

BEOWULF

THE MOVIE BOARD GAME RULES OF PLAY

Night after night, the murderous troll-monster Grendel stalks the Kingdom of Heorot. Every morning when dawn breaks, the Scyldings gather to find out whom the terrible beast has borne away in the night. The call for a hero goes out...

...and the mighty Beowulf answers.

Beowulf: The Movie Board Game tells the tale of the legendary hero Beowulf's valor and temptation as he faces the enemies of the Kingdom of Heorot. In each of three acts, players guide Beowulf and his loyal Thanes into battle against the monster Grendel, Grendel's treacherous mother, and the savage golden dragon who threatens to destroy everything Beowulf holds dear.

OVERVIEW

In **Beowulf: The Movie Board Game**, each player strives to tell the most epic version of the Beowulf saga. To this end, each player takes control of Beowulf himself, guiding the hero and his companions to recount the chronicle in the most exciting way possible.

As they play, players try to score as many **SAGA POINTS** as they can. Players score saga points by placing their figures in rows and columns that contain boons, while avoiding rows and columns cursed by perils.

The game is divided into three **ACTS**. Each act revolves around one of the enemies Beowulf faces: the murderous Grendel, Grendel's treacherous mother, and the mighty dragon. Each act is played on a different board. As the game proceeds, the options and opportunities multiply – as do the dangers.

After all three acts have unfolded, the player with the most saga points wins.

COMPONENTS

The sections that follow describe the components of **Beowulf: The Movie Board Game**.

GAME BOARD

The game is played on three different **BOARDS**, one for each act. Each board has a grid of spaces where figures and tiles are placed during play. Note that graphical elements on the boards — with the exception of the Gorge icons on the Act II board — are decorative only.



FIGURES

Players place their plastic **FIGURES** on grid squares to score points.

Each figure has a number of **DIAMONDS** on its base. More diamonds indicate greater scoring potential for good or ill, depending on whether the figure is aligned with boons or perils.

Each player has the same assortment of figures: one 4-diamond Beowulf figure, two 3-diamond Thane figures, three 2-diamond Castle Herot figures, and four 1-diamond longship figures.



TILES

TILES represent both the blessings and dangers of Beowulf's epic. They depict his allies and enemies, as well as other advantages and hazards.

BOON TILES have positive values printed on them, while **PERIL TILES** have negative values. **SPECIAL TILES** have special capabilities, shown by special ability icons. See "Special Tiles," below, for more information on these powers, which are also summarized on the reference sheets. Special tiles may also be boons or perils – that is, a tile with a special ability icon may also have a positive or negative value printed on it. A special tile without a value printed on it is treated as having a value of zero.



SAGA POINT COUNTERS

These counters are used to track the number of saga points each player scores from act to act. The number printed on each counter indicates how many points it is worth. Players may make change freely at any time.



REFERENCE SHEETS

Four sheets – one for each player – detail the special tiles' capabilities, for ease of reference during play.



SETUP

First, lay out the game board. Leave it folded in half, turning it so the side labeled "Act I" is facing up.

Then, each player chooses one color of plastic figures and takes all the figures of that color, placing them in front of him on the table.

Next, each player takes 50 saga points. Group the remaining saga point counters in a pile near the board.

Then, divide the tiles into three groups by act. Each act's tiles have a different colored back, as well as a Roman numeral corresponding to the act on its face.

Stack separately and set aside the act II and act III piles. They'll be used later, in acts II and III. Turn all of the act I

TABLE SETUP: FOUR-PLAYER GAME

 ACT II TILES

 ACT III TILES



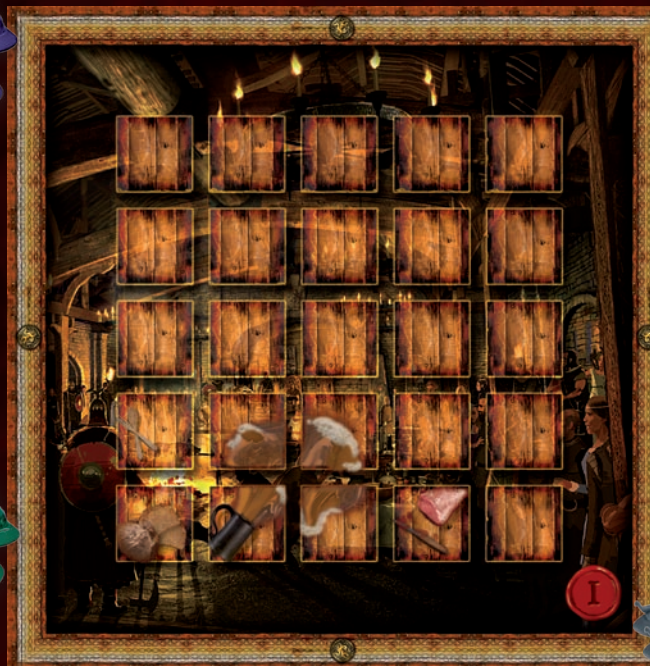
SAGA POINTS



POOL



HAND, SAGA
POINTS, AND
FIGURES



tiles facedown and shuffle them. These form the **POOL** from which tiles will be drawn during act I of the game.

