

# SILBURY

## RULES BOOKLET



2 à 4



8+



30'-45'



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Summer solstice is coming. In order to celebrate the event, the county druids gather at the bottom of Silbury Hill to challenge each other in a big potion making tournament. Each of them is eager to show his knowledge, wisdom, and power to the great druid, who is the only judge of this competition. As tradition requires, only the winner will be entitled as the great druid disciple. Anything is fair for such an honour!



For thousands of years, a spirit has been watching over each clearing. Every spirit is represented by an animal that is engraved on the giant stones surrounding Silbury Hill. Although they protect the forest, they tolerate the presence of druids on solstice days. They are even used to help druids by giving them their power and favour, sometimes in exchange for an offering...

### Silbury can be played in 2 different modes

#### Discovery mode

Recommended for young druids, or novice druids for their first game.

- ❖ Put back the 6 favour cards and the 6 potions with 5 victory points in the box.
- ❖ Ignore the last setup stage (I) and the last rule section (p.7)

#### Experienced mode

Recommended for more experienced druids, for a more intense and complex playing experience.

- ❖ Read the last rule section (p.7)
- ❖ Use every playing card and read the last setup section (I)

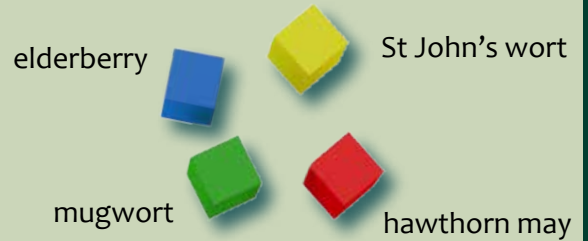
# CONTENTS AND SETUP



6 “clearing” tiles  
(board of the game)



1 “great druid”  
figurine



80 “resource” tokens, 4 colours of cube



30 “potion” cards  
(6 types of potions with different symbols)



6 “favour” cards  
(experienced mode only)



1 “billhook” token  
(first player)



24 gold coins



4 special dice  
of action



4 dice for  
harvest actions



A – Randomly assemble the 6 “clearing” tiles to form a circular board.

B – Put the great druid on the starting space, next to the little wooden sign on the board.

C – Collect the gold coins together, as well as the “resource” tokens sorted by colour in order to form the stock which must be put within easy reach for players.

D – Take 3 “resource” tokens of each colour and sow 2 tokens (randomly) on each clearing tile of the board.

E – Form 6 piles of cards: each pile must contain the 5 “potion” cards with the same animal symbol and be put face down around the board next to its corresponding symbol. (Put only 4 potion cards per pile when playing on discovery mode).

F – For each pile, turn the first potion card face up.

G – Determine the first player by rolling a dice: the highest number wins. The first player takes the “billhook” token.

H – Put all the dice of action at the centre of the board. For a 2 or 3-player game: use only 2 of the 4 special dice of action (white).

I – Experienced mode only: shuffle the 6 “favour” cards, turn over 2 of them face up, put them within easy reach. The remaining favour cards form the stack.

# RULES OF THE GAME (DISCOVERY MODE)

*In order to win the tournament, players must prepare powerful potions under the great druid's watchful eye. Players must use as ingredients 4 druidic plants that can be found in the clearings at the bottom of the hill: hawthorn may, mugwort, St John's wort, and elderberry. In turn, each player chooses a dice of action allowing him to harvest those precious resources, and also to win gold coins, or even to invoke forest spirits in order to get their power. At the end of the event, the druid with the highest number of victory points is declared winner of the competition.*

## AIM OF THE GAME

Win as many victory points as possible thanks to the potions you prepared before the end of the game.

## PLAYING THE GAME

This is a game of several rounds. During each round, players must play in turn, clockwise. The first player of the round is the person with the "billhook" token. Whenever a pile of potion cards is empty, the game is over after the round in progress is played to the end.

### PLAYING A ROUND

The first player rolls all of the dice at the centre of the board. Dice are rolled only once in a round.

In turn, players must choose one dice from those available, and execute the action on the face of that dice.

After choosing a dice, a player must put it in front of him and play his turn: this dice is no longer available for the other players.

The round is over when the last dice has been taken by a player.

### PLAYING A TURN

A player's turn is made of two steps. The first step is mandatory, the second step is optional.

1- The player must: **choose one dice of action** available, and execute the action shown on the face of that dice.

2- The player can: **prepare a potion**, if he has the required resources.



## CHOOSING A DICE OF ACTION

There are 3 different types of actions, depending on the dice :

### Sow and harvest

The player must sow and harvest resources according to an ancestral druidic ritual:

- ❖ he takes from the stock the number of “resource” tokens indicated on the face of the dice, and of the same colour of that dice.
- ❖ he **sows** one token on each clearing, clockwise, starting from the tile where the great druid stands. (Follow the direction of the little wooden sign from the beginning of the game).
- ❖ he **harvests** all the resources from the clearing where he last sows a resource.
- ❖ if he wants, the player can trigger the power of the forest spirit shown on the clearing where he just harvests (Cf. p.8).



