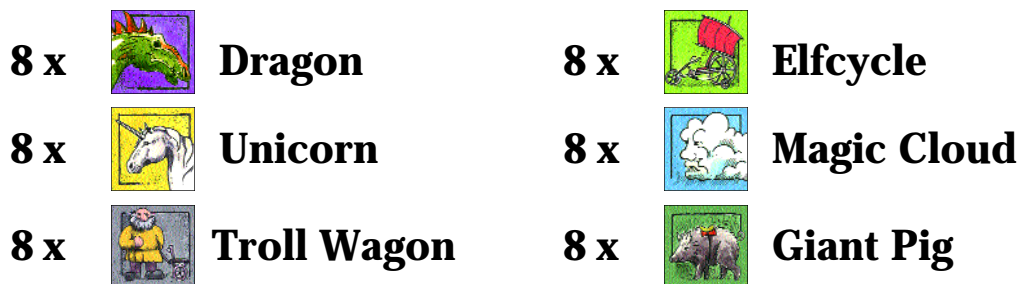
## 6 Obstacles

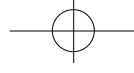


## 120 Town Pieces



## 48 Transportation Counters



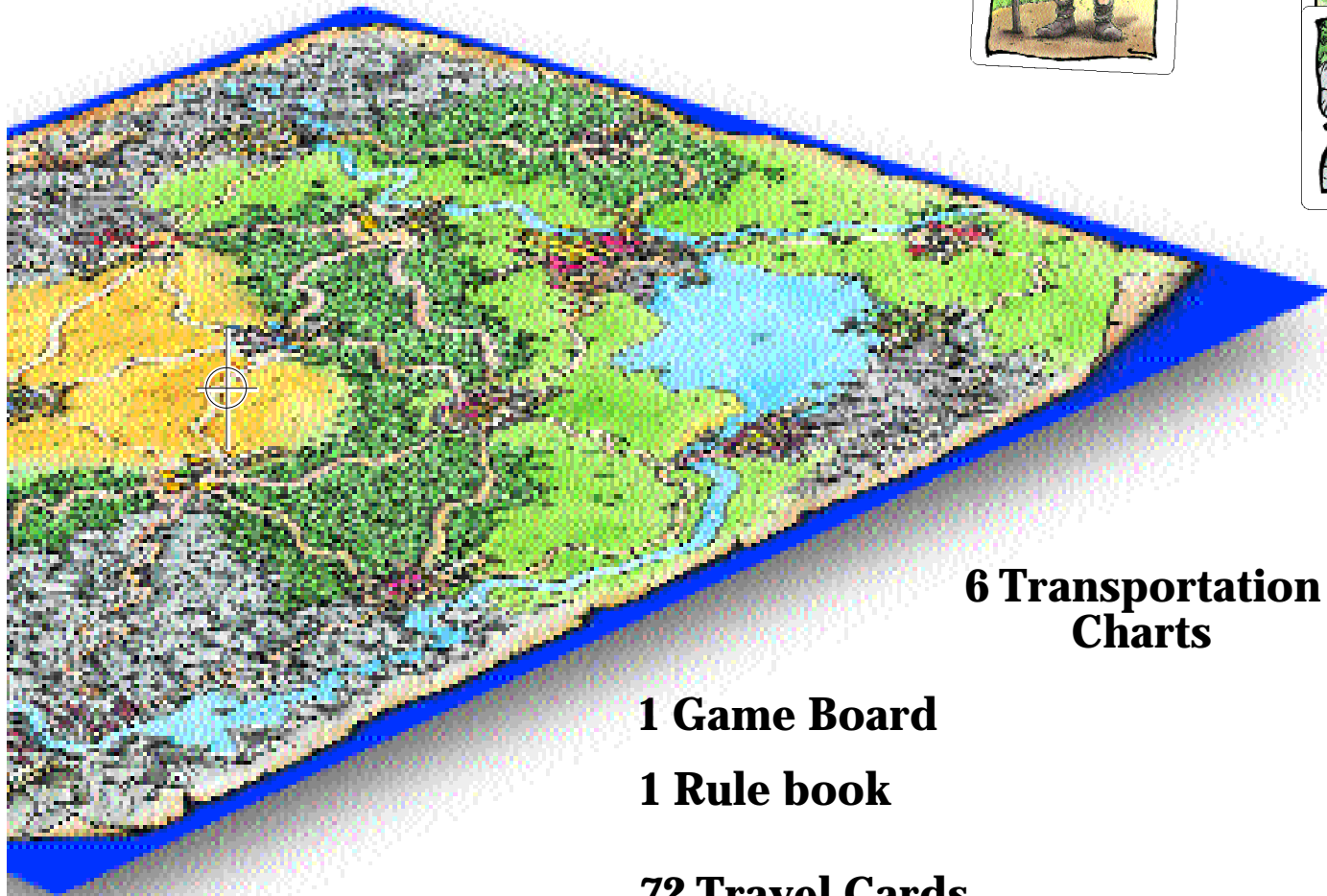
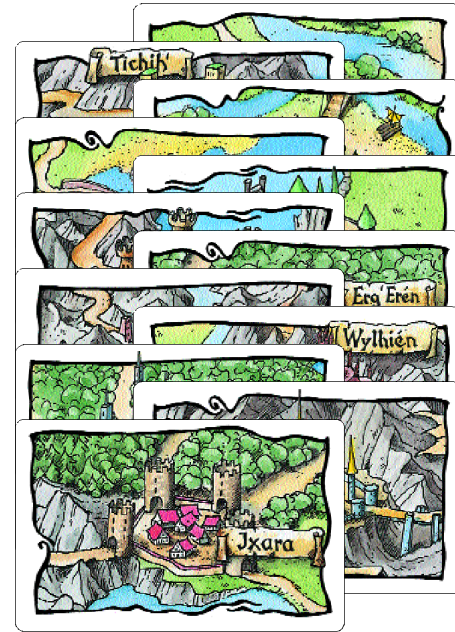


