

OGRES & ELVES/FIRST GAME RULES (c) 2005 Jim-Deacove

A CO-OPERATIVE FANTASY GAME™

THE STORY - The Royal Elf Family is coming to visit one of their Mountain Kingdoms. They have sent ahead their Treasure Chests to fill. The Mountain Elves do mining of Valuables such as gold, diamonds and other gem stones. The players are the Elves. you leave your Mountain Home, visit the various Mines, gather Valuables there and bring them Home to fill the Treasure Chests. You wish to please the Royals by filling the Treasure Chests to the brim. However, the Ogres have heard about the planned visit and leave their Castles to grab their favorite Valuables from the Mines, if they get there first or also from any Elves they capture. The Elves think it is a Good Idea to teach both the Royal Visitors and the Ogres to **share** the Valuables, so all can be happy.

FIRST GAME for 5 to 7 year olds

PLAYERS 2, 3 or 4 More if you partner on a collector card and its mover.

CONTENTS Playboard, rules, 1 special die, 4 Elf movers and their color matched Collector Cards, 4 Royal Treasure Chests, 5 Ogres, 4 Invisible Shields, 20 Valuables consisting of 5 Gold Bars, 5 Rubies, 3 Green Emeralds, 3 Purple Amethysts, 2 Blue Sapphires and 2 Orange Ambers.

OBJECTS OF THE GAME

(1) Fill as many Treasure Chests as you can and give each Ogre at least one of its favorite items.

(2) All return Home and Score your game. See Scoring details later.

THE GAME PARTS

THE CARDS

Carefully separate the diecut cards. Use scissors, if necessary, to avoid having any raggedy edges. Each is described in detail below.

THE VALUABLES

The 20 colored tokens represent the Valuables to collect.

THE BOARD

Put the board in the center of the table. Locate the following spaces: Elf Home/Start in the middle of Mountain Kingdom; the spaces for the 4 Treasure Chests inside the Mountain area, the 4 Ogre Castles in the corners and the 16 numbered Mines in a ring around the Mountain.

NUMBERED MINE SPACES

Note that the Mines are numbered 1 to 16 and how all the spaces, including the Castles and the middle Mountain Home are connected with roads.

THE TREASURE CHESTS

The Queen's is the biggest, needing 5 valuables, then the King's, needing 4, the Princess needing 3 and the little Prince needing just two. The colored spaces indicate which Valuable each Royal wants. When you come Home to deliver Valuables collected from the Mine spaces, you decide which Valuables will go to which Treasure Chests.

You may decide to put a gold bar in the Prince's and a ruby in the King's. It is up to you to figure out the best strategy.

Sometimes, you may have only 1 Ruby to bring Home, but both the King and Prince need it. You can't fill both. You all have to discuss and decide who gets that last Ruby. Choices, choices.

ELFEN COLLECTOR CARDS

These represent the Elfen Miners carrying a bag. Each Elf can carry a maximum of only 4 Things. The Invisible Shield counts as 1 item.

ELFEN MOVERS

Elves do not move big distances. They move only **one or at most two spaces** at a time. The spaces must be connected by a road. You can also choose not to move and just stay where you are.

INVISIBLE SHIELDS

The four Shields are not used in the FIRST GAME.

THE SPECIAL DIE

1. The number rolled up determines which Ogre is moved 1 space ahead.
2. If an O is rolled up this means that ALL the Ogres, **in their numerical order**, are each moved one space ahead.

THE OGRES

1. Each of the Ogres has a number and at least one gem dot on it.
2. The gem dots tell you which Valuables the Ogre likes best and takes if it lands on a Mine or Elf containing that Valuable.
3. The number rolled on the die tells you which Ogre gets moved **1 Mine space ahead clockwise** to the next biggest numbered Mine.

SETTING UP

1. Each player select a colored Collector Card and its matching mover. Any collector cards and movers not used are put back in the box.
2. Start your elf movers in the Mountain Home space.
3. Keep your Collector Cards in front of you.
4. **The following are not used.** Put away the Invisible Shields, 1 Sapphire, 1 Amber, 1 Emerald, 1 Amethyst, 2 Gold, 2 Rubies, and the Treasure Chests of the Queen and Princess and, **lastly**, the #1 Ogre, which means that if a 1 is rolled on the special die, NO Ogres are moved.
5. Only the King and Prince are coming for a visit. Put their 2 Treasure Chests on the correct spaces on the board. They are the only Chests to fill.
6. The youngest player takes the remaining Valuables, mixes them up behind the back, and one by one "salts" the mines by putting 1 valuable each face up on the mine spaces with circled numbers: 2, 3, 4, 6, 7, 8, 10, 11, 12, & 14, 15, 16. The random placement makes each game different.
7. The oldest player mixes up the 4 Ogres behind the back and puts four face up, one on each Castle. This also makes each game different.
8. Decide on an order of turns for the game. Maybe let the player who looks most like an elf go first and then pass turns to the left.