### Invoke a spirit

The player must trigger the power of 1 of the 6 spirits of his choice, represented on a clearing (Cf. p.8).



### Take gold coins

The player must take from the stock as many gold coins as indicated on the dice (2 or 3) and put them in front of him. Gold coins can be used to trigger the power of some spirits, or to re-roll a dice of action.



Gwen chooses the blue dice with a 3 indicated on it. She takes 3 blue tokens and sows them one by one according to the ritual. She sows her last token on the clearing with the stag. She harvests the blue, green and red tokens from this tile and puts them in front of her (including the token she last sows). She triggers the power of the stag's spirit (take 3 gold coins). She takes 3 coins from the stock and put them in front of her.

### Re-roll a dice of action

When a player chooses a dice, he can always **spend** a gold coin to re-roll it in order to get a new result.

He can spend as many coins as he wants during the same turn until getting the expected result. He must use the dice he chose to re-roll.

## PREPARE A POTION

After executing his action, the player can choose to prepare a potion (only one) if he has the required resources. Potions make victory points at the end of the game and sometimes give an immediate power to the player.

The resources required to prepare a potion are indicated on the potion card. The grey resources on potion cards indicate that the player can **spend** any of his resource regardless of the colour (possibly of different colours).

**A player cannot make any potion!** He must choose between the two potions above the clearings where the great druid stands.

### Three steps to prepare a potion :

- ❖ The player **spends** the exact number of required resources of the right colour(s) and puts the potion card face down in front of him.
- ❖ If the potion card contains a power, the player triggers this power immediately.
- ❖ The player moves the great druid forward clockwise, and turns the next card of the pile face up.



Here, according to the position of the great druid, Morgan has the choice between making a Fortune Essence that requires a green, a blue, a yellow, and a red resource, or making a Victory Nectar that requires 3 red resources and 2 other resources of any colour. She decides to prepare the Fortune Essence: she spends the required resources. She puts the potion card in front of her, face down, and she immediately triggers the power: she wins 3 gold coins. Then, she moves the druid one space forward.

## END OF THE GAME AND VICTORY

As soon as at least one potion pile is empty, the round is played to the end, then the game is over. Players count their potion points. The first player token adds 3 victory points to the player who owns it at the end of the game. The player with the highest score wins the game.

- ❖ In case of a tie, the player with less potions wins the game.
- ❖ In case of another tie, the player with less resources wins the game.

# RULES OF THE GAME (EXPERIENCED MODE)

## AIM OF THE GAME

Win as many victory points as possible thanks to the potions prepared **and the favours obtained.**

## PLAYING THE GAME

The first step of the round is the same: **the player chooses a dice of action.**

During the second step of the round, the player can now choose between doing two actions:

**Prepare a potion** (same rules)

OR

**Obtain the favour of a forest spirit** in exchange for a 6 gold coins offering.

If the player chooses this last option, he must **spend** 6 gold coins and choose between one of the two favour cards face up, or take the first card from the stack face down.

He puts the chosen favour card face up in front of him.

If he chooses one of the two favours face up, he must replace the missing card by returning the first card of the stack face up.



## FAVOURS

When a player owns the favour of a forest spirit, he can trigger its power (Cf.p.8):

❖ When harvesting from the clearing of that spirit

OR

❖ When invoking that spirit by choosing a dice



In any case, the player can trigger two powers, in the order of his choice: the power indicated on the clearing of the spirit and the power indicated on his favour card. If he wants, the player can trigger only one of those two powers.

## Counting points

At the end of the game, the favour makes 3 victory points per potion obtained with the same symbol at the back of the card.

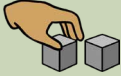


Gwen, who owns the favour of the fox (craftiness), chooses one dice to invoke the spirit of the fox. As well as stealing 2 gold coins from an opponent (normal power of the fox), she can exchange 1 gold coin for 3 resources of the colour of her choice (power of the favour card). At the end of the game, this favour makes her win 3 victory points per potion that she owns with the fox symbol at the back of the card.

# POWERS OF SPIRITS



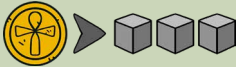
**Steal** 2 gold coins from the opponent of your choice



**Steal** 2 resources of the colour of your choice from the opponent of your choice



Take 3 gold coins from the stock



**Spend** 1 gold coin to obtain 3 resources of the colour of your choice from the stock



Take the “billhook” token (first player) from the player who owns it



**Spend** 1 gold coin to move the great druid one space forward. You can pay as many gold coins as you want, he moves forwards as much.

## SHORT GLOSSARY

Words in bold are defined here.  
If you have a doubt, feel free to check.

### **Steal**

Take resources or gold coins from an opponent and put them in front of you.

### **Sow**

Put a “resource” token on a clearing.

### **Harvest**

Take all of the “resource” tokens from a clearing and put them in front of you.

### **Spend**

Put back in the stock resources or gold coins in front of you.

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