**4 Round Cards**

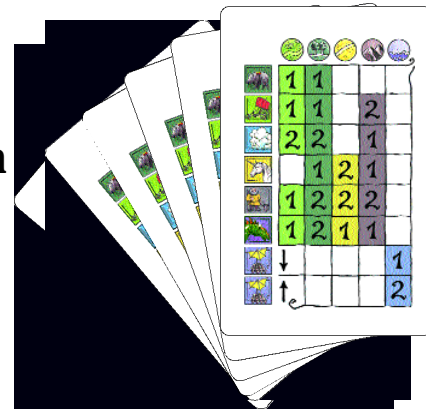
**1 Starting Player Card**



**12 Town Cards**



**6 Transportation Charts**

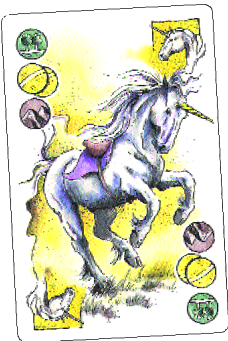


**1 Game Board**

**1 Rule book**

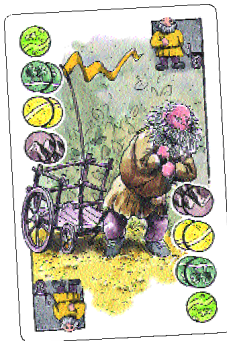
**72 Travel Cards**

**10 x**



**Dragon**

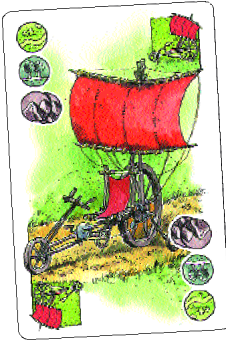
**10 x**



**Unicorn**

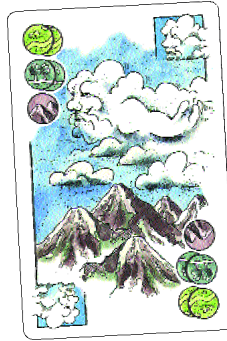
**Troll Wagon**

**10 x**



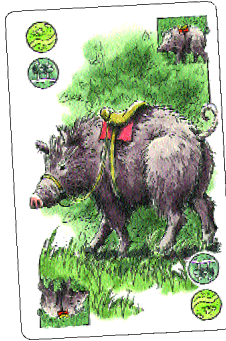
**Elfcycle**

**10 x**



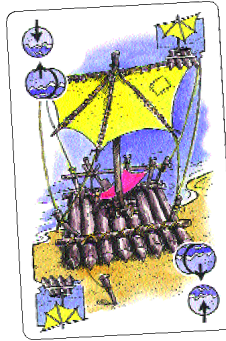
**Magic Cloud**

**10 x**

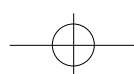


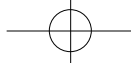
**Giant Pig**

**12 x**



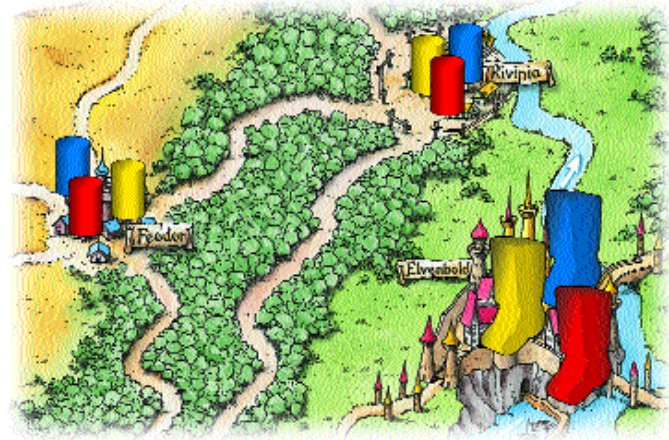
**Raft**





## How to Set Up the Game

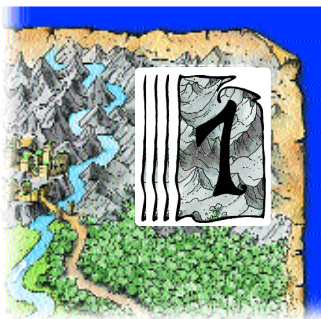
Each player receives one Elf Boot and 20 Town Pieces of the same color. Place the boots in the elf capital of "Elvenhold". Each player places his Town Pieces on the other 20 towns.



Separate the cards according to the different colored backs (green, gray and blue). Put the twelve Town Cards (green backs) in the box; they are only important for a variation of this game.



Travel Cards

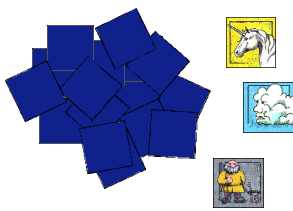


Round Cards