THE ACTIONS OF A TURN IN BRIEF

A turn consists of **four actions**, which are done in order.

- (1) Move your Elf either zero, one or two connected spaces.
- (2) If possible, pick up Valuables and add them to your Collector Card or go Home to deliver them to the Chests or to Castles as Ogre Gifts.
- (3) Roll the die to see which Ogres move one space ahead.
- (4) Do Ogre actions possible - grabbing Valuables and capturing Elves.

ELF MOVES IN MORE DETAIL

1. You can move your Elf only one **or** two spaces connected by roads, You choose how many spaces to move. Or you can stay where you are.
2. Elves can move backwards or forwards as long as the spaces are connected by a road. Elves cannot jump over unconnected spaces. Mines, Castles & the Mountain Home each count as a space.
3. When you have stopped on a space, after moving 1, 2 or staying where you are, you can't make any more moves on that turn.
4. An unoccupied Ogre's Castle is a safe space, because Ogres don't return to their Castles after leaving, unless taken there to receive a Gift.
5. Elves can go to a space occupied by another Elf and share or trade.
6. The Mountain Home space counts as one space, whether you stop on it to make a delivery of valuables or pass through it on your way to a second space. It is safe from Ogres. Ogres cannot enter your Home.
7. **Elves cannot move past an Ogre. An Ogre blocks your path.**
8. Elves try to avoid an Ogre landing on the same space they occupy, because then **Ogres capture you**. When captured, put your Elf mover on top of the Ogre card until freed. See rules for **Getting Free** below.

ELVES PICK UP OR DELIVER VALUABLES

1. If you land on a space with one or more Valuables, you can pick either or both up and store them on your Collector Card, observing **the load limit of 4 items**.
2. If your bag at any time does not have room for anything more and you land on something you want, you will have to leave an item behind. You can do a trade and leave behind 1 item already in your bag.
3. When your Elf bag is full, it is time to go to the Mountain Home space and deliver as many Valuables as you wish to whatever Treasure Chests need the items you have.
4. You don't have to wait until your bag is full to go Home and make a delivery. Sometimes it is better strategy to return Home, deliver just a few Valuables, and then on your next turn head out to collect more stuff.

ELVES ARE KIND TO OGRES AND GIVE THEM GIFTS

1. While Elves cannot pass over an Ogre, **they can land on an Ogre** to give a Gift to the Ogre. The Ogre must have left its Castle and be on a Mine space to be eligible for a Gift.
2. The Gift must be a Valuable the Elf has on its Collector Card and at least **one** that is desired by the Ogre being met.
3. Sometimes an Elf may be forced to land on an Ogre, not have a Gift to give and thus become a captive instead. See rules about **Capture** below.
4. Place the Ogre and Gift face up just off the board near any unoccupied Castle. The Ogre and Gift are out of the game. At game's end, each Gift scores 1 point.
5. Place your Elf on this Castle from where you begin your next turn.
7. The gift-giving Elf to complete its turn rolls the die for moving Ogres.

ROLL THE DIE TO MOVE THE OGRES

1. The number rolled indicates which Ogre is moved. Only Ogres still in the game are moved. Ogre #1 and any in a Castle with a Gift are ignored, if their numbers or an O comes up.
2. Ogres move one space at a time on spaces connected by red roads.
3. Ogres always move clockwise from one numbered Mine space to the next higher numbered space. Unless another Ogre is on that space.
4. Ogres cannot occupy the same Mine space as another Ogre. **They hop over each other** to the next available space.
5. The very first move for an Ogre is from its Castle along the red-dotted road to the first Mine space. The first spaces moved to from their Castles will be to spaces 1, 6, 10 and 15. Unless another Ogre is already there.
6. If an **O (for Ogres)** is rolled, then **ALL the Ogres are moved** 1 space ahead. They are not moved randomly, but in numerical order, with Ogre 2 first, then Ogre 3, and so on. Move each Ogre and observe the rules both for hopping over other Ogres, collecting Valuables, and capturing Elves.
7. Ogres do not move back to a Castle except when taken there by an Elf with a Gift.
8. Ogres cannot move into the Mountain Home.

THE OGRE'S GRAB VALUABLES

1. If an Ogre lands on a space occupied by a Valuable, check the Gem dots on the Ogre. Some Ogres desire more than one Valuable.
2. Any Valuable landed on that matches the Ogre's Gem dot is grabbed by the Ogre and removed from the game. **Grabbed Gems** are kept separate from GIFTS, because Grabbed ones do not score.
3. If the Gem dot doesn't match, then rest the Ogre on top of the Valuable. The Ogre only guards it. This Valuable cannot be collected by an Elf until the Ogre moves away.
4. If an Ogre lands on an Elf, the Elf is captured.

