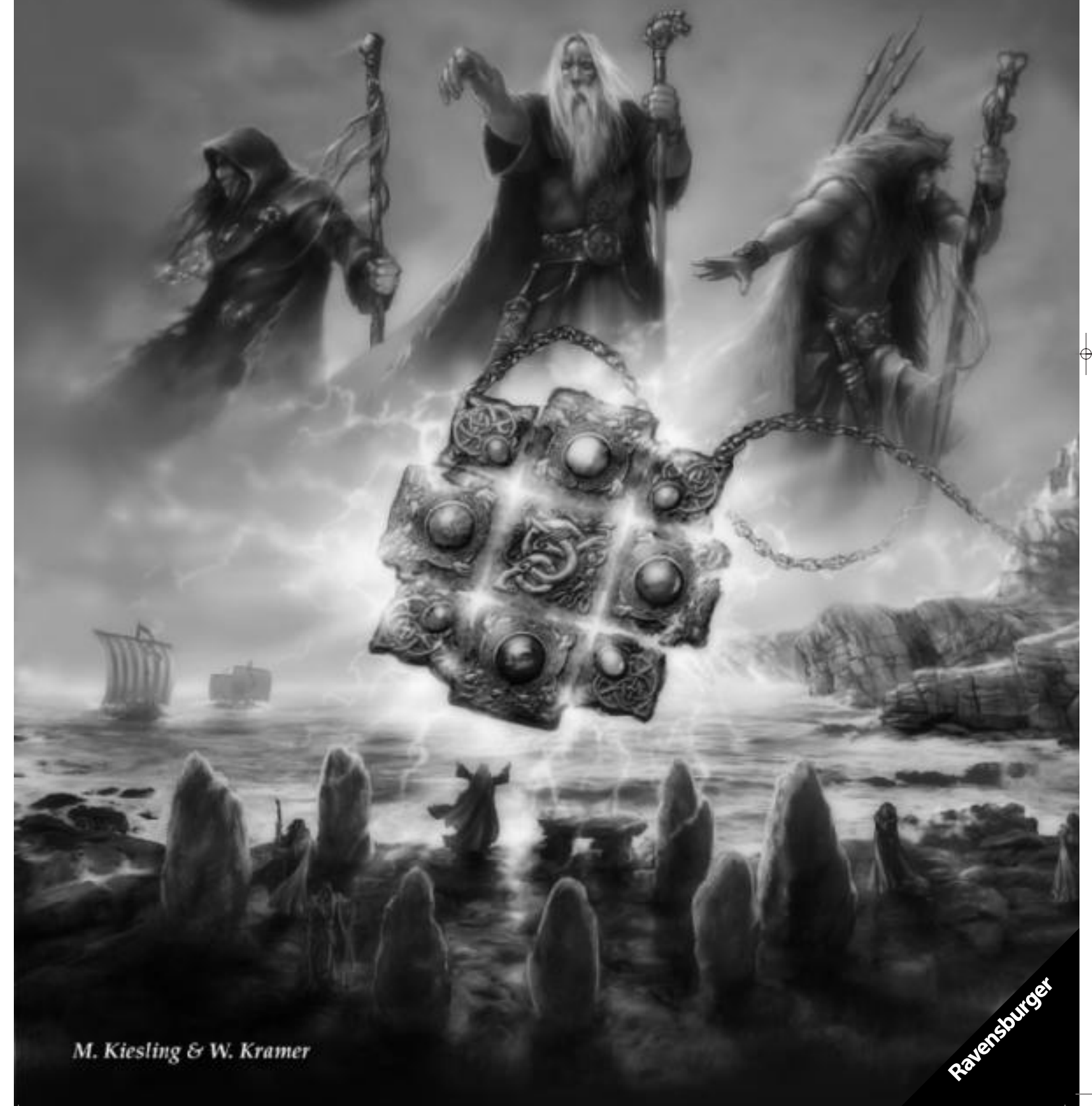


# Celtica



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End of a round

When a player has played all his druid cards, the round is over for him. The other players continue playing as long as they have druid cards. When all players have no more druid cards, the round ends.

*Note:*  
*If only one player has druid cards left, he takes consecutive turns until he has played them all.*

If no druid has reached the goal, the players play another round. Each player draws 5 new druid cards, adding them to his hand as before. When the card supply is exhausted, shuffle the discards and place them face down as a new supply.

The new round begins with the player to the left of the player who played the last druid card in the previous round.

Game end

The game is nearing its end when the first druid reaches the goal. The players finish the current round and then the game ends.