Place the four Round Cards in one stack in the top right corner of the board with the number "4" on bottom, followed by "3", "2" and "1" on top. The top card always indicates the current round.



Transportation Counters



Separate the 48 Transportation Counters from the six Obstacles (red border). Now mix the Transportation Counters and place them face down in a pile next to the board on the table. Turn over five Transportation Counters and place them next to the face down ones. Five Transportation Counters must always be face up during the entire game.



Transportation Chart



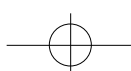
Obstacle

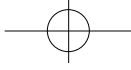
Each player takes a Transportation Chart and an Obstacle. Put the remaining Transportation Charts and Obstacles back in the allotted slots in the box.



Starting Player Card

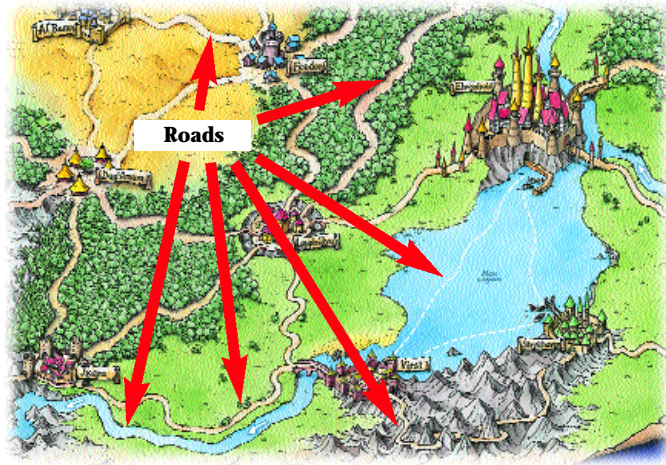
Give the Starting player Card to the oldest player so he can start the game. After he has completed his turn, the turn passes to the left.



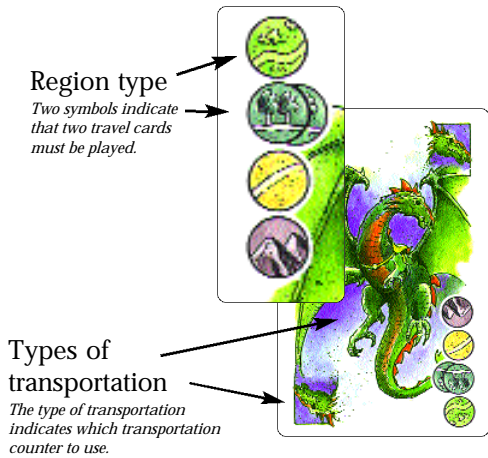


## Game Board

In Elfenland, the well built road network connects the towns with each other. Each road runs through a specific region, through the light green plains, dark green woods, yellow desert and over the gray mountains. The rivers and the great lakes can also be used to travel from one place to the next.