Finally, each player draws two tiles from the pool, which form that player's starting **HAND**.

PLAY

The youngest player goes first. When he finishes his turn, the player to his left goes next. Play continues around the table until the act ends. (See “Ending the Act,” below.)

TAKING TURNS

To take a turn, a player must choose one of two options:

- 1. PLACE A FIGURE.** The player places a figure on an open space on the board.
- 2. DRAW A TILE AND PLAY A TILE.** The player first takes a tile at random from the pool and adds it to his hand. Then, he chooses a tile from his hand and **PLAYS** it. Most tiles are played by being placed on an open space on the board, but

some tiles with special abilities are played in other ways, as described by their individual abilities.

A player may not draw a tile and then place a figure instead of playing a tile. In other words, once a player draws a tile, he is committed to playing a tile rather than placing a figure.

In placing figures and tiles on the board, players try to arrange the game pieces so their figures are lined up in columns and rows with high-scoring, positive boon tiles while avoiding being lined up with negative peril tiles.

If the tile pool is ever depleted, players may still choose the draw-and-play turn option; they simply do not draw a new tile before playing one from their hands.

In the unlikely event that a player has no tiles in his hand and no figures in front of him when it is his turn, his turn is skipped.

In the very unlikely event that no player has tiles in his hand and no figures in front of him, the act ends (see “Ending the Act,” below).

TURN OPTIONS

TO TAKE A TURN, A PLAYER MUST EITHER PLACE A FIGURE, OR DRAW A TILE AND PLAY A TILE.

OPTION 1: PLACE A FIGURE



OPTION 2: DRAW AND PLAY A TILE



ENDING THE ACT

Players continue taking turns until the last space on the board is filled. When that occurs, the act ends immediately and the following steps are carried out:

1. SCORE THE FIGURES. To score a figure, add up the values of all the tiles in its row and column. You may need to factor in the special abilities of special tiles, if any of those appear in the figure's row or column (see "Special Abilities," below).

Once the row and column are summed, multiply the sum by the number of diamonds on the figure's base. That is, multiply by 1 for a longship, 2 for a castle, 3 for a Thane, or 4 for Beowulf. The figure's owner scores a number of saga points equal to the result, taking that many saga point counters from the central pile (or putting that many back, if the figure's total score is negative), and then removes the figure from the game board.

Longships return to the player's pile when scored. They are available to be used again in future acts. Castles, Thanes, and Beowulf, on the other hand, are removed from the game when scored, so return them to the box.

Each figure on the board is scored in this way. It doesn't matter which order they're scored in.

2. REMOVE THE TILES. After all of the figures on the board have been scored, remove all of the tiles from the board and return them to the box. Also return to the box any tiles that were not drawn from the pool. None of these tiles will be used in later acts.

SPECIAL ABILITIES

Some tiles have special abilities. Tiles with special abilities are identified by the unique icons printed on them. Each special ability is described below, and summarized on the reference sheets.

TEMPTATION: After a player places a tile with the Temptation special ability on the board, he may choose one Valor tile that is already in play and remove it from the game (returning it to the box), though he is not required to do so.



Temptation Icon

SCORING EXAMPLE



The Thane scores for all four tiles in its row and column: $(-1) + 1 + 4 + (-1) = 3$, multiplied by 3 for the number of diamonds on its base, for a total score of 9 saga points.

Longship A scores only for the tile in its column, because the Gorge blocks the boon in its row.

Longship B scores for one peril in its row and one peril in its column.

The castle scores only for the peril in its row, because the boon in its column is blocked by the Gorge.

VALOR: After a player places a tile with the Valor special ability on the board, he may choose one Temptation tile that is already in play and remove it from the game (returning it to the box), though he is not required to do so.



Valor Icon

TREASURE: Tiles with the Treasure special ability can be played in two different ways, one of which must be chosen when the tile is played. The first option is to place the tile on the board as a regular boon. The second option is to return the tile to the box (removing it from the game) and immediately score a number of saga point counters equal to the tile's **TREASURE VALUE** (which is printed in a small circle on the Treasure icon).



Treasure Icon

DRUNKENNESS: Tiles with the Drunkenness special ability can be played in two different ways, one of which must be chosen when the tile is played. The first option is to place the tile on the board as a regular peril. The second option is to re-

place a Mead tile that's already been placed. A Mead tile that is replaced is returned to the box (removed from the game).



Drunkenness Icon

MEAD: Tiles with the Mead special ability are boon tiles susceptible to being converted into Drunkenness peril tiles (see "Drunkenness," above).



Mead Icon

GOLDEN STATUE: After a player places a tile with the Golden Statue special ability on the board, he may immediately switch the positions of any two other tiles that are already on the board. Figures may **not** be moved, however.