The players continue to play druid cards, moving the other druids (any druid moved to the goal may not be moved again), collecting amulet parts, giving them up, or drawing experience cards. When a player plays druid and/or experience cards and moves a druid to the goal, he discards the cards, but takes no further action this turn.

When all players have played all their druid cards, the game ends.

The game also ends immediately when all 5 druids reach the goal or when there are no more amulet parts in the supply spaces and in the supply stacks. In each of these cases, the players discard any remaining druid cards in their hands.

At the end of the game, players with experience cards in their hands may use them as described below. Beginning with the player to the left of the player who ended the game, each player with experience cards may:

- use 1 experience card to trade any amulet part in his play area for another from the amulet supply spaces,
- use 2 experience cards to take 1 amulet part from the amulet supply spaces.

When the experience card supply is exhausted, the players shuffle the discards and place them face down as a new experience card supply.

A player may use these options in any order or sequence when it is his turn to do so. *So, for example, a player with 4 experience cards could use 2 to take an amulet part and the other 2 to trade for 2 amulet parts.*

After a player has used all his experience cards, he refills the amulet part supply, if possible.

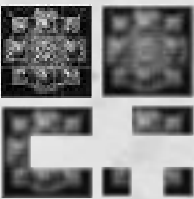
Now, the next player, in clockwise order, may use his experience cards, and so on, until all players have had the chance to use their cards. If the supply of amulet parts is exhausted and there are none left that were discarded, players continue playing with a reduced amulet supply.

**The player wins**, who has the most completed amulets. If players tie with the most complete amulets, the player among them with the largest incomplete amulet is the winner. If there is still a tie, the player among them with the second largest incomplete amulet is the winner, and so on.

Example:

player A has:

2 complete amulets,  
1 incomplete amulet  
with 7 parts  
and  
1 incomplete amulet  
with 4 parts



player B has:

2 complete amulets,  
and  
1 incomplete amulet  
with 8 parts



player C has:

3 complete amulets.



player C wins, player B is second, and player A is third.



## The experience cards



When a player moves a druid to a ruin, he earns an experience card that he may use beginning with his next turn. A player may play one or more like-colored experience cards alone or together with one or more like-colored (the same color) druid cards.

*If a player, for example, plays 2 red druid cards and 2 red experience cards, he moves the red druid 4 spaces.*

Players place played experience cards in a face up discard stack next to the board.

A player may only play experience cards when he has at least one druid card (of any color) left in his hand. If a player has only experience cards left in his hand, the round

is over for him. However, he keeps the experience cards and may use them in the next round.

At game end, if a player has experience cards left, he may:

- use 1 experience card to trade any amulet part in his play area for another from the amulet supply spaces,
- use 2 experience cards to take 1 amulet part from the amulet supply spaces.

When the experience card supply is exhausted, the players shuffle the discards and place them face down as a new experience card supply.

## C. The player moves a druid to a cult site



The player **may** draw one druid card from the supply. However, he must, in every case, play this card on his next turn.

*Note:*

*It is often in a player's best interest to draw the druid card offered, as it may give him better options for his next turn. However, as shown in the example to the right, a player can see that taking an extra druid card can be a disadvantage and should pass on the extra druid card.*

The player places any druid cards or experience cards played on their respective discard stacks, ending his turn. The next player in clockwise order now takes his turn.



A player uses his last druid card to move the red druid to a cult site, that is one space away from 2 ruins (one will cost 2 parts and the other will cost 3 parts). As this cult site now has all 5 druids and the other players have no druid cards left, he will take his next turn immediately if he draws a druid card. Regardless of the color, he will have to move a druid to a ruin and will lose 2 or 3 amulet parts. Thus, he chooses not to draw the extra druid card.

**A. The player moves the druid to an amulet site (cloister, castle, or village)**



The player takes as many amulets from the amulet part supply spaces as are shown at the amulet site. He then places each of these parts in the appropriate place on one of the amulets he is reconstructing in his play area. When the player takes a part that he has already used in all his amulets, he begins a new one.

After the player takes the amulet parts from the supply, he replaces them by drawing the required number from the amulet stacks, so there will always be 9 in the supply at the beginning of a player's turn.



**Example:**  
A player plays 2 white druid cards and moves the white druid 2 spaces to a village. He takes 1 amulet part from the supply spaces, placing it on one of the amulets in his play area.