Elves may use seven different types of transportation. Depending on the region, a type of transportation may allow fast or slower travel, and some types of transportation may not be used in some regions at all.



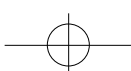
## Travel Cards

Each Travel Card indicates the type of transportation (which transportation counter to use) and the type of region it can be used in. Each round symbol indicates a type of region. A single round symbol indicates that only one travel card must be used. A double round symbol indicates that two Travel Cards must be played to use the chosen road.

If a specific region's symbol is missing, you cannot use that particular Travel Card or Transportation Counter in that region.

		Region type				
Types of transportation		1	1			
		1	1		2	
		2	2		1	
			1	2	1	
		1	2	2	2	
		1	2	1	1	
		↓				1
		↑				2

- ▶ The **Giant Pig** cannot travel through the desert or in the mountains.
- ▶ The **Elfcycle** cannot be used in the desert and requires 2 Travel Cards for the mountains.
- ▶ The **Magic Cloud** cannot travel through the desert and requires 2 Travel Cards for the plains and woods.
- ▶ The **Unicorn** cannot travel through the plains and requires 2 Travel Cards for the desert.
- ▶ The **Troll Wagon** requires 2 Travel Cards in the woods, in the desert, and in the mountains.
- ▶ The **Dragon** requires 2 Travel Cards to fly over the woods.
- ▶ Naturally, only **Rafts** can travel on rivers and lakes.
- ▶ Upriver (in the opposite direction indicated by the arrows) and on lakes, **Rafts** require 2 Travel Cards.





## How to Play

*The first time you play Elfenland:  
Always play the phase described in the section you just read, before you continue to the next section.*

*Each player receives 8 cards.*

*Each player draws one Transportation Counter and places it in front of him face down.*

*Each player draws three face up Transportation Counters.*

**Tip:** Choose types of transportation that are identical with the ones on your travel cards.

*Each player can only have a maximum of 5 Transportation counters in front of him.*

6

Elfenland is played in rounds. Each round consists of the following six phases:

- ▶ 1. Deal the Travel Cards.
- ▶ 2. Draw a Transportation Counter from the face down stack.
- ▶ 3. Draw additional Transportation Counters.
- ▶ 4. Plan the travel routes.
- ▶ 5. Move the Elf Boots.
- ▶ 6. Finish the round.

### 1. Deal the Travel Cards

In the first round, the Starting Player shuffles the Travel Cards and deals 8 cards to each player. He places the remaining cards face down in a stack next to the board. On subsequent rounds, the Starting Player shuffles all Travel Cards from the Travel Card stack. He then deals new Travel Cards to each player until each player holds eight Travel Cards in his hand.

### 2. Draw a Transportation Counter from the face down stack

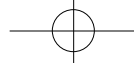
Beginning with the Starting Player, each player draws one of the face down Transportation Counters, looks at it and places it face down in front of him. This Transportation Counter is **kept secret** from the other players, but the player may refer to it at any time. In the course of the game, a player may have several secret Transportation Counters.

### 3. Draw additional Transportation Counters

Beginning with the Starting Player again, each player draws an additional Transportation Counter, choosing either one of the five face up ones or one of the face down ones. Each player places his Transportation Counter **face up** in front of him. If a player chooses one of the five face up Transportation Counters, he must immediately turn over one of the face down ones so that there are always five face up Transportation Counters to choose from.

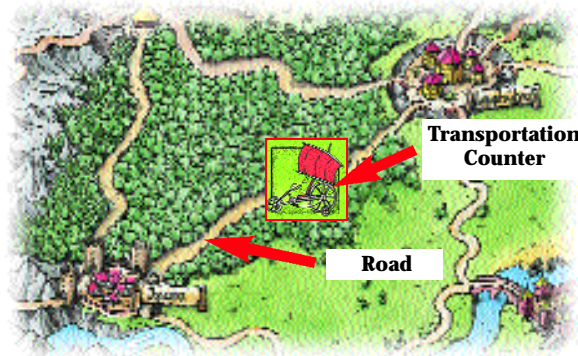
All players continue to draw Transportation Counters until each player has drawn three Transportation Counters. Together with the face down Transportation Counters, each player now has four Transportation Counters in the first round.

