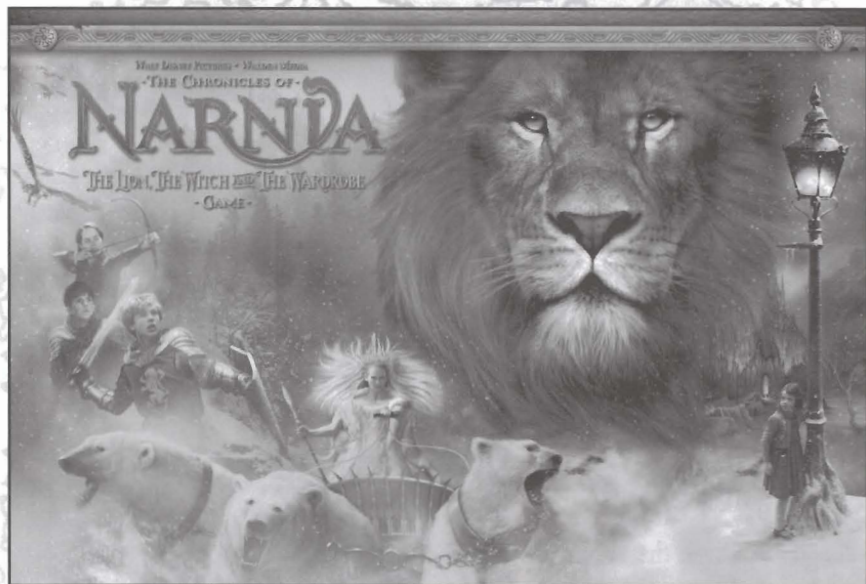


2 TO 4 PLAYERS

AGES 8+



OBJECT

Jump into the wardrobe with Peter, Susan, Edmund and Lucy and explore the enchanted world of Narnia. Do your best to fight off the wolves and escape the dark powers of the White Witch. If you can be the first player to travel through Narnia and return to the lamppost, you win!

CONTENTS

• Gameboard • 4 Decorated character pawns (Lucy, Edmund, Peter and Susan) • Cardboard White Witch pawn • 4 Cardboard Wolf pawns • 5 Pawn stands • 40 Event cards • 40 Sword cards • Travel die • Wolf/Witch die • Aslan die • 4 Special Abilities cards • 60 Aslan tokens • Label sheet

THE FIRST TIME YOU PLAY

1. Remove the game parts from their wrappings. Carefully detach the Special Abilities cards, the Wolf and White Witch pawns and the Aslan tokens from their parts sheets. Discard the waste material.
2. Follow the instructions on the label sheet to properly label each die.
3. Place the White Witch and Wolf pawns into the plastic pawn stands.
4. Separate the EVENT cards from the SWORD cards. Remove the extra card.



Figure 1: This example shows the setup for a 4-player game.

SETUP

1. Place the White Witch pawn on the Castle space.
2. Place one Wolf on each of the following Event spaces: The Beavers' House, The Stone Bridge, The Cherry Blossoms and The Waterfall.
3. In order from youngest to oldest, pick which character you'd like to be: Lucy, Peter, Susan or Edmund. Take the decorated pawn that matches your character and place it on the lamppost space. This is where the adventure begins!

Each player takes a **SPECIAL ABILITIES** card corresponding to his or her character pawn. Refer to your specific card to see what your character's Special Abilities are. For example, by turning in one Aslan token, Peter may ignore all wolves when moving. If Lucy uses her Special Abilities, Lucy may add +2 to any roll of the Travel or Wolf/Witch die.

4. Each player starts the game with 3 Aslan tokens. The oldest player is in charge of distributing the Aslan tokens when directed to throughout the game. Keep the tokens off to the side, and be careful not to mix them with other players' tokens.
5. Shuffle each card deck and place it on the designated space on the gameboard.

GAMEPLAY

The youngest player goes first. Play then passes to the left.

TRAVELING THROUGH NARNIA...

ON YOUR TURN...

1. Roll the dice. On each turn, you must always roll TWO dice: The black Wolf/Witch die, and *either* the blue Travel die or the white Aslan die. All three dice are explained below.



The Wolf/Witch die must always be rolled on your turn. The Wolf/Witch die allows you to move EITHER a Wolf or the White Witch. Rolling the Wolf/Witch die may help you deter your opponents by sending the White Witch or a Wolf after them.



The TRAVEL die allows you to move your character along the path and travel around Narnia. Rolling the Travel die may help your character get closer to the lamppost... and victory. It may also help you escape from the wolves and the White Witch!



The ASLAN die does not allow you to move. Simply roll the Aslan die and collect the number of tokens indicated. They will help you defend yourself against the wolves and the White Witch, and allow you to use your Special Abilities.

2. After rolling both dice, look to see what you rolled on the black Wolf/Witch die:
 - If you rolled the White Witch side of the die, move her the exact number of spaces indicated.
 - If you rolled a Wolf side of the die, move the Wolf closest to you the number of spaces indicated.
3. Next, follow the directions for the other die you rolled:
 - If you rolled the white Aslan die, collect the number of tokens shown. Your turn is over.

