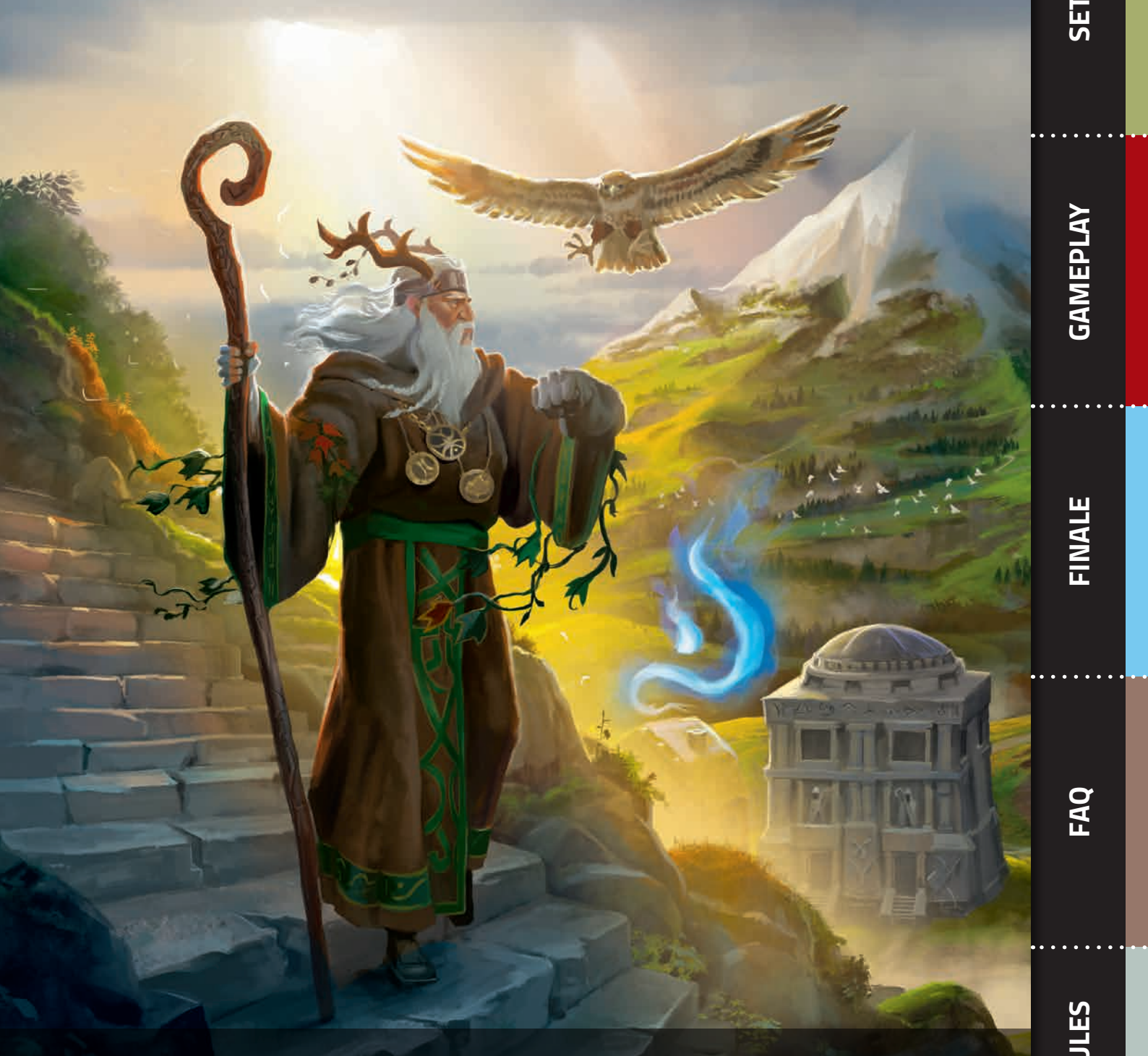


# MEDURIS

## INSTRUCTIONS



PROLOGUE

SETUP

GAMEPLAY

FINALE

FAQ




BRIEF RULES






**HABA**<sup>®</sup>

# PROLOGUE

Following the call of the gods, your people strike out to settle at the foot of Mount Meduris. The mountain is dedicated to the most important of the Celtic gods and has fertile soil and plenty of raw material awaiting brave settlers. The fields are full of juicy grass for your sheep, and there are quarries, mines, and dense forests. The area at the foot of the mountain is divided into nine districts, whose rune stones indicate the worship of various gods.