Players who retained a Transportation Counter from the previous round will now have five Transportation Counters (one or two face down and three or four face up).

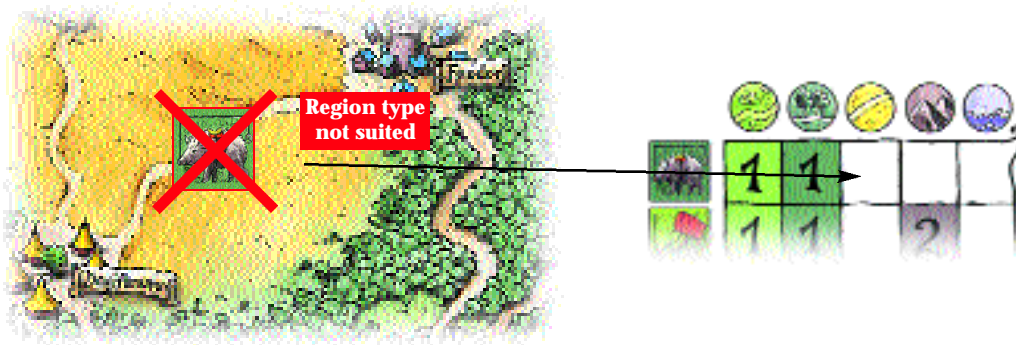


#### 4. Plan the travel routes

Beginning with the Starting Player, the players take turns to place one of their Transportation Counters face up on a road. Only one Transportation Counter may be placed per road.



A player may only place a Transportation Counter on a road if that particular type of transportation is suited for traveling on the chosen road. The Transportation Charts indicate which Transportation Counter may be used on which road. For example, a Giant Pig may not be placed on a desert road.

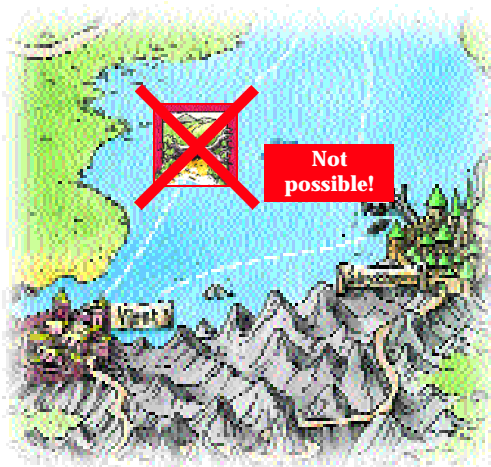


#### Watch Out:

Each Transportation Counter placed on the board may be used by **all** players in planning their travel routes.

#### Obstacle

Instead of a Transportation Counter, players may also place an Obstacle on a road. However, this play can only be made once by each player during the entire game, and only if a Transportation Counter has already been placed on the particular road. Only one Obstacle may be placed per road. Obstacles cannot be placed on rivers and lakes. An Obstacle placed on a road requires that an additional identical Travel Card be played for that particular road.



*The players take turns to place one of their Transportation Counters face up on a road.*

*Only one Transportation Counter may be placed per road.*

*The chosen Transportation Counter must be suited for traveling in that region.*

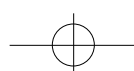
*The Transportation Charts indicate which Transportation Counters may be used on which road.*

*Transportation Counters may be used by all players.*

*An Obstacle may be placed instead of a Transportation Counter only once by each player.*

*Obstacles must not be placed on rivers and lakes.*

*An Obstacle on a road requires that an additional identical Travel Card be played.*



*Instead of placing a transportation counter, you can pass. When all players have passed consecutively, this phase ends.*

### **Example 1:**

*A Troll Wagon and an Obstacle are placed on a desert road. If the player wants to use this road, he must play three Troll Wagon Travel Cards.*



A player is not required to place a Transportation Counter or an Obstacle. He may pass his turn.

A player may pass one turn and place a Transportation Counter on a later turn. However, if all players pass consecutively, the phase ends.

## **5. Move the Elf Boots**

A player moves his Elf Boot along the roads or rivers from town to town. The object is to collect his own Town Pieces.

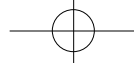
### **Traveling On Roads**

Each player may use each Transportation Counter on the board when he moves his Elf Boot. Beginning with the Starting Player, each player may move his Elf Boot along **as many roads as desired**, provided the following requirements are met:

- ▶ 1. The traveled road must have a Transportation Counter on it.
- ▶ 2. The player must play a Travel Card that matches the Transportation Counter. For example, a Unicorn card for a road with a Unicorn Transportation Counter.
- ▶ 3. If a Travel Card indicates a double region symbol, the player is required to play two identical Travel Cards for this Transportation Counter in order to move his Elf Boot on this road.
- ▶ 4. If the traveled road is blocked by an Obstacle, the player has to play an additional identical Travel Card.