THE OGRE'S CAPTURE ELVES

1. An Elf held captive cannot move, but must roll the die to end its turn.
2. A captured Elf must lose any Valuables carried if they match what the Ogre desires. You have no choice. These are considered **Grabbed Gems**.
3. Valuables in the Elf's bag not desired by the Ogre are retained by the Elf. But any of the Valuables held by the Elf matching the dot or dots of the capturing Ogre are ALL lost. Sometimes you can lose a lot of stuff. Watch out!

ELVES GETTING FREE

1. There are 3 ways: two ways involve giving up a Valuable upon capture and **the other way** is simply to wait until a die roll moves the Ogre away.
2. When Valuables are given up as described above in rule #2, the Elf is **automatically freed**, moved directly to any empty Castle to begin its next move from there. The Grabbed Valuable is out of the game.
3. If you don't have the right Valuable on you, then **on your turn**, instead of passing, you can give the Ogre a Valuable it wants **from one of the Treasure Chests**. Make sure everyone agrees that it is a good idea. Ogre, Elf and Gift go directly to any empty Castle. Ogre is out of the game. The Gift is left face up nearby to count as 1 point at game's end. The Elf is on the Castle until next turn, but to finish this turn, must roll the special die.
4. **CAUTION:** If at any time **ALL** the Elves being played are **held captive**, and you can't or don't want to make any Gifts because it would lower the value of the Royal's Treasures, the game is automatically over and whatever Valuables have been delivered to the Treasure Chests are scored.

GAME ENDS in one of three ways.

1. The game ends **immediately** when the Treasure Chests are filled. Return all free Elves to Home and calculate your team score.
2. As many Valuables **as possible** have been delivered to the Treasure Chests. Return all free Elves to Home and calculate your Score.
3. All the Elves are captured and can't get free. Calculate your Score.

SCORING YOUR GAME

SCORE

For each Valuable delivered to its place in a Treasure Chest, score 1 point.
For each Gift delivered to an Ogre, score 1 point.

BONUSES

For each Treasure Chest completely filled, score 1 bonus point for each Valuable in it. Eg, the filled King's Chest would score a total of 8 points. Valuables remaining on Collector Cards do not count. Of course, extra Valuables can be carried around until the end of the game. They take up space in your bag and are subject to loss, BUT they can be useful as a Gift or even as replacement when a Gift is taken from a Treasure Chest.

PENALTIES

For each Elf that doesn't make it Home at game's end, deduct 1 point.
You may wish to record who played, and what your final team score was.

HIGHEST POSSIBLE SCORE: 16

Let the game begin. Do some talking about who will go where and what to watch out for. Keep the ACTIONS OF A TURN list handy, so each player knows what to do.

For example, the first player will move his/her Elf one or two spaces, maybe pick up a Valuable, put it on his/her Collector Card, roll the die, move an Ogre, etc, etc until the game comes to an end so you can tally your score.

SEND COMMENTS, QUESTIONS TO:

FAMILY PASTIMES, RR #4, PERTH, ONTARIO, CANADA K7H 3C6

BE SURE TO ASK FOR OUR ILLUSTRATED CATALOGUE OF CO-OPERATIVE GAMES
FOR ALL AGES AND ALL SITUATIONS.

SECOND GAME RULES for 7 to 12 year olds

PLAYERS 2, 3 or 4 More if you partner on a collector card and its mover.

CONTENTS Playboard, rules, 1 special die, 4 Elf movers and their color matched Collector Cards, 4 Royal Treasure Chests, 5 Ogres, 4 Invisible Shields, 20 Valuables consisting of 5 Gold Bars, 5 Rubies, 3 Green Emeralds, 3 Purple Amethysts, 2 Blue Sapphires and 2 Orange Ambers.

OBJECTS OF THE GAME

(1) Fill as many Treasure Chests as you can and give each Ogre at least one of its favorite items.

(2) All return Home and Score your game. See Scoring details later.

THE GAME PARTS

THE CARDS

Carefully separate the diecut cards. Use scissors, if necessary, to avoid having any raggedy edges. Each is described in detail below.

THE VALUABLES

The 20 colored tokens represent the Valuables to collect.

THE BOARD

Put the board in the center of the table. Locate the following spaces: Elf Home/Start in the middle of Mountain Kingdom; the spaces for the 4 Treasure Chests inside the Mountain area, the 4 Ogre Castles in the corners and the 16 numbered Mines in a ring around the Mountain.

NUMBERED MINE SPACES

Note that the Mines are numbered 1 to 16 and how all the spaces, including the Castles and the middle Mountain Home are connected with roads.

THE TREASURE CHESTS

The Queen's is the biggest, needing 5 valuables, then the King's, needing 4, the Princess needing 3 and the little Prince needing just two. The colored spaces indicate which Valuable each Royal wants. When you come Home to deliver Valuables collected from the Mine spaces, you decide which Valuables will go to which Treasure Chests.