If you rolled the blue Travel die, move your character pawn forward. (see MOVING YOUR CHARACTER, on page 5.)

NOTE: On your first move, you should head towards Mr. Tumnus' house.

Aslan's Rule: You must always move the White Witch or a Wolf before moving your character pawn.

THE WOLVES...

If you roll a **Wolf** on the **Wolf/Witch** die, move the **Wolf** *closest* to your pawn, in any direction, the exact number of spaces shown.

If you end your move on a space occupied by a **Wolf**, OR if at any time a **Wolf** lands on the same space as your character pawn (unless you are turned to stone) you automatically lose 2 **Aslan** tokens *per Wolf*. If you have no **Aslan** tokens remaining, you must move *back* to the *last* **Event** space.

Aslan's Hint: All players have **SPECIAL ABILITIES**, which may be used once per turn. Some **Special Abilities** may be used on your turn; others can be used on an opponent's turn. Always be sure to know what your **Special Abilities** are. For example, you may be able to re-roll the die or choose another card!



Figure 2: In this example, Edmund has rolled a "2". He moves his pawn 2 spaces and lands on 2 wolves. This costs Edmund 4 **Aslan** tokens!

MOVING THE WHITE WITCH...

If you roll the **White Witch**, move her the exact number of spaces rolled.

- The **White Witch** is always chasing the characters. She moves forward, towards the characters. But if no characters are in front of her, she will move backwards.
- If the only player(s) in front of the **White Witch** is turned to stone, she will move backwards towards the players who are not turned to stone.
- Once a player (who is not turned to stone) is in front of **The White Witch**, she will turn around and move forward again.

If the White Witch moves onto a space occupied by a character, that character is immediately **TURNUED TO STONE** (see page 6.)



Figure 3A
This example shows the movement of the White Witch when all players are on the same space as her or **BEHIND** her.



Figure 3B
This example shows the movement of the White Witch when players are both **IN FRONT** of and **BEHIND** her.

Aslan's Rule: You must always **STOP** at an Event space and draw a card—even if you have moves left on your roll.

MOVING YOUR CHARACTER...

After you have moved either a Wolf or the White Witch, move your character the exact number of spaces indicated by the blue Travel die **UNLESS** you move onto an Event space (see **GAMEBOARD SPACES**, on page 6).

You must stop on an Event space, even if you have moves left on your die roll, and draw an Event card (see **CARDS**, on page 6.)

Pawns may pass each other and share spaces. Always move your character towards the end of the path and not towards the White Witch's Castle, unless directed to by an Event or Sword card.

GAMEBOARD SPACES...

If you reach an **EVENT** space, you must always **STOP** and draw an **EVENT** card, even if you still have moves left on your roll (See **CARDS** below.) Once you have completed all of the instructions on the card, your turn is over. You do not continue to move, even if you have moves left on your roll.



If you end your move on a **SWORD** space you must draw a **SWORD** card (See **CARDS** below.) Once you have completed all of the instructions on the card, your turn is over.



If you land on a blank space, your turn ends.

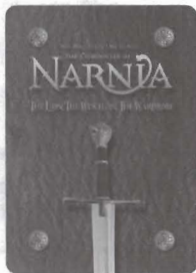


CARDS...

When you draw a card, follow the directions and then discard it next to the proper card deck. If you run out of cards, shuffle the draw pile and form a new deck.

SWORD CARDS

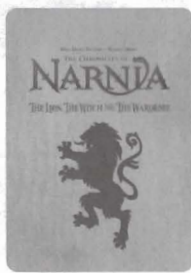
Any time you land on a space marked with a sword, you must then draw a **SWORD** card and follow the instructions written on the card.



SWORD cards may help you get ahead in the game, gain tokens, or they *could* set you back.

EVENT CARDS

Any time you land on an **EVENT SPACE**, you must draw an **EVENT** card and follow its instructions.



You may be able to draw several cards on your turn. After you have followed all card directions, your turn is over.

TURNED TO STONE...

If you land on a space occupied by the **White Witch**, or she lands on a space that you are on, you are immediately **TURNED TO STONE**. Lay your pawn down on this space. Your turn is over and you must remain there until

you can be restored (see BEING RESTORED below.) While you are turned to stone, if a Wolf lands on your space, you are NOT affected and you do not lose any tokens.

Additionally, if you are turned to stone you are not able to receive any tokens or other benefits from EVENT or SWORD cards.

BEING RESTORED...

When you have been turned to stone, the only one who can help you is Aslan. On your *next turn*, after you have rolled the Wolf/Witch die, you may turn in 4 Aslan tokens, stand your character up and continue your turn.

If you do not have 4 Aslan tokens, you may roll the white Aslan die to collect more. You may have to wait a few turns before you have enough tokens to be restored.

Note: If you are waiting to be restored by rolling the white Aslan die, you must still roll the Wolf/Witch die at the beginning of your turn and move the Wolf or Witch accordingly, even if you cannot move your character pawn yet.

HOW TO WIN

The winner is the first player to return to the lamppost space.

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- GAME -

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