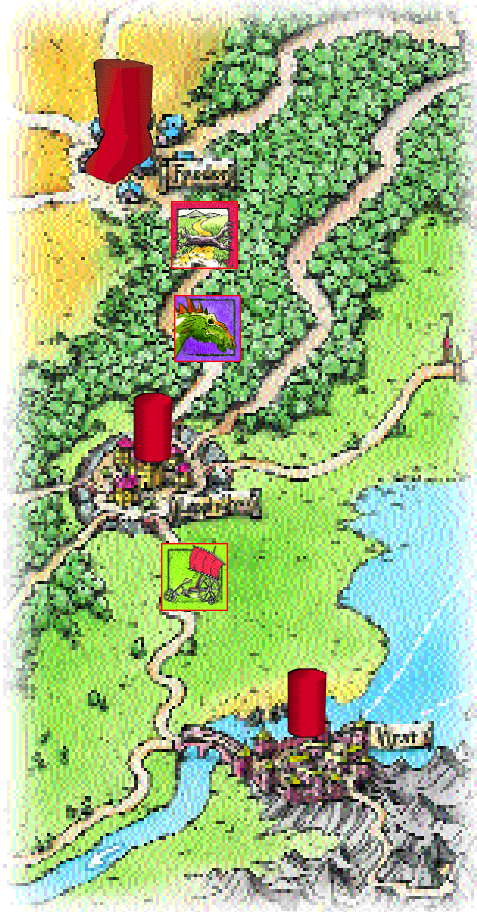
A player's turn is finished when he cannot or does not want to play another Travel Card.





**Example 2:**

Chris wants to travel from Feodor via Lapphálya to Virst. On the road in the woods from Feodor to Lapphálya he comes across an Obstacle and a Dragon Transportation Counter. Since the Dragon demands two Dragon Travel Cards for flying over the woods, Chris is required to play three Dragon Travel Cards for this road. Then he continues through the plains to Virst. On the plains road he finds an Elfycle. Since Chris can easily travel through the flat plains with an Elfycle, one Elfycle Travel Card is sufficient to travel to Virst.



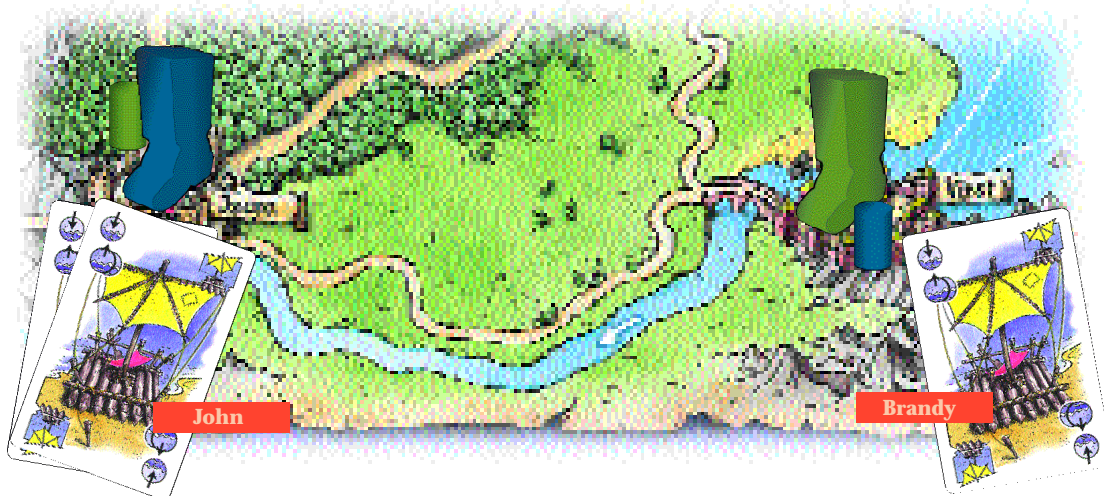
**Traveling On Rivers**

For Raft Travel Cards there is no Transportation Counter. A player moves his Elf Boot on a river by simply playing the number of Raft Travel Cards indicated on the Transportation Chart.

Obstacles cannot be placed on rivers and lakes.