You may decide to put a gold bar in the Prince's and a ruby in the King's.

It is up to you to figure out the best strategy.

Sometimes, you may have only 1 Ruby to bring Home, but both the King and Prince need it. You can't fill both. You all have to discuss and decide who gets that last Ruby. Choices, choices.

ELFEN COLLECTOR CARDS

These represent the Elfen Miners carrying a bag. Each Elf can carry a maximum of only 4 Things. The Invisible Shield counts as 1 item.

ELFEN MOVERS

Elves do not move big distances. They move only **one or at most two spaces** at a time. The spaces must be connected by a road. You can also choose not to move and just stay where you are.

INVISIBLE SHIELDS

The four Shields are used to protect Valuables and Elves. They are placed on Mine Spaces and must be hopped over by Ogres.

THE SPECIAL DIE

1. The number rolled up determines which Ogre is moved 1 space ahead.

2. if an O is rolled up this means that ALL the Ogres, **in their numerical order**, are each moved one space ahead.

THE OGRES

1. Each of the Ogres has a number and at least one gem dot on it.

2. The gem dots tell you which Valuables the Ogre likes best and takes if it lands on a Mine or Elf containing that Valuable.

3. The number rolled on the die tells you which Ogre gets moved **1 Mine space ahead clockwise** to the next biggest numbered Mine.

SETTING UP

1. Each player select a colored Collector Card and its matching mover. Any collector cards and movers not used are put back in the box.
2. Start your elf movers in the Mountain Home space.
3. Keep your Collector Cards in front of you.
4. All 4 Invisible Shields are dealt out to however many are playing. Some Elves may get more than one to store on their Collector Cards.
5. Only the Queen and both children are coming. Put their 3 Treasure Chests on the correct spaces on the board. They are the only Chests to fill.
6. Do not use in this game: 1 Ruby, 1 Amethyst, 1 Emerald and 1 Gold.
7. The youngest player mixes up the 16 Valuables behind the back, and one by one "salts" all 16 Mine spaces with 1 item each face up.
8. The oldest player mixes up all 5 Ogres behind the back and puts two face up beside each other on the first Castle filled, then one each on the other Castles. In the two-Ogred Castle, the Ogre whose number first comes up gets into play first. If an O is rolled, the one first in the numerical order is moved first and then the other one will skip over it.
7. Decide on an order of turns for the game. Maybe let the player who looks most like an Elf go first and then pass turns to the left.

THE ACTIONS OF A TURN IN BRIEF

A turn consists of **four actions**, which are done in order.

- (1) Deploy, Redeploy and Retrieve Invisible Shields and move your Elf either zero, one or two connected spaces.
 - (2) If possible, pick up Valuables and add them to your Collector Card or go Home to deliver them to the Chests or to Castles as Ogre Gifts.
 - (3) Roll the die to see which Ogre/s move one space ahead.
 - (4) Do Ogre actions possible - grabbing Valuables and capturing Elves.
- Repeat these four actions in the order above until the game ends.

THE ACTIONS OF A TURN IN DETAIL

DEPLOY/REDEPLOY/RETRIEVE INVISIBLE SHIELDS

1. Ogres cannot occupy a space protected by a Shield. They must skip over it to the next available space. Elves can occupy a Shielded space.
2. Deploying a Shield on any Mine space not occupied by an Ogre can protect a Valuable, an Elf or both a Valuable and Elf on that space.
3. All 4 Shields are distributed among however many Elves are playing and after Set-Up, but **BEFORE** even one turn is taken, as many Shields as the Elves deem necessary are deployed. A Shield not deployed is stored on the Elf's Collector Card, each counting as 1 item toward the 4 Limit.
4. A Shielded space is still 1 space for purposes of an Elf's move.
5. **During the game, at the beginning of your turn**, you may change any or all Shields on the board. You may also retrieve any or all Shields and store them on your Collector Card, observing the Load Limit. This is done **BEFORE** you move your Elf, and **NOT AFTER** rolling die.
6. An Elf landing on a Shielded space may recover that Shield and put it on its Collector Card. Or you can leave the Shield where you are to be safe from Ogres. Just put your Elf mover on top of the Shield.

ELF MOVES IN MORE DETAIL

1. You can move your Elf only one or two spaces connected by roads, You choose how many spaces to move. Or you can stay where you are.
2. Elves can move backwards or forwards as long as the spaces are connected by a road. Elves cannot jump over unconnected spaces. Mines, Castles & the Mountain Home each count as a space.
3. When you have stopped on a space, after moving 1, 2 or staying where you are, you can't make any more moves on that turn.
4. An unoccupied Ogre's Castle is a safe space, because Ogres don't return to their Castles after leaving, unless taken there to receive a Gift.
5. Elves can go to a space occupied by another Elf and share or trade.
6. The Mountain Home space counts as one space, whether you stop on it to make a delivery of valuables or pass through it on your way to a second space. It is safe from Ogres. Ogres cannot enter your Home.