**B. The player moves a druid to a ruin**



As Vikings lurk in the ruins, the player must give up as many amulet parts from his play area as are shown at the ruin. The player may choose which amulets to give up from those in his play area. It can happen that he must give up a part from a completed amulet. If the player has no amulet parts, he need give none up. Also, if he does not have as many as he must give up, he gives up only what he has. He places the parts he gives up face down next to the board in a separate stack from the stacks used to supply the amulet supply. If all these supply stacks are exhausted, the players shuffle the discarded amulet parts face down to create new amulet supply stacks.

When a player moves a druid to a ruin and loses, thereby, amulet parts to the Vikings, he gains from the encounter one experience card, drawn from the experience card supply, adding it to his hand. The player even draws an experience card when he gave up no parts because he had none.



**Example:**  
A player plays 1 red druid card and moves the red druid 1 space to a ruin. He must give up 2 amulet parts and take 1 experience card.



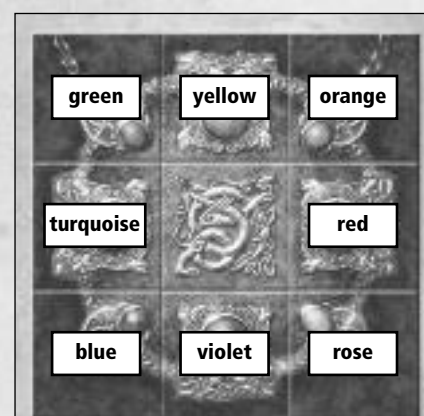
Shuffle the **druid cards**. Each player draws 5 druid cards for the first round, taking them into his hand, so that the other players do not see his cards.  
Place the remaining druid cards as a face down supply next to the board.

Shuffle the **experience cards** and place them as a face down supply next to the board.

Shuffle the **amulet parts** face down and place them in several face down stacks next to the board. Draw 9 amulet parts from these stacks and place them face up in the amulet part supply spaces on the board.

Each player takes 2 amulet parts from the stacks and places them face up before him on the table (his play area).

During the game, as the players collect more amulet parts, they place them face up in their play areas as shown below.  
In this way, it is easy for them (and their opponents) to know what parts they have acquired and which are missing from their completed amulets.



Order of colors on an amulet



Incomplete amulet, composed of 4 different parts



Complete amulet, composed of 9 different parts

## Playing the game

The game is played several rounds. The players choose a starting player, who begins. Play then follows in clockwise order around the table.

On a player's turn, he plays a druid card to move a druid to a new space and takes the action associated with that space.

Then, the next player takes his turn, and so on.

A round ends when all players have played all their druid cards. To begin a new round, each player draws 5 new druid cards as he did at the start of the game.

