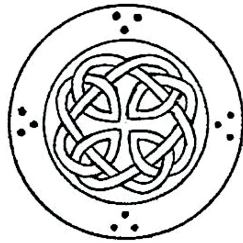


celtic realm®



Journey through Ancient Ireland
in a Strategy Game for 2 Players,
Ages 7 to Adult

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www.celticrealm.net
www.owltreegames.com

Celtic Realm® was originally created in 1979 by Randy Miller.

After a successful Kickstarter campaign,
the game was reissued in 2016 by Will Miller.

For replacement parts, retail, or wholesale information:

email contact@celticrealm.net or write to:

Owl Tree Games, 136 Lovers Lane, Greenfield, MA 01301

For Madeline

Randy Miller's limited-edition wood engravings, including "Images from the Book of Kells," are available online at www.fiddlecasebooks.com

Dice are made in the USA from a lead-free zinc alloy.

Much of the information included here about the Book of Kells
and its decoration is credited to these sources:

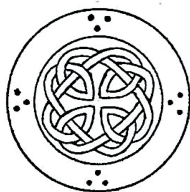
*The Book of Kells – Reproductions from the Manuscript
in Trinity College, Dublin, Ireland (1974)*

The Lindisfarne Gospels by Janet Backhouse (1981)

Early Christian Irish Art by Françoise Henry (1979)



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Introduction:

The game board for Celtic Realm is based on an original wood engraving by New Hampshire artist Randy Miller and is inspired by Irish artwork of the distant past – the 1st Century. You are invited to take a journey into the ancient realm, surrounded by mythical beasts, serpents, fish, birds, and plants, all with secret meaning.

The designs and decorations for the game are inspired by the Book of Kells, considered by many historians the ultimate in early Celtic illuminated manuscripts. The Book of Kells, a hand-written copy in Latin of the Four Gospels of the bible's New Testament, was completed about 800 A.D. in Ireland at the monastery of Kells, County Meath. The Book of Kells is richly decorated throughout with animal and human figures, snakes, and vines, interwoven knotwork, and geometric patterns. All of the decorations were painstakingly colored by hand.

Since oceanic trade routes were well established, even back then, between the Near East and the coasts of Ireland, Scotland, and England, there was an Eastern influence on early Celtic art. Monks visiting from Egypt, Byzantium, and Armenia brought with them Eastern ideas of artwork. For example, interlaced lines were used in the Near East, and are thought to represent running water. In the Book of Kells, interlacing (or knotwork) appears often, and came to symbolize eternity because of the

continuous line. Vine and bird motifs were probably borrowed from the Near East as well. Other decorations, like the spiral and horn, were pre-Christian Iron Age designs often used in metal-work, adapted into a two-dimensional form.

The holy words of the Book of Kells must have also greatly inspired the artist monks who created it's amazing abundance of design and painted decoration. The flowing contours of beast, angel, bough, and line suggest in their illustrations a mystical menagerie that now inhabits the Celtic Realm.

Object of the Game:

Celtic Realm is a race game. The winner is the player who can move all his or her checkers onto and then off of the board first, following their set path through the Realm.

Contents:

One board marked with 20 squares. 7 checkers for each player in either red or white, marked with an angel's portrait on one side and a knotted line on the reverse. 3 dice in the shape of a tower for each player, with 2 of 4 corners marked with a raised sphere.

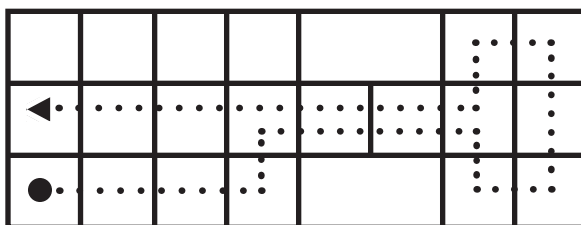
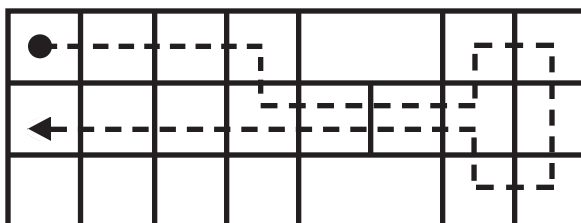
The Dice:

Points are scored according to the number of raised spheres pointing up after rolling 3 dice:

- 1 raised sphere = 1 point
- 2 raised spheres = 2 points
- 3 raised spheres = 3 points
- 3 blanks = 0 points, end of turn

Path Through the Realm:

Players first choose which side to play from, and can only enter a checker onto the board on their side's entry square. Each player's checkers must travel along one of the paths shown, for a total of 20 squares:



The Play:

Each player chooses a color. Determine who plays first. Checkers can only be moved onto the board with a throw of the dice totalling 1 point. When a player rolls one point, the checker is placed on the entrance square angel side up. Only one roll of the dice is allowed per turn. Once on the board, the checkers move through the Realm according to the dice scores (one square per point), or to certain bonus moves they acquire along the path.

A player is entitled to a bonus move when one of his or her checkers lands, at the end of the move, on an unoccupied *empty* square. If a checker lands on a square that is already occupied, no bonus may be taken. The number of beasts, fish, serpents, etc., depicted in the square is the number of bonus points awarded. The bonus is always taken by one other checker of the player's choice, but is forfeited if there are no other of the player's checkers on the board capable of moving.

The Squares:



POTTED PLANT: The mistletoe to the Celts symbolized the Tree of Life. This square serves as the entry into the Realm, and elsewhere as a neutral square. There is no bonus for landing on it.



EAGLE: Because it soars toward heaven, the eagle represents the flight of the soul. A player whose checker lands on this square may move one other of his or her checkers 1 bonus square.