7. **Elves cannot move past an Ogre. An Ogre blocks your path.**

8. Elves try to avoid an Ogre landing on the same space they occupy, because then **Ogres capture you**. When captured, put your Elf mover on top of the Ogre card until freed. See rules for **Getting Free** below.

ELVES PICK UP OR DELIVER VALUABLES

1. If you land on a space with one or more Valuables, you can pick either or both up and store them on your Collector Card, observing **the load limit of 4 items**.
2. If your bag at any time does not have room for anything more and you land on something you want, you will have to leave an item behind. You can do a trade and leave behind 1 item already in your bag.
3. When your Elf bag is full, it is time to go to the Mountain Home space and deliver as many Valuables as you wish to whatever Treasure Chests need the items you have.
4. You don't have to wait until your bag is full to go Home and make a delivery. Sometimes it is better strategy to return Home, deliver just a few Valuables, and then on your next turn head out to collect more stuff.

ELVES ARE KIND TO OGRES AND GIVE THEM GIFTS

1. While Elves cannot pass over an Ogre, **they can land on an Ogre** to give a Gift to the Ogre. The Ogre must have left its Castle and be on a Mine space to be eligible for a Gift.
2. The Gift must be a Valuable the Elf has on its Collector Card and at least **one** that is desired by the Ogre being met.
3. Sometimes an Elf may be forced to land on an Ogre, not have a Gift to give and thus become a captive instead. See rules about **Capture** below.
4. The Elf takes the Ogre to any unoccupied Castle. The Gift and Ogre are put face up just off the board near the Castle. A Gem under a captured Ogre is left behind. The Elf goes on the Castle to begin its next turn.
5. The Ogre misses a turn the next time its number or an O is rolled, but is put on the Castle to resume moving next time its number or an O is rolled.
6. The Gift-giving Elf now on the Castle space, as usual, rolls the die to complete its turn by moving an Ogre. If the number rolled brings the Ogre back on the Castle, it just visits and doesn't capture the Gift-giving Elf.
7. Keep the Gifts face up in the corners, because at game's end, each Gift scores 1 point.

ROLL THE DIE TO MOVE THE OGRES

1. The number rolled indicates which Ogre is moved. Eg, Roll a 4, move Ogre 4 one space ahead on the spaces connected by a red road.
2. Ogres move one space at a time on spaces connected by red roads.
3. Ogres always move clockwise from one numbered Mine space to the next higher numbered space. Unless another Ogre is on that space.
4. Ogres cannot occupy the same Mine space as another Ogre. **They hop over each other** to the next available space. Ogres also cannot occupy a space with an Invisible Shield. They hop over it to the next available space. Be alert for hopping Ogres!
5. The very first move for an Ogre is from its Castle along the red-dotted road to the first Mine space. The first spaces moved to from their Castles will be to spaces 1, 6, 10 and 15. Unless another Ogre is already there. Ogres do not move back to a Castle except when taken there by an Elf with a Gift.
6. If an O (for Ogres) is rolled, then ALL the Ogres are moved 1 space ahead. They are not moved randomly, but in numerical order, with Ogre 1 first, then Ogre 2, then Ogre 3, and so on. Move each Ogre and observe the rules both for hopping over other Ogres and Invisible Shields, collecting Valuables, and capturing Elves.
7. Ogres cannot move into the Mountain Home.

THE OGRE'S GRAB VALUABLES

1. If an Ogre lands on a space occupied by a Valuable, check the Gem dots on the Ogre. Some Ogres desire more than one Valuable.
2. Any Valuable landed on that matches the Ogre's Gem dot is grabbed by the Ogre and removed from the game. **Grabbed Gems** are kept separate from GIFTS, because Grabbed ones do not score.
3. If the Gem dot doesn't match, then rest the Ogre on top of the Valuable. The

Ogre only guards it. This Valuable cannot be collected by an Elf until the Ogre moves away.

4. If an Ogre lands on an Elf, the Elf is captured.

THE OGRE'S CAPTURE ELVES

1. An Elf held captive cannot move, but must roll the die to end its turn.

2. A captured Elf must lose any Valuables carried if they match what the Ogre desires. You have no choice. These are considered **Grabbed Gems**.

3. Valuables in the Elf's bag not desired by the Ogre are retained by the Elf. But any of the Valuables held by the Elf matching the dot or dots of the capturing Ogre are ALL lost. Sometimes you can lose a lot of stuff. Watch out!

ELVES GETTING FREE

1. There are 3 ways: two ways involve giving up a Valuable upon capture and **the other way** is simply to wait until a die roll moves the Ogre away.