**Example 3:**

Brandy (green) wants to travel on the river in the direction indicated by the arrow from Virst to Ixara. For this route, she is required to play one Raft Travel Card. John (blue) wants to travel upriver from Ixara to Virst. However, since he is traveling in the opposite direction indicated by the arrow, he has to play two Raft Travel Cards.

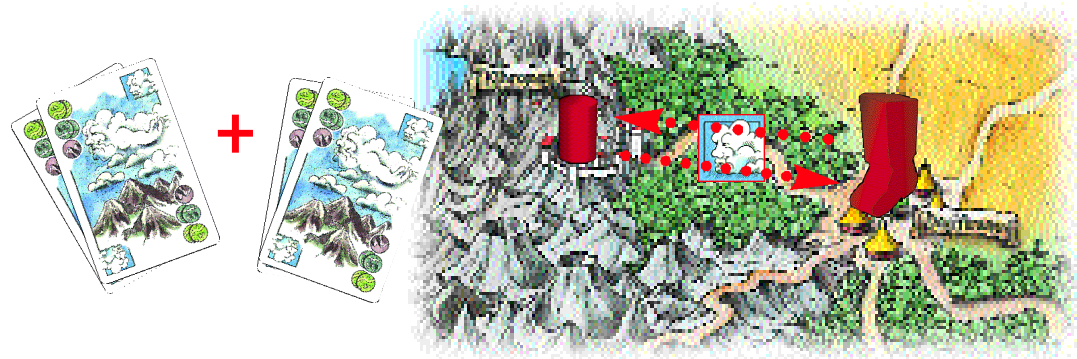


To travel downriver, you need one Raft Travel Card.  
To travel upriver, however, you need two Raft Travel Cards.

*One road may be used several times on one turn if the matching Travel Cards are played.*

**Traveling Back And Forth**

On his turn, a player may move from town to town on as many roads as he wishes, provided he can play the matching Travel Cards for each road. A player may also use the same road more than once on his turn. However, each time he uses that road, he must play the required Travel Cards.



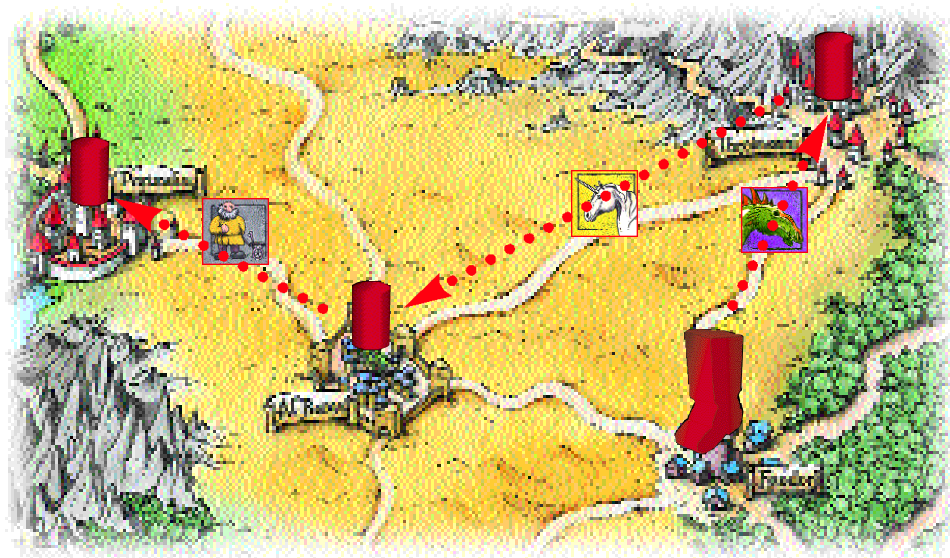
**Example 4:**

*On the road in the woods from Dag`Amura to Kihromah the type of transportation is a Magic Cloud. Therefore, Chris must play four Magic Cloud Travel Cards to travel from Dag`Amura to Kihromah and back.*

*When a player reaches a town, he collects his Town Piece and places it in front of him.*

**Collecting Town Pieces**

For each town a player reaches, he takes his Town Piece and places it in front of him. He also takes the piece from the town where he ends his turn.



*At the end of a player's turn, the number of cards he holds in his hand is reduced to four.*

All played Travel Cards are placed on the Travel Card stack next to the board. If a player holds more than four Travel Cards in his hand at the end of his turn, he has to immediately reduce his number of cards to four. The leftover cards are also placed on the Travel Card stack.