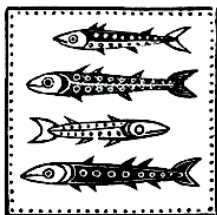
LIONS: Because of its fierceness the lion rules the animal kingdom. A player whose checker lands on one of these squares may move one other checker 3 bonus squares.



BEARDED MONKS: The clasped hands symbolize the communality of monastery life. This square confers a bonus of 3.



SNAKES: Because the snake sheds its dead skin and comes out of it alive, it symbolizes rebirth rather than evil. This square confers a bonus of 4.



FISH: The early Christians, in order to avoid persecution for their faith, used the symbol of a fish to secretly identify fellow Christians. This square confers a bonus of 4.



FOUR GOSPELS: The figure with wings represented Matthew, the lion was Mark, the calf was Luke, and the eagle was John. (A biblical reference occurs in Ezekiel 1:10.) The bonus is 4.



LORDS OF THE REALM: Rulers of the numerous tribes of Celts scattered throughout the island. Bonus of 5.



BEASTS: In this square a large serpent's head, viewed from above, is surrounded by four other beasts. Bonus of 5.



CELTIC CROSS: The bonus for landing on an empty Cross is to enter a new checker onto the Potted Plant entry square, angel side up. This bonus cannot be taken if the cross is already occupied. In addition, a cross is also a *safety* square, which prevents a checker from being banished (see below). Safety is always guaranteed no matter how many checkers may be resting on the Cross.



SPIRALS: The spiral symbolizes infinity like an endless sky full of coiled clouds, poised to release their spiritual energy. This is the last, or *exit*, square in the Realm. A checker must land on this square with an exact count, at which point it has finished its journey through the Realm and is removed from the game. There is no other bonus.

A player is entitled to use only one bonus during a turn. For example, let's say a checker lands on an empty Fish square. Another checker is permitted a bonus move of 4 squares through the Realm, and this, let's say, lands the checker on an empty Beasts square: no further bonus is allowed. Also, a bonus cannot be used when a checker lands on an occupied square. Bonus moves *must* be made, except when no opportunity exists.

If a player cannot move any of his or her checkers the required squares as shown on the dice, the turn is forfeited.

The Two Stages of the Journey:

There are two stages of the journey through the Celtic Realm. Checkers moving up the board along the first 13 squares are *Ascending Angels*. When an Ascending Angel reaches the 14th square (the Fish) it is turned over to show its knotwork. This indicates it is now in the second stage of the journey, as a *Descending Knot* moving down the center of the board toward the exit square of Spirals.

Banishing:

Checkers can *banish* an opponent's checkers. This occurs when a checker lands on a square occupied by the opponent's checker, which is banished or removed from the board and must begin the journey all over again. Banishing can occur in the center path and the circuit at the top of the board, but not in the first 4 squares, and may occur when a checker is moving according to a bonus as well as a move from a dice throw.

Banishing is only permitted between checkers moving in the same stage, that is, only Ascending Angels can banish

other Ascending Angels and only Descending Knots can banish other Descending Knots. If a square contains more than one opposing checker, all the opposing checkers that are stacked consecutively from the top down (and that are traveling in the *same stage* as your checker) may be banished. All opponent's checkers hidden underneath one of your own checkers are safe and cannot be banished, and checkers hidden under an opponent's checker that is traveling in the opposite stage are also safe.

An Ascending Angel may land on an opponent's Descending Knot, and although banishing cannot occur, the Descending Knot is prevented from moving until the Angel covering it leaves the square – this is called *trapping*. Likewise, Descending Knots can trap Ascending Angels in this fashion. Thus, stacks of red and white checkers may grow to 3 or 4 or more in height. No banishing may occur, of course, on a Celtic Cross square but trapping can.

Banishing occurs only on the last square of a checker's move. For example, if a checker with a move of 3 squares happens to encounter an opponent's checker resting on the second square of that move, the checker merely passes over it without banishing and completes the move.



Variations to the Game

You may enjoy playing with any of the following variations to the original rules, or making up your own. Determine which rules you will use prior to playing.

Speed Realm:

Play a game that ends when 3, 4, or 5 checkers complete the journey through the Realm, rather than 7. Start with the following layout: Each player places two Ascending Angels on the board, one on the starting Potted Plant square, and one on the 12 square (also a Potted Plant). Proceed with all other original rules.

Lightning Realm:

Play a game using the Speed Realm rules (above), but also allow for multiple bonuses in any given turn. During a player's turn, any time one of the player's checkers lands on an empty square, the bonus for that square is taken by any other checker. In this way of playing, multiple bonuses can be linked together in one turn.

Flying Fish Bonus:

If a player rolls a zero (3 blanks) that player may opt to move any one checker located on the 8th square (black Fish square) to the 19th square (white Fish square) as if placed there at the end of an ordinary move. Alternately, the player may opt to move one of an opponent's Descending Knots from the white Fish square back to the black Fish square.

Spiral Stack Bonus:

Instead of removing Descending Knots from the board once they reach the Spirals square (20th square), both players leave their checkers on that square to form a stack. Every time a player's checker is added to the stack off of a dice roll move, that player receives a bonus move equal to the number of opponent's checkers already in the stack.

Balancing Dice Bonus:

Occasionally, one or more of your rolled dice might balance on one of its edges instead of coming to land on one of its faces. This rare roll may be used to clear a checker of your choice from the board as if it landed on the "spirals" exit square.

Even more rarely, a rolled dice may balance on one of its flat corners. Such a roll clears up to three of your checkers that are on the board at the time of your roll.

Alternatively, you may wish to assign special bonuses of your own to these rare occurrences.