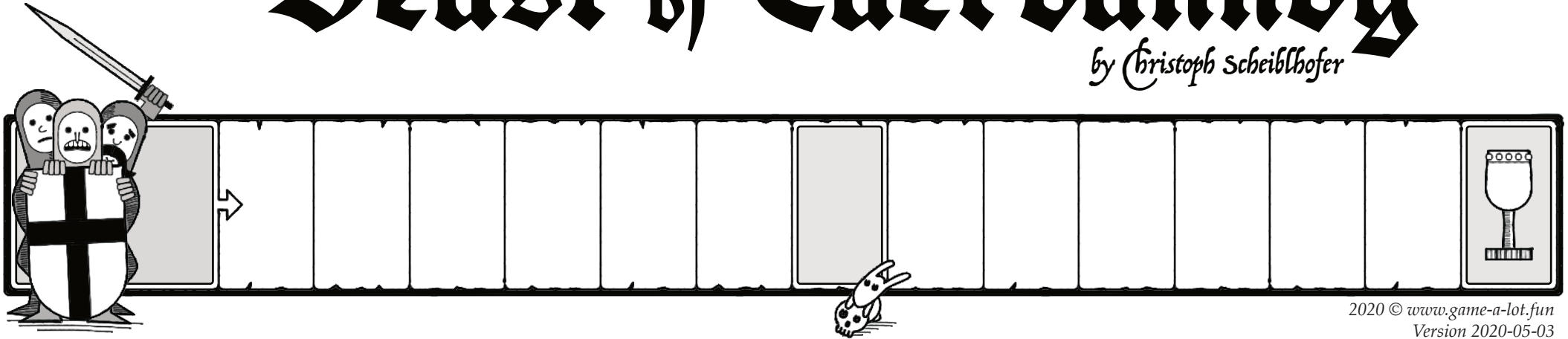


Beast of Caerbannog

by Christoph Scheibelhofer



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Material

- 3 dice
- 1 white rabbit
- 1 knight per player (unique colors)
- 1 Holy Hand Grenade per player

Setup

Each player takes one knight and puts it on the start field on the left. Each player takes one Holy Hand Grenade and puts it in front of them. The white rabbit is placed on the middle field.

The player who is most afraid of white rabbits is going to start the game.

Turn

On your turn you can move your knight, move the white rabbit or throw a Holy Hand Grenade.

First roll all 3 dice and choose one of two options:

Option 1: Move your knight or the rabbit

Choose one dice and move your knight OR the white rabbit in any direction.

Calculate the difference of the two unused dice. All other players must move their knights by this difference towards the Holy Grail (0 = no move). If they would move more fields than possible, they have to move the difference backwards.

- The knights and the rabbit cannot change direction during their move.
- If the rabbit and a knight end on the same field, the knight has to return to the start field.
- The rabbit is not allowed to move onto the start field or the Holy Grail field.
- If a player's turn ends on a field with a Holy Hand Grenade placed, he may take it, unless he already has one.

Option 2: Throw a Holy Hand Grenade

Choose a target field and place your Holy Hand Grenade on it. All knights on the chosen field have to return to the start field but the Holy Hand Grenade stays on the field. Holy Hand Grenades do not affect the rabbit.

End of game

The knight who enters the Holy Grail field first, wins the game.

Knights must end their move on this field exactly to claim the win. If they cannot then they must move in the other direction or choose a different action.

Idea

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