As the four chosen ones, it is your task to develop the settlements and delight the gods. Your workers obtain the materials for constructing huts and temples on the high plains of the mountain. Only a player who obtains enough materials, cleverly selects the site of their huts and temples, and gains the mercy of the gods by making offerings to the druid will be selected as leader of the tribe.

-  4 scorekeepers  
(1x red, 1x light green, 1x blue, 1x purple)
-  72 material chips  
(18x wood, 18x wool, 18x copper, 18x stone)
-  8 temples  
(2x red, 2x light green, 2x blue, 2x purple)
-  40 huts  
(8x red, 8x light green, 12x blue, 12x purple)
-  9 rune stones

-  1 druid
-  1 die
-  6 bonus chips
-  10 workers  
(2x red, 2x light green, 3x blue, 3x purple)
-  4 100-point chips
- 1 double-sided game board  
4 screens

**Obtain materials:** Have your workers dig for copper in the mines, send them out into the sunny fields to shear the sheep, have them chop wood in the thick forests, and instruct them to cut rocks in the bone-dry stone quarries. The hierarchy of workers follows strict rules.

**Build huts:** Use the materials obtained to build huts. Think carefully about where to place your huts. This will allow you to obtain valuable rune stones and make offerings to the druid later.

**Build temples:** Temples are monuments for worshiping your gods. Build your temples in a large settlement. The more huts that surround your temple, the happier the gods will be.

**Make offerings:** You must carefully budget your materials because as soon as the druid reaches one of your huts, he will request some of your materials as an offering. Offerings increase your favor with the gods – all the more if the hut is in a large settlement.

# SETUP

**1** Every player selects a **color**: purple, blue, light green, or red. If there are only 2 players, choose between purple and blue.

**2** **Game board**  
With 2 or 3 players use the side with this icon:



With 4 players use the side with this icon:



**3** **Victory point track/scorekeeper**  
Each player places a scorekeeper of their color on the 5 on the victory point track.

Fields with icons

**4** **Bonus chips**  
Shuffle the bonus chips and place them face down on 6 fields of your choice. Leave at least three fields empty between the individual bonus chips. Then turn all the bonus chips over.

One of the 9 rune stone areas

Path of the druid

The great river

Stone fields of the druid

**5** **Druid**  
Place the druid on his temple.

**6** **Screens/materials**  
Each player takes a screen and one chip of each material. Keep your materials hidden behind the screen at all times.

**7** **Temples/huts**  
Each player places the huts and temples of their color in front of their screen.  
With 2 players: 12 huts and 2 temples  
With 3 or 4 players: 8 huts and 2 temples

