

ALARÚN

Game rules for 2-4 players

The old druid Alarún brews powerful potions for his villagers with ingredients from the forest of Taliesin, keeping them healthy and strong. However, Alarún is getting old and forgets to add important ingredients to the potions once in a while, with various incidents as a result. Therefore, the village chief is urgently looking for a successor. Alarún developed a seemingly easy game for you as apprentices. If you succeed in collecting and combining the available ingredients, you will brew the most powerful potions of all. In that case the village chief will appoint you to be the new druid of the village!

Components

- 1 special ingredient
- 98 coloured ingredients
- 7 different ingredients in 7 different colours, two of each



Centum auri



Fungi magica
happiness



Moon berries
healing



Calendula
youth



Phoenix feathers
protection

7 Alarún colour cards



Alarún



Dragon eggs
strength



Mandrake
love



Myrrh
harmony



Score card



Score sheet



4 druid apprentices



Setup



In a game with 2 players, place 3 ingredients **face down** in the centre of the table next to the 3 face up ingredient cards.

Each player



1 Shuffle all **ingredient cards** and place 3 ingredients face up in the centre of the table.

2 Deal all players 3 ingredient hand cards.

3 The rest of the ingredients form the stack. Place **Alarún** on top of the stack.

4 Choose a **druid apprentice** and place it in front of you on the table. This is the card you start your magic square with. When the final scores are calculated, this card acts as an ingredient of your choice in a colour of your choice.

5 Every player takes a **colour card from Alarún**. Place the card in front of you and keep the colour secret.

The colour card will not be part of your magic square. At the end of the game, you will receive 2 bonus points from Alarún for every ingredient in this colour that is in your magic square. Every colour has a unique symbol that can be used to distinguish the colours.

The colour that you choose for your druid apprentice will not score bonus points from Alarún.

Centum auri



There is 1 very rare ingredient: Centum auri. Shuffle this card with the other ingredient cards. Just like the other ingredients the Centum auri can be placed in your magic square. The Centum auri is worth ★ 10 points. However, the Centum auri interrupts the potions you are brewing in that particular row and column of your magic square. If the Centum auri is in your hand you are allowed to swap it with an ingredient that is in the centre of the table, like any other ingredient.

Objective

Score most points by brewing powerful potions and scoring bonus points along the way. During the game you collect 24 ingredients and combine them in the best possible way into your own magic 5x5 square. At the end of the game your magic square is complete. The ingredients in every row and every column form potions that will score you points.



There are 2 ways to increase the power of your potions:



1. Place the same ingredient in different colours uninterrupted in the same row or column.

2. Place different ingredients in the same colour uninterrupted in the same row or column.

Game play

The game of Alarún plays in 8 rounds, each in the same way. In these 8 rounds you place 24 ingredients that form your magic square of 5x5 cards. Your druid apprentice completes your magic square.

The player who was in a forest most recently starts the game. Play clockwise after that.

Actions

In your turn you choose 1 of the following actions:



Swap

Swap 1 ingredient from your hand with 1 of the 3 ingredients that are face up in the centre of the table.



Pass

Do not swap an ingredient.



Swap and pass

Swap all 3 ingredients from your hand with all 3 ingredients that are face up in the centre of the table. This is a pass at the same time.



In a game of 2 players a **4th action** is possible. The 4th action is to discard the 3 face up ingredient cards on an open discard pile and flip the 3 ingredient cards that lie face down.

End of your turn and end of the round

Your turn is over after you have played 1 of these actions.

The player who passes first places Alarún in front of him/her on the table (as a reminder who will start the next round). After the first pass, the other players can play 1 more action before the round ends. Thus, once you have passed in a round you are not allowed to swap any ingredient cards again.

Round 1 The beginning of your potions

At the end of round 1 every player places his or her 3 ingredients face up on the table. Every ingredient must be placed adjacent to either your druid (the card you start with) or another ingredient. You may place any ingredient next to any other ingredient.

Lauren places 2 dragon eggs next to her druid apprentice and 1 phoenix feather above it.