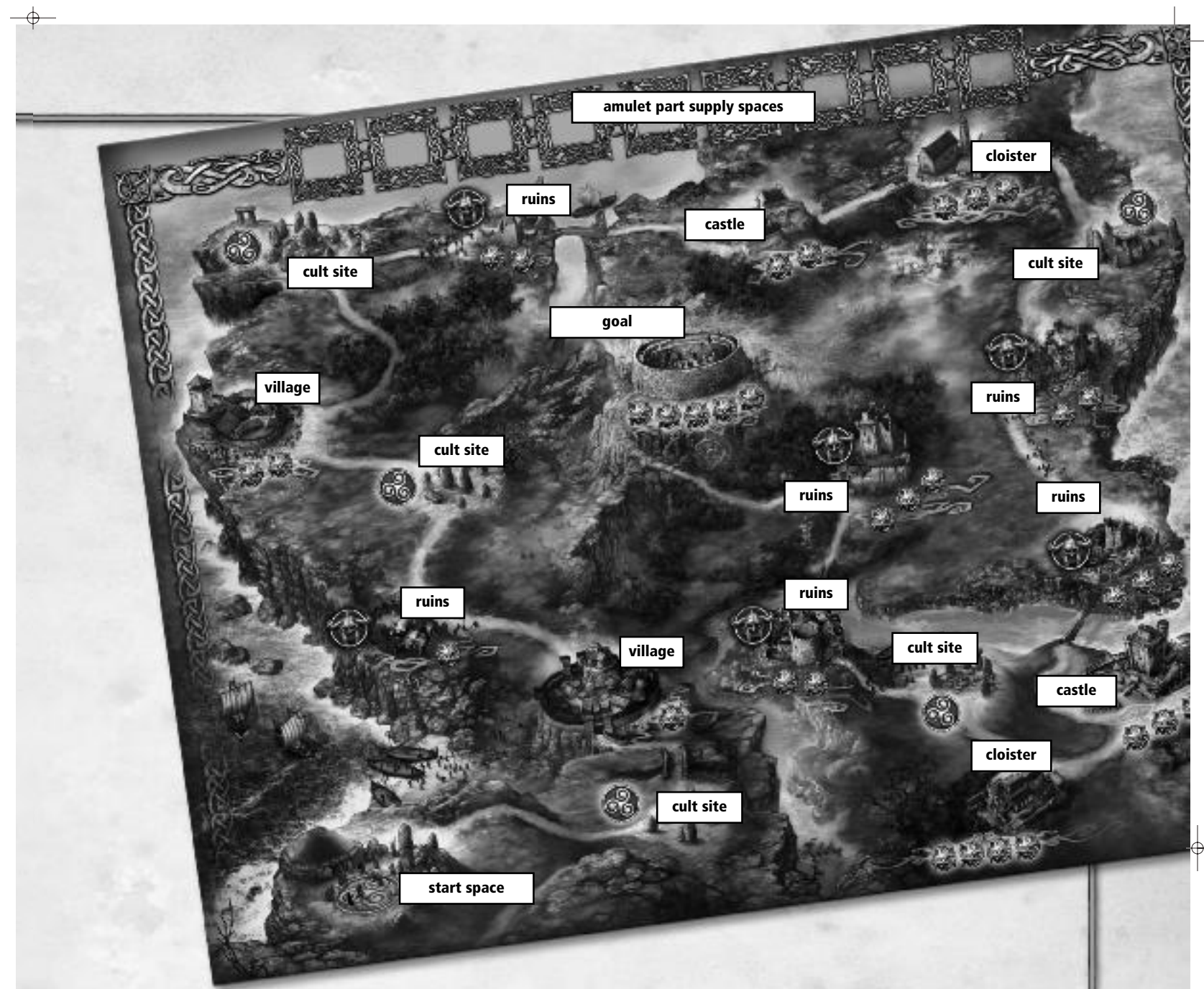
### Move druids

On his turn, the player must play any number of druid cards from his hand of the same color. The number of cards played indicates how many spaces the player must now move the druid of the same color. On each space, there may be any number of druids. He discards the played cards face up on a discard stack next to the board.

Then, based on where the moved druid ended his movement, the player takes the action associated with that space. The spaces the druid moved through play no role.







## Goal

The players move the druids by playing druid cards of the same color as the druid figures.

The players try to visit as many cloisters, villages, and castles as possible in order to collect amulet parts stored there. Players lose amulet parts in the ruins to the Vikings. However, players collect valuable experience cards in the ruins, which they can use in their attempt to collect the amulets and win the game.

At game end, the player who has collected the most complete amulets.

## Preparation

Place the **game board** in the middle of the table. On the board are 19 different places that are connected by paths. In addition to the start place are 3 different kinds of places:

### Cult sites:

Here a player can take an additional druid card.

### Amulet sites (castles, cloisters, villages):

Here a player can find an amulet part.

### Ruins:

Here a player must give up an amulet part.

For that, he takes an experience card.

Place all 5 **druids** on the start space (regardless of the number of players). In Celtica, the players do **not** have a color or figure of their own, but each player may move any druid figure.





**A**n old Irish legend tells of the hero,  
Chú Chulainn, who gathered  
10 brave men together to drive the  
enemy from their land in a great battle.

**A**fter returning home,  
he gave each of his followers  
a magic amulet.

Each amulet was similar: the 9 outer parts  
were identical, but the middle part of each  
was different, making it possible to  
distinguish one from the other. The amulets  
brought their owners and their offspring res-  
pect and wealth.

**W**hen the Vikings conquered the land,  
they destroyed the amulets, scattering the  
parts of each throughout the land.

**T**he players take the roles  
of adventurers in 11th century Ireland,  
who seek to recover the parts  
of the amulets and put them back together.

**F**ive druids have pledged  
to help you in your endeavor.  
The player who finds parts and  
puts together the most amulets  
will win the game and become  
the new Celtic king!

A game for 2 – 5 players; aged 10 years and up.  
Authors: Wolfgang Kramer and Michael Kiesling  
Design: DE Ravensburger, Walter Pepperle, KniffDesign  
Illustration: Eckhard Freytag  
Ravensburger® Spiele Nr. 26 390 5

## Contents

1 game board

5 druids



60 druid cards

12 each in the 5 druid colors

back side

front side



20 experience cards in the colors of the druids

back side

front side



10 amulets



An amulet has 9 parts:  
8 different colored outer parts and 1 middle part.  
The 8 outer parts are the same for all 10 amulets,  
middle parts are all different.