








# Nessie's Maze Game with Runes

(for 2 to 4 players)

The playing pieces are: Nessie, Awk-Awk, Troll, Mermaid, Linda and Craig. The object of the game is to reach Nessie's Grotto by following the paths through the maze along the colored spots. Players must stay within the borders unless they land on a purple spot with the letter E and enter the secret passage. Players are not required to go through a secret passage if they don't want to. There are no wrong directions. Players may change directions along the path at any time. All paths lead to Nessie's Grotto. To determine the playing order, each player picks a stone out of the bag. The player with the highest rune on the list goes first. The second highest is second. And so forth. For example, a player who picks o goes before a player who picks E. After determining the playing order, all players return their stones to the sack. Players then move around the board by picking stones from the sack, and moving to the selected color. If the nearest circle of the selected color is occupied, the player goes to the next vacant circle of the selected color. The only exceptions to this are Vikings' Lair, Visit Mermaid and Visit Baby Nessie. Any number of players can be on these spots. Some circles have instructions such "Go to Vikings' Lair." If a player lands on this circle, that player must go to the Vikings' lair. Some yellow circles are labeled Find Gold Coin V. If a player lands on a V circle, that player gets a gold coin V which can be used to avoid going to the Vikings' Lair. The player must pay the gold coin to the Vikings by placing it in their lair. If a player goes to the Vikings' Lair and a coin is present, that player may take the coin. A coin may be used at any time to buy an extra turn. If a player uses a coin to buy an extra turn, he places the coin back in the stack. Players lose a turn if they land on Vikings' Lair, Visit Mermaid or Visit Baby Nessie. Players enter and leave Visit Baby Nessie on the Green circle with the h. Players enter and leave Visit Mermaid on the blue

circle with the  $\perp$ . Players enter and leave Vikings' Lair on the black circle with the  $\mathfrak{D}$ . Players go through secret passages by moving directly from one purple circle with a  $\mathfrak{E}$  to another. The game ends when one player reaches Nessie's Grotto. The Grotto is marked by two circles. One is marked with  $\bigcirc$  grotto and the other with  $\mathcal{G}$  gift. If a player draws a color that does not land in the grotto, that player may go past the grotto and turn around to go back on the next move. Have fun.

Runes were the Viking alphabet. This game uses only a few of them. Each character was a symbol with its own name.

|   |                |                         |
|---|----------------|-------------------------|
|    | G              | Gebo<br>Music/Gift      |
|   | O              | Othala<br>Grotto        |
|  | V              | Fehu<br>Gold Coin       |
|  | h              | Hagal<br>Nessie         |
|  | $\perp$        | Laguz<br>Water          |
|  | $\mathfrak{E}$ | Ehwaz<br>Secret Passage |
|  | $\mathfrak{D}$ | Thorn<br>Delay          |