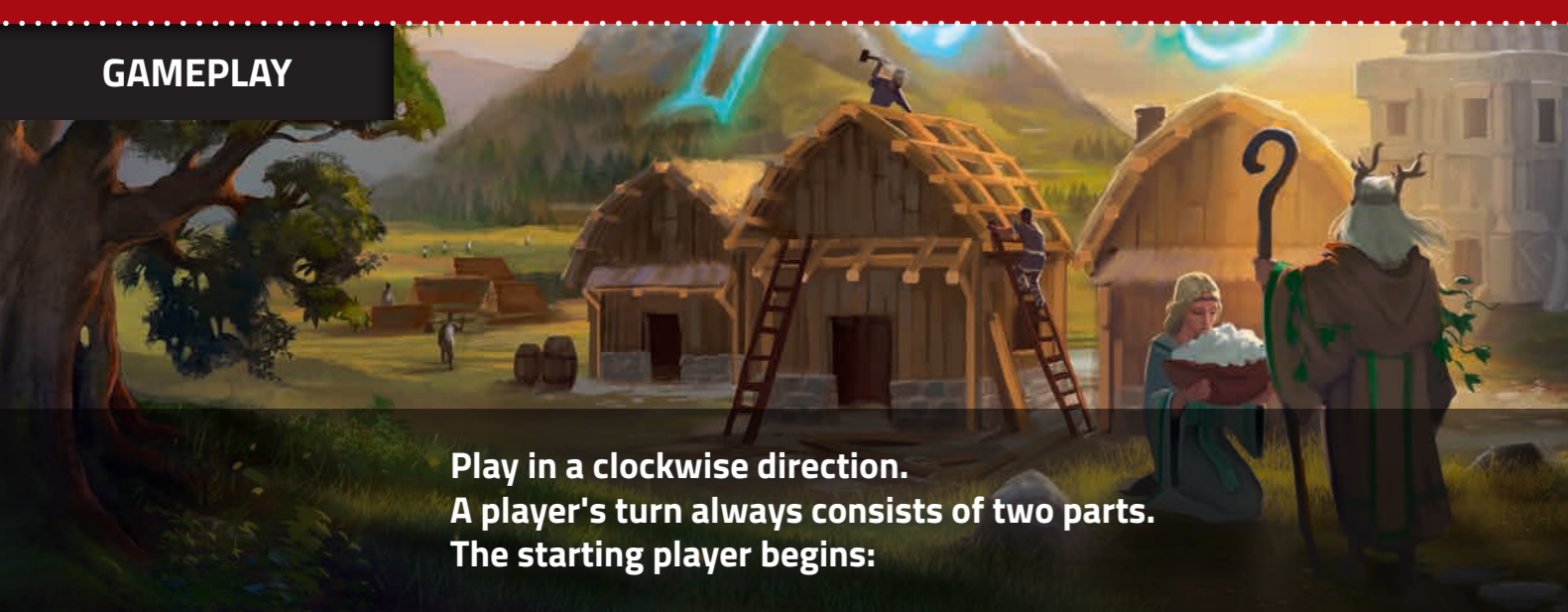
**8** **Materials**  
Place the remaining materials on the appropriate part of the mountain: copper on the mine, stone on the quarry, wood on the forest, and wool on the sheep pastures.

**9** Keep **rune stones/die/100-point chips** handy.

**High plains:**  
"wool," "copper,"  
"stone," "wood"

**10** **Before starting:**  
Determine a starting player. With 2 players, each player receives 3 workers of their color, with 3 or 4 players, each receives 2 workers. Starting with the first player, take turns placing one of your workers on a high plain of your choice ("wood," "wool," "copper," or "stone"). Up to 3 workers can be stacked up on each high plain. Continue until all your workers have been placed.





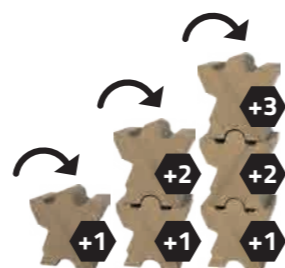
Play in a clockwise direction.  
A player's turn always consists of two parts.  
The starting player begins:

Move  
2/2

**A. BIG YIELD**

Do you want to obtain more materials? Then do the following:

- **Move your worker:** Take any one of your workers. You can even take one out of a stack of workers. Place him on a different high plain of your choice. If there are already one or two workers there (your own or another player's), place your worker on top of him/them. A maximum of 3 workers may be stacked on top of each other at any time during the game.
- **Obtain materials:** Now all the workers on the high plain that you have put your worker on get to work. The hierarchy of the workers is important. If the high plain was previously empty, then the newly placed worker obtains one material chip. If there was already one worker there, the newly placed worker obtains 2 material chips, and the worker under him 1. If the newly placed worker is on top of a full stack of workers, he obtains 3 material chips, the worker underneath 2 and the bottom worker 1. (So under certain circumstances other players also benefit from this move. Of course you may also benefit multiple times, for example if you have multiple workers on the high plain you selected).
- Then the next player takes their turn.



or ► **B. BUILD A HUT**

Do you want to build a hut? Then do the following:

- **Select a field:** Select an undeveloped field.
- **Use materials:** Each field has two icons. These icons indicate which materials you need to use in order to build a hut on this field. Using materials means: Take materials from your own stockpile and place them back on the game board on the corresponding section of the mountain. You can always swap any three of your material chips for a single material chip of your choice. Use the materials required.
- **Place the hut:** Place a hut from your stockpile on the field.
- **Take the rune stone:** Take the rune stone for the area and place it in front of your screen. Compare the symbol on the field with the rune stone symbols to find the right one. Is the rune stone already in front of another player? Then take it from them.
- **Move the druid:** At the start of the game, move the druid one stone step forward.
- Then the next player takes their turn.

or ► **C. BUILD A TEMPLE**

Do you want to build a temple? Then do the following:

- **Select a field:** Select an undeveloped field (without a bonus chip).
- **Use materials:** Each field has two icons. These icons indicate which materials you need to use to build a temple on this field. Use the required materials.
- **Place the temple:** Place a temple from your stockpile on the field.
- You do not receive a rune stone for building a temple.
- **Move the druid:** At the start of the game, move the druid one stone step forward.
- Then the next player takes their turn.

Is there a bonus chip on the field where you want to build your hut? Then note the following:

Bonus rule

- **+2 victory points:** Take the "2" bonus chip and place it in the box. Then build your hut as described. You receive 2 extra victory points. Receiving victory points means: Your scorekeeper immediately moves forward by the number of victory points.
- **Build for free:** Take the "hut" bonus chip and place it in the box. Then build your hut as described but without using any materials.
- **Offering for later:** Leave the "druid" bonus chip on the field and build your hut on top of it as described. The bonus chip stays there until you want to present it as an offering to the druid later.

Is there already a hut next to the field? Then note the following:

Settlement rule

Your construction creates a settlement. A settlement means: Two or more huts (regardless of which color) standing directly next to one another. Settlements can spread across multiple rune stone areas and even over the great river. They are bounded by temples and undeveloped fields.

In this case, you must use more materials to build the hut:

- For the 2nd hut in a settlement, you must use both required materials twice.
- For the 3rd hut in a settlement, you must use both required materials three times.
- The amount of material required increases with each additional hut in a linear fashion. There is no limit to the size of a settlement.

Does a player want to build a hut to close the gap between two settlements or between huts? This creates one large settlement. The player must use the corresponding amount of materials.

The settlement rule only applies to huts – not to temples: if you would like to build a temple, then you must use both required materials only once – regardless of how many huts or temples are directly next to it.

The path of the druid:

As soon as the druid runs out of empty stone fields, his movement rules change. After every construction move, he moves forward along his path (in a clockwise direction) until he reaches the next hut. He stops next to this hut. It may be a single hut or part of a settlement. The owner of this hut then has the option of presenting the druid with an offering first. The offering ritual begins. Making an offering invokes the favor of the gods, and the player receives victory points. What the druid requests as an offering depends on which two icons are shown on the hut field.

Offering rule

- The offering ritual in a settlement:**
- The player next to whose hut the druid stopped has the option to make an offering first. Making an offering means: Using materials. You may swap any three of your material chips for a single material chip of your choice.
- Did the player make an offering of only one of the two requested materials? Then they receive one victory point.
  - Did the player make an offering of both of the requested materials? Then they receive as many victory points as there are huts in the settlement. The colors of the huts are irrelevant.
  - Did the player not make an offering at all? Then one victory point is deducted. (The scorekeeper is immediately moved backward, but it can't go any further back than 0).

Then the druid moves to the next hut in the settlement. Now the player who owns this hut has the opportunity to make an offering. This continues until the druid has no more huts in front of him. It may happen that a player has multiple opportunities to make an offering because they own several huts in a settlement.

**The offering ritual at a single hut:**

The same rules apply as for a settlement. But in this case there is no sense in offering both requested materials. As the hut is not part of a settlement, you cannot gain more than one victory point with it.

After the offering ritual, play continues in the previous order.

**Huts and temples:**

**What are the advantages of building huts?**  
Huts themselves do not get any victory points, but they have the following advantages:

- The rune stones that you receive for them can help you get victory points – in a **rune interim scoring** and in the **rune final scoring**. (But only if nobody has taken them away from you by then).
- Owning a hut is the only opportunity to present the druid with an offering and receive the associated victory points.

