

Tír na nÓg

SETUP

- Place **Regions of Tír na nÓg** card, to match player count.
- Place a supply of **Colour Change** and **Value Change** tokens.
- Place the **Otherworld**, a grid of Encounter Cards on the table, $3 \times (\text{Player Count} + 1)$.
 - At 2, don't place a card in the middle of the grid.
- Remaining Encounter Cards form the **Deck**

Players:

- Take **3 Storytellers** in their colour
 - Choose a **Geas card** for the Top, Middle and Bottom Rows, each player takes a set of those Cards and places them in front of them as the start of their Saga.
 - Deal **5 Encounter cards** to each player.
 - Last player to tell a story takes the **1st Player Marker**.
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STRUCTURE:

5 Rounds of: **1.** Journey (place Storytellers) **2.** Saga (Take and Place Cards) **3.** Cleanup.

1. JOURNEY

Storytellers

- Starting with the 1st player and proceeding left:
 - Each player places one of their Storytellers between any two Encounter cards in the Otherworld that don't already have a Storyteller there.
 - Until each player has placed all their Storytellers.
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2. SAGA

Take Cards, Play Card

Starting with the player to the right of the 1st Player and proceeding right:

- Each player takes an Encounter Card adjacent to one of their Storytellers into their hand.
 - *If there are none, their Storyteller is Lost and they pass their turn.*
 - Then they take back that Storyteller and then plays an Encounter card from their hand into the leftmost free space of any row of their Saga.
 - *Cannot have more than 5 cards in a row, follow any restrictions on the Geas card for that row. If you have no legal play, discard a card instead.*
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Lost Storytellers

When all Storytellers with cards adjacent to them are taken, the remaining are Lost.

- Starting with the player to the right of First Player, and proceeding right:
 - If a player has a Lost Storyteller they take back that Storyteller, take any card from the Otherworld and then play a card.
 - Continue until all Storytellers have been taken.
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3. CLEANUP

- Each player discards a card from their hand.
- Discard any remaining Otherworld cards, then create a new Otherworld Grid.
- Pass the 1st Player Token left, and start a new round, (or after 5 rounds, go to Scoring).

Card Effects

- Encounter cards have a colour and value, some have an effect.
 - Card effects can change a card's colour and value (*can't go below 0*).
 - Use Value Tokens and Colour Change Tokens to modify cards.
- *Card effects are mandatory, unless they say otherwise or are impossible to perform.*
- *Moving is not the same as playing, so it doesn't trigger effects, nor is it affected by the Geas or 5 card limit restrictions.*
- *Individual Card clarifications on p.11 of rulebook.*

Cards can take effect:

- **When played**
 - **Ongoing**
 - *Recheck & update cards with Ongoing effects when any change is made to your Saga.*
 - **Journey Phase/Saga Phase**
 - *You may choose when during the indicated Phase to activate the card.*
 - **Scoring**
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GAME END After 5 Rounds.

Scoring:

Note, blank spaces break connections, runs and adjacency.

1. Apply the effects of any cards that trigger in the Scoring Phase.
2. **Geas Cards:** Score each row according to its Geas card.
3. **Regions:** Score the Regions of Tír na nÓg card.

If tied, each tied player scores half the sum of the two positions, rounded down.

Winner is the player with the highest score.

- *If tied, tied player with largest single region wins.*
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SUBPLOTS EXPANSION

SETUP

1. Place 2 Subplot cards on the table.
2. Place the VP tokens required for your player count next to them.
3. Place a supply of Indicator Tokens.
4. *If playing with Diarmuid and Gráinne, place Diarmuid tokens.*

ADDITIONAL RULE FOR 2. SAGA

- After adding a card to your Saga, if it satisfies a Subplot's conditions, take the highest value VP token remaining and place it on the card.
- Place Indicator Tokens on all cards that were used to satisfy the Subplot's conditions, as:
 - You can score the same Subplot more than once, but you cannot use a card that was already used to satisfy that subplot again.
 - You can use the same card to satisfy two different Subplots.