2. When Valuables are given up as described above in rule #2, the Elf is **automatically freed**, moved directly to any empty Castle to begin its next move from there. The Grabbed Valuable is out of the game.

3. If you don't have the right Valuable on you, then **on your turn**, instead of passing, you can give the Ogre a Valuable it wants **from one of the Treasure Chests**. Make sure everyone agrees that it is a good idea. Ogre, Elf and Gift go directly to any empty Castle. Ogre is out of the game. The Gift is left face up nearby to count as 1 point at game's end. The Elf is on the Castle until next turn, but to finish this turn, must roll the special die.

4. **CAUTION:** If at any time **ALL** the Elves being played are **held captive**, and you can't or don't want to make any Gifts because it would lower the value of the Royal's Treasures, the game is automatically over and whatever Valuables have been delivered to the Treasure Chests are scored.

GAME ENDS in one of three ways.

1. The game ends **immediately** when the Treasure Chests are filled. Return all free Elves to Home and calculate your team score.

2. As many Valuables **as possible** have been delivered to the Treasure Chests. Return all free Elves to Home and calculate your Score.

3. All the Elves are captured and can't get free. Calculate your Score.

SCORING YOUR GAME

SCORE

For each Valuable delivered to its place in a Treasure Chest, score 1 point.

For each Gift delivered to an Ogre, score 1 point.

BONUSES

For each Treasure Chest completely filled, score 1 bonus point for each Valuable in it. Eg, the filled Queen's Chest would score a total of 10 points.

Valuables remaining on Collector Cards do not count. Of course, extra Valuables can be carried around until the end of the game. They take up space in your bag and are subject to loss, BUT they can be useful as a Gift or even as replacement when a Gift is taken from a Treasure Chest.

PENALTIES

For each Elf that doesn't make it Home at game's end, deduct 1 point.

HIGHEST POSSIBLE SCORE: 26

The game begins with any Shields deployed and the first player might move his/her Elf one or two spaces, maybe pick up a Valuable, put it on his/her Collector Card, roll the die, move an Ogre, etc. The next player may or may not change where the Shields are, then move his/her Elf, etc. etc. until the game comes to an end and you score how well you did.

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THIRD GAME RULES for 12 + YRS

PLAYERS 2, 3 or 4 More if you partner on a collector card and its mover.

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- (1) Fill as many Treasure Chests as you can and give each Ogre at least one of its favorite items.
- (2) All return Home and Score your game. See Scoring details later.

THE GAME PARTS

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Carefully separate the diecut cards. Use scissors, if necessary, to avoid having any ragged edges. Each is described in detail below.

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The 20 colored tokens represent the Valuables to collect.

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Put the board in the center of the table. Locate the following spaces: Elf Home/Start in the middle of Mountain Kingdom; the spaces for the 4 Treasure Chests inside the Mountain area, the 4 Ogre Castles in the corners and the 16 numbered Mines in a ring around the Mountain.

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Note that the Mines are numbered 1 to 16 and how all the spaces, including the Castles and the middle Mountain Home are connected with roads.

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You may decide to put a gold bar in the Prince's and a ruby in the King's.

It is up to you to figure out the best strategy.

Sometimes, you may have only 1 Ruby to bring Home, but both the King and Prince need it. You can't fill both. You all have to discuss and decide who gets that last Ruby. Choices, choices.

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The four Shields are used to protect Valuables and Elves. They are placed on Mine Spaces and must be hopped over by Ogres.

THE SPECIAL DIE

1. The number rolled up determines which Ogre is moved 1 space ahead.
2. If an O is rolled up this means that ALL the Ogres, **in their numerical order**, are each moved one space ahead.

THE OGRES

1. Each of the Ogres has a number and at least one gem dot on it.
2. The gem dots tell you which Valuables the Ogre likes best and takes if it lands on a Mine or Elf containing that Valuable.
3. The number rolled on the die tells you which Ogre gets moved **1 Mine space ahead clockwise** to the next biggest numbered Mine.

SETTING UP

1. Each player select a colored Collector Card and its matching mover. Any collector cards and movers not used are put back in the box.
2. Start your elf movers in the Mountain Home space.
3. Keep your Collector Cards in front of you.
4. All 4 Invisible Shields are dealt out to however many are playing. Some Elves may get more than one to store on their Collector Cards.
5. All the Royals are coming to visit. You have to fill all the Treasure Chests.
6. All 20 Valuables are in play. The youngest player takes the Valuables, mixes them up behind the back, and one by one "salts" the mines by putting 1 Valuable each on all 16 Mines and then, with the last four, places a second Valuable in the following four mines: 2, 6, 10 and 14. Keep an eye on those four special Mines, because you have a lot to gain on them as well as a lot to lose. And remember to observe the 4 Load Limit!
7. The oldest player mixes up all 5 Ogres behind the back and puts two face up beside each other on the first Castle filled, then one each on the other Castles. In the two-Ogre Castle, the Ogre whose number first comes up gets into play first. If an O is rolled, the one first in the numerical order is moved first and then the other one will skip over it.
8. Decide on an order of turns for the game. Maybe let the player who looks most like an Ogre go first and then pass turns to the left.