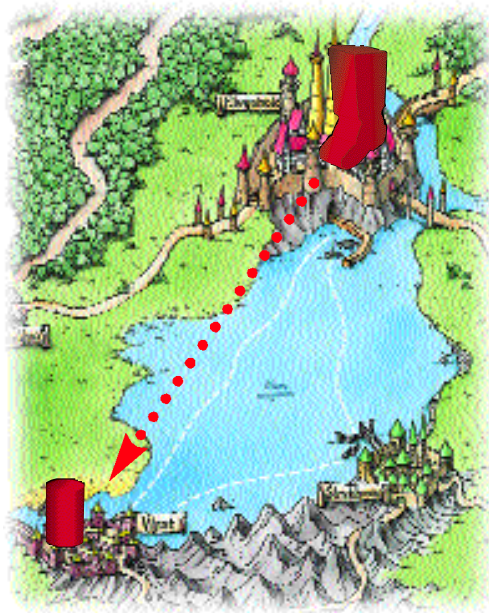
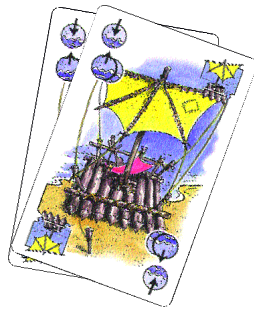
## Special Moves

### A) Caravan

If a player cannot play the Travel Card(s) required by the type of transportation, he can play any **three** Travel Cards (including Raft Travel Cards) instead. This move is called a “Caravan”. “Caravans” only move on roads that provide a type of transportation. Caravans do not travel on rivers and lakes. If there is an Obstacle on the road, the player must play any four instead of three Travel Cards.

### B) Ferries

Both of the two great lakes, “Mare Magnum” and “Mare Nebulae”, can be crossed by ferry. To use them, you are required to play **two** Raft Travel Cards for each move from one town to the next. Use the ferries to travel back and forth between Virst, Strykhaven and Elvenhold, or between Grangor, Yttar and Parundia.



*Instead of playing the required Travel Card(s), you can play any three Travel Cards instead as a “Caravan”. The cards played may be of any combination of transportation types.*

*If you want to use a ferry to travel across one of the great lakes, you have to play two Raft Cards to get from one town to the next.*

## 6. Finish the round

After all of the players have moved their Elf Boots, the following actions take place:

- ▶ The Starting Player puts the top Round Card beneath the stack. He then passes the Starting Player Card to the next player to his left who becomes the new Starting Player.
- ▶ Each player must now turn in all of his Transportation Counters except **one** which can be secret or face up.
- ▶ Remove the Transportation Counters from the board and mix them thoroughly face down with those turned in and the face down ones next to the board. The face up Transportation Counters remain face up and are not turned face down and shuffled with rest.
- ▶ Used Obstacle Cards are removed from the game entirely.

*The Round Cards are changed and the Starting Player Card is passed to the left. The Transportation Counters on the board are shuffled in with the face down ones next to the board.*

*The player who collects the most Town Pieces after 4 rounds wins. If two or more players have the same number of Town Pieces, the player with the most Travel Cards wins.*



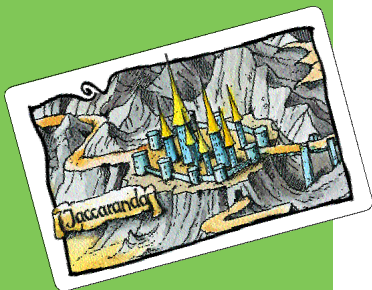
## End of Game

**Elfenland** ends after the fourth round. The player who collected the most Town Pieces wins. If two or more players have the same number of Town Pieces, the player holding the most Travel Cards in his hands wins. If one player collects all of his Town Pieces before the end of the third round, he wins.

## Variation



At the beginning of the game, shuffle the twelve Town Cards and deal one card face down to each player. The remaining Town Cards are not needed in this variation. The object is for each player to now collect his Town Pieces **and** have his travel route end in the town indicated on his town card, or in a town as close as possible. All other rules remain the same. When the game ends, all players uncover their Town Cards and count how many towns they are away from their destination (shortest distance). This number is then subtracted from the number of the collected Town Pieces. The player with the highest score wins. In case two or more players score the same, the player who is closest to the town on his Town Card wins.



### **Example 5:**

*Brandy visited 17 towns and ends the game in Throtmanni. Her Town Card, however, indicates Jaccaranda. Brandy is only one town away from Jaccaranda. She subtracts one from her 17 Town Pieces and scores 16.*

Any questions? We are pleased to help you:

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