Golden Statue Icon

GOOD COUNSEL: A tile with the Good Counsel special ability allows a player the limited ability to move a figure – Beowulf, Thane, castle, or longship – that he has already placed on the board. When playing Good Counsel, the player identifies one of his figures on the board, moves it to any adjacent orthogonal (i.e., not diagonal) empty square, and then places the Good Counsel tile in the square the figure moved from. Good Counsel may not be used to move a figure if there are no empty squares orthogonally adjacent to it; either another figure must be chosen, or Good Counsel may not be played.



Good Counsel Icon

ROYAL DRAGON HORN: A tile with the Royal Dragon Horn special ability adds one scoring diamond to each figure in its row and column. Thus, longship figures in the same row or column as a Royal Dragon Horn multiply their scores by two rather than one, castle figures in the same row or column multiply by three rather than two, and so on. The Royal Dragon Horn does **not** affect the values of other tiles in its row and column.

Note: Several Royal Dragon Horn tiles can affect the same figure, with each tile adding an additional scoring diamond.



Royal Dragon Horn Icon

TREACHERY: A tile with the Treachery special ability cancels the values of all positive tiles in its row and column. It does not affect the values of negative tiles, however. When the last figure or tile of an act is placed, but before figures are scored for that act, turn all positive tiles in a Treachery tile's row and column facedown; these facedown tiles now have a value of zero.



Treachery Icon

GORGE: A tile with the Gorge special ability divides its row and column into two parts, each of which is scored as though it were an entirely separate row or column. (See the example of scoring under “Ending the Act,” above.)

Important: Each portion of a divided row or column is **entirely separate** from the other portion for all purposes. A Royal Dragon Horn tile in one portion does not affect figures in the other portion, for example, nor does a Treachery in one portion cancel the values of positive tiles in the other portion.

Note: There are three Gorge tiles pre-printed on the act II game board. They function the same way as placed Gorge tiles.



Gorge Icon

BEGINNING ACTS II AND III

When act I ends, act II begins. When act II ends, act III begins. After act III, saga points are tallied and the game ends. See “Final Scoring,” below.

To begin acts II and III, flip the game board so the proper surface faces up. Note that act III uses the whole surface of a double board, and is twice the size of the boards for acts I and II.

Once the board is oriented, place the tiles for the new act facedown and shuffle them, randomizing them to form a new pool from which tiles will be drawn in the new act. Any players whose hands were depleted to fewer than two tiles in the previous act may immediately draw tiles randomly so that their hands are replenished to two tiles.

Players do not, however, discard tiles from their hands between acts. That is, the tiles that were in their hands at the end of the previous act stay in their hands, and can be played in the next act. This is the only way tiles from earlier acts can be played in later acts. (Note that the backs of the tiles in all players' hands are open information that all players are allowed to see. Thus, because the different acts' tiles have different colored backs, if a player has tiles from an earlier act in his hand during a later act, other players will be aware of it.)

In acts II and III, the first turn is taken by whichever player would have had the next turn in the previous act, had it not ended.

FINAL SCORING

After act III ends, determine each player's final score by adding up all of the saga points he accumulated in acts I, II, and III. The player with the highest total is the winner!

If several players tie, the one with the greatest number of total diamonds on the bases of his unused plastic figures prevails. Players who are still tied share the victory.

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FULL ACT SCORING EXAMPLE



FIGURE A (BROWN LONGSHIP):
 $1 + (-1) + (-1) + 4 + (-4) + (-1) = -2$, x 1 diamond = -2 points

FIGURE B (GREEN LONGSHIP):
 $1 + (-1) + (-1) + 6 + 3 + 3 = 11$,
 x 1 diamond = 11 points

FIGURE C (BROWN BEOWULF):
 $6 + 4 + (-4) + (-1) = 5$, x 4 diamonds = 20 points (Note that this figure does not score the +5 tile, nor gain the benefit of the Royal Dragon Horn,

because the Gorge divides this figure's row into two separate portions, and this figure is only part of the leftmost portion.)

FIGURE D (GREEN THANE):
 $4 + 3 + (-6) + 1 + (-1) + 5 + (-2) + 5 = 9$, x 3 diamonds = 27 points

FIGURE E (BROWN LONGSHIP):
 $6 + 3 + 3 + (-4) + (-2) + 2 = 8$, x 1 diamond = 8 points

FIGURE F (GRAY CASTLE):
 $(-4) + (-2) + 2 + (-6) + 0 = -10$,
 x 2 diamonds = -20 points (Note that this figure does not score for the 1-point tile in the top row with the Treasure icon, because the Gorge divides this figure's column into two portions, and this figure is only part of the bottom portion. Note also that Good Counsel provides no points toward this figure's score; it is a +0 tile, albeit with a special ability.)

FIGURE G (GRAY THANE):
 $(-1) + 3 + 0 + 5 + (-1) + 1 + 2 = 9$, x (3 + 1) diamonds = 36 points (Note that the Royal Dragon Horn in this figure's column increases the effective number of diamonds on its base by one, so this figure's row-and-column sum is multiplied by 4 rather than 3 to determine its final score.)