THE ACTIONS OF A TURN IN BRIEF

A turn consists of **four actions**, which are done in order.

- (1) Deploy, Redeploy and Retrieve Invisible Shields and move your Elf either zero, one or two connected spaces.
 - (2) If possible, pick up Valuables and add them to your Collector Card or go Home to deliver them to the Chests or to Castles as Ogre Gifts.
 - (3) Roll the die to see which Ogre/s move one space ahead.
 - (4) Do Ogre actions possible - grabbing Valuables and capturing Elves.
- Repeat these four actions in the order above until the game ends.

THE ACTIONS OF A TURN IN DETAIL

DEPLOY/REDEPLOY/RETRIEVE INVISIBLE SHIELDS

1. Ogres cannot occupy a space protected by a Shield. They must skip over it to the next available space. Elves can occupy a Shielded space.
2. Deploying a Shield on any Mine space not occupied by an Ogre can protect a Valuable, an Elf or both a Valuable and Elf on that space.
3. All 4 Shields are distributed among however many Elves are playing and after Set-Up, but **BEFORE** even one turn is taken, as many Shields as the Elves deem necessary are deployed. A Shield not deployed is stored on the Elf's Collector Card, each counting as 1 item toward the 4 Limit.
4. A Shielded space is still 1 space for purposes of an Elf's move.
5. **During the game, at the beginning of your turn**, you may change any or all Shields on the board. You may also retrieve any or all Shields and store them on your Collector Card, observing the Load Limit. This is done **BEFORE** you move your Elf, and **NOT AFTER** rolling die.
6. An Elf landing on a Shielded space may recover that Shield and put it on its Collector Card. Or you can leave the Shield where you are to be safe from Ogres. Just put your Elf mover on top of the Shield.

ELF MOVES IN MORE DETAIL

1. You can move your Elf only one or two spaces connected by roads, You choose how many spaces to move. Or you can stay where you are.
2. Elves can move backwards or forwards as long as the spaces are connected by a road. Elves cannot jump over unconnected spaces. Mines, Castles & the Mountain Home each count as a space.
3. When you have stopped on a space, after moving 1, 2 or staying where you are, you can't make any more moves on that turn.
4. An unoccupied Ogre's Castle is a safe space, because Ogres don't return to their Castles after leaving, unless taken there to receive a Gift.
5. Elves can go to a space occupied by another Elf and share or trade.
6. The Mountain Home space counts as one space, whether you stop on it to

make a delivery of valuables or pass through it on your way to a second space. It is safe from Ogres. Ogres cannot enter your Home.

7. Elves cannot move past an Ogre. An Ogre blocks your path.

8. Elves try to avoid an Ogre landing on the same space they occupy, because then Ogres capture you. When captured, put your Elf mover on top of the Ogre card until freed. See rules for **Getting Free** below.

ELVES PICK UP OR DELIVER VALUABLES

1. If you land on a space with one or more Valuables, you can pick either or both up and store them on your Collector Card, observing **the load limit of 4 items**.
2. If your bag at any time does not have room for anything more and you land on something you want, you will have to leave an item behind.
You can do a trade and leave behind 1 item already in your bag.
3. When your Elf bag is full, it is time to go to the Mountain Home space and deliver as many Valuables as you wish to whatever Treasure Chests need the items you have.
4. You don't have to wait until your bag is full to go Home and make a delivery. Sometimes it is better strategy to return Home, deliver just a few Valuables, and then on your next turn head out to collect more stuff.

ELVES ARE KIND TO OGRES AND GIVE THEM GIFTS

1. While Elves cannot pass over an Ogre, **they can land on an Ogre** to give a Gift to the Ogre. The Ogre must have left its Castle and be on a Mine space to be eligible for a Gift.
2. The Gift must be a Valuable the Elf has on its Collector Card and at least **one** that is desired by the Ogre being met.
3. Sometimes an Elf may be forced to land on an Ogre, not have a Gift to give and thus become a captive instead. See rules about **Capture** below.
4. The Elf takes the Ogre to any unoccupied Castle. The Gift and Ogre are put face up just off the board near the Castle. A Gem under a captured Ogre is left behind. The Elf goes on the Castle to begin its next turn.
5. The Ogre misses a turn the next time its number or an O is rolled, but is put on the Castle to resume moving next time its number or an O is rolled.
6. The Gift-giving Elf now on the Castle space, as usual, rolls the die to complete its turn by moving an Ogre. If the number rolled brings the Ogre back on the Castle, it just visits and doesn't capture the Gift-giving Elf.
7. Keep the Gifts face up in the corners, because at game's end, each Gift scores 1 point.