Round 2-8 Increase the power of your potions

From the previous round there are 3 (or 6) ingredients in the centre of the table:



With 2 or 3 players: discard all these cards on an open discard pile. Take 3 new cards from the stack and place them face up in the centre of the table.

With 2 players, also place 3 new cards face down in the centre of the table.



With 4 players: leave the 3 ingredient cards in the centre of the table. Start the next round with these cards.

All players take 3 new ingredients from the stack.

The player who passed first in the previous round starts the next round. He or she places Alarún back on the remaining stack of ingredients. All players have the same actions to choose from.

At the end of round 2 until 8 all players place their ingredients in their own magic square. Again, they must be placed adjacent to either your druid apprentice or another ingredient.

IMPORTANT!
Your magic square cannot be larger than 5x5 ingredients.

Scoring

The scoring follows after round 8. The ingredients in every row and every column of your magic square form a potion.

Determine the power of your 10 potions

- 1 Choose for which ingredient in which colour your druid apprentice counts.
- 2 Determine your score per row and per column, using the table on the right.

! The more ingredients of the **same colour** or of the **same type** are placed uninterrupted next to each other, the higher your score per potion.

If the same ingredient of the same colour is placed twice in a row or column, it scores only once, but does not interrupt the potion.

You score once per row and per column. If there are 2 potions in 1 row or column, only 1 (the most powerful) scores.



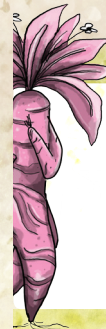
Centum auri

The Centum auri is worth ★10 bonus points. This ingredient interrupts potions in the row and the column where it is located.

Number of points per potion	
	1
	3
	6
	10
	15

Write down your 10 scores on the score sheet. Then calculate and write down your colour bonus from Alarún. All points added together is your final score.

See the next page for a scoring example.



End of the game

The game ends after round 8. The apprentice who scored the most points in total will be appointed as the new druid of the village! In case of a tie, the apprentice with the most powerful potions (the most points from the potions alone) will be appointed as the new druid of the village. If it is still a tie after that, then the victory is shared.



- 🎮 **Game design** Ruben Dijkstra & Ruurd Lammers
- 🎨 **Graphic design and illustrations** Akha Hulzebos
- ♥ Many thanks to family and friends who playtested the game!

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Lauren's scoring example

	F	G	H	I	J	
A	     ★6					
B	     ★15					
C	     ★10					
D	     ★1					
E	     ★6					
	★3	★10	★15	★10	★10	



She makes her druid apprentice count as blue dragon egg.



The Centum auri gives her ★ 10 bonus points.







She scores per red ingredient ★ 2.



She scores a total of ★ 86 points with her magic square. Lauren her final score is: $86 + 10 + 8 = 104$ points.

A ★ ★ ★ X X →

There are 3 uninterrupted  in different colours. The  interrupts the potion of  so the  is not connected and does not score.

B ★ ★ ★ ★ ★ →

The druid apprentice counts as a . Therefore a row of 5 uninterrupted  in different colours is formed.



C X ★ ★ ★ ★ →

There are 4 uninterrupted  in different colours.


D ★ X X X X →

No similar ingredients, neither by type nor colour, that are connected.

E ★ ★ ★ X X →

There are 3 uninterrupted  in different colours. Lauren does not receive any points for the 2  in the same row, since you only score once per row/column.

F ★ ★ X X X ↓

The  interrupts the 4 **yellow ingredients** in column F. Therefore the maximum of different uninterrupted **yellow ingredients** is 2.

G ★ ★ ★ ★ X ↓


There are 4 different and uninterrupted **white ingredients**.

H ★ ★ ★ ★ ↓

There are 5 different and uninterrupted **pink ingredients**.

I ★ ★ ★ X ★ ↓

The druid apprentice counts as a . Therefore, there are 5 **blue ingredients** in column I.

Lauren placed the  twice in this column. Placing a second and exact same ingredient in a row or column does not interrupt the series of ingredients, however it does not strengthen the potion either. So there are 4 **different** uninterrupted **blue ingredients** in column I.

J X ★ ★ ★ ★ ↓

There are 4 different and uninterrupted **red ingredients**.