ROLL THE DIE TO MOVE THE OGRES

1. The number rolled indicates which Ogre is moved. Eg, Roll a 4, move Ogre 4 one space ahead on the spaces connected by a red road.
2. Ogres move one space at a time on spaces connected by red roads.
3. Ogres always move clockwise from one numbered Mine space to the next higher numbered space. Unless another Ogre is on that space.
4. Ogres cannot occupy the same Mine space as another Ogre. **They hop over each other** to the next available space. Ogres also cannot occupy a space with an Invisible Shield. They hop over it to the next available space. Be alert for hopping Ogres!
5. The very first move for an Ogre is from its Castle along the red-dotted road to the first Mine space. The first spaces moved to from their Castles will be to spaces 1, 6, 10 and 15. Unless another Ogre is already there. Ogres do not move back to a Castle except when taken there by an Elf with a Gift.
6. If an O (for Ogres) is rolled, then ALL the Ogres are moved 1 space ahead. They are not moved randomly, but in numerical order, with Ogre 1 first, then Ogre 2, then Ogre 3, and so on. Move each Ogre and observe the rules both for hopping over other Ogres and Invisible Shields, collecting Valuables, and capturing Elves.
7. Ogres cannot move into the Mountain Home.

THE OGRE'S GRAB VALUABLES

1. If an Ogre lands on a space occupied by a Valuable, check the Gem dots on the Ogre. Some Ogres desire more than one Valuable.
2. Any Valuable landed on that matches the Ogre's Gem dot is grabbed by the Ogre and removed from the game. **Grabbed Gems** are kept separate from GIFTS,

because Grabbed ones do not score.

3. If the Gem dot doesn't match, then rest the Ogre on top of the Valuable. The Ogre only guards it. This Valuable cannot be collected by an Elf until the Ogre moves away.

4. If an Ogre lands on an Elf, the Elf is captured.

THE OGRE'S CAPTURE ELVES

1. An Elf held captive cannot move, but must roll the die to end its turn.

2. A captured Elf must lose any Valuables carried if they match what the Ogre desires. You have no choice. These are considered **Grabbed Gems**.

3. Valuables in the Elf's bag not desired by the Ogre are retained by the Elf. But any of the Valuables held by the Elf matching the dot or dots of the capturing Ogre are ALL lost. Sometimes you can lose a lot of stuff. Watch out!

ELVES GETTING FREE

1. There are 3 ways: two ways involve giving up a Valuable upon capture and the **other way** is simply to wait until a die roll moves the Ogre away.

2. When Valuables are given up as described above in rule #2, the Elf is **automatically freed**, moved directly to any empty Castle to begin its next move from there. The Grabbed Valuable is out of the game.

3. If you don't have the right Valuable on you, then **on your turn**, instead of passing, you can give the Ogre a Valuable it wants **from one of the Treasure Chests**. Make sure everyone agrees that it is a good idea. Ogre, Elf and Gift go directly to any empty Castle. Ogre is out of the game. The Gift is left face up nearby to count as 1 point at game's end. The Elf is on the Castle until next turn, but to finish this turn, must roll the special die.

4. **CAUTION:** If at any time **ALL** the Elves being played are **held captive**, and you can't or don't want to make any Gifts because it would lower the value of the Royal's Treasures, the game is automatically over and whatever Valuables have been delivered to the Treasure Chests are scored.

GAME ENDS in one of three ways.

1. The game ends **immediately** when the Treasure Chests are filled. Return all free Elves to Home and calculate your team score.

2. As many Valuables **as possible** have been delivered to the Treasure Chests. Return all free Elves to Home and calculate your Score.

3. All the Elves are captured and can't get free. Calculate your Score.

SCORING YOUR GAME

SCORE

For each Valuable delivered to its place in a Treasure Chest, score 1 point.

For each Gift delivered to an Ogre, score 1 point.

BONUSES

For each Treasure Chest completely filled, score 1 bonus point for each Valuable in it. Eg, the filled Queen's Chest would score a total of 10 points.

Valuables remaining on Collector Cards do not count. Of course, extra Valuables can be carried around until the end of the game. They take up space in your bag and are subject to loss, BUT they can be useful as a Gift or even as replacement when a Gift is taken from a Treasure Chest.

PENALTIES

For each Elf that doesn't make it Home at game's end, deduct 1 point.

HIGHEST POSSIBLE SCORE: 34

The game begins with any Shields deployed and the first player might move his/her Elf one or two spaces, maybe pick up a Valuable, put it on his/her Collector Card, roll the die, move an Ogre, etc. The next player may or may not change where the Shields are, then move his/her Elf, etc. etc. until the game comes to an end and you score how well you did.

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