**Why should I build huts in settlements?**

A player with a hut in large settlements can receive a disproportionate number of victory points by making offerings.

**What are the advantages of building temples?**

Temples receive victory points at the end of the game.

Is there a settlement directly to the left and/or right of your temple? Then you receive one victory point for every hut in this settlement/these settlements. The color of these huts is irrelevant. Each individual hut (regardless of color) that is built right next to a temple provides a victory point.

**Does the druid cross the great river on his path?**

Rune interim scoring

This can occur either when moving the druid forward or during the offering ritual. As soon as the river is crossed, the game is briefly interrupted. A rune interim scoring takes place.

**Rune interim scoring:**

- Each player receives one victory point for every rune stone currently in their possession.

Then the current move or offering ritual continues.

**"Druid" bonus chip:**

Has the druid stopped at a hut that is built on a "druid" bonus chip? Then the player who owns this hut can take the chip off the game board and place it in the box. It counts as if the player offered both requested materials. The player may also decide to use the bonus chip later.



Move  
1/2

**SMALL YIELD**

The move begins by rolling the die.

What does the die show?



All the workers on the corresponding colored high plain get to work. **Each player obtains one material chip per worker that they have there.** "Obtains" means: Take one material chip from the game board and place it in the stockpile behind your screen.



**In turn** (starting with the player whose turn it is), **all players may obtain a material chip of their choice** – regardless of where the corresponding worker is.



**Each player must place one of their material chips back on the game board in the corresponding section of the mountain.** If a player doesn't have anything, they don't need to return anything.

After the small yield move, the second part of the move begins. Player must choose from one of the following three options:

## MOVE EXAMPLE IN DETAIL:



### 1. Move 1/2: Small yield ...

The red player rolled  $+1$   $+1$   $+1$  :

The light green player obtains 1 wood chip. The blue player obtains 2 chips because two of his workers are on the "wood" high plain. The red player doesn't obtain anything and makes the second part of their move ...



### ... Move 2/2: Big yield

After the small yield move, the red player places his worker on the "stone" high plain. There are already two workers there: one light green and one red. Now it's time for the big yield: The red player obtains 4 stone chips (3 + 1), and the light green player 2.



### 2. The druid leaves his stone fields

The 4th hut has been built in the meantime. Now the druid leaves the third stone field and walks along his path to the next hut. In this example, he walks to the light green hut. The offering ritual begins. The light green player makes an offering of 1 wool chip and receives 1 victory point for it. The player moves his scorekeeper forward accordingly. Then the next player takes their turn.



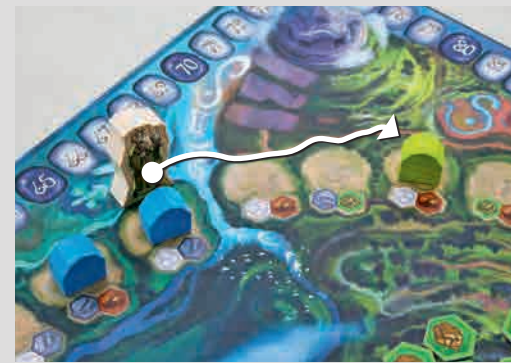
### 3. Building huts in a settlement ...

The game continues. As move 2/2, the blue player would like to build this hut. They have to use 3 stone chips and 3 wood chips, because it is the 3rd hut in the settlement and the settlement rule applies. The player places the hut and takes the corresponding rune stone. Then the druid moves on to the next hut. In this case, it's the newly built blue hut. An offering ritual begins ...



### ... Offering ritual in a settlement

The blue player has the first opportunity to make an offering. The player makes an offering of 1 stone chip and 1 wood chip and receives 3 victory points. The druid continues to the red hut. The red player has neither wool nor copper and also doesn't want to swap other materials for the requested materials. This means that the player doesn't make any offering and loses one victory point. The druid continues to the last hut in the settlement. The red player has another chance to make an offering. This time the player makes an offering of 1 wood chip and receives one victory point for it. The temple is on the edge of the settlement. Then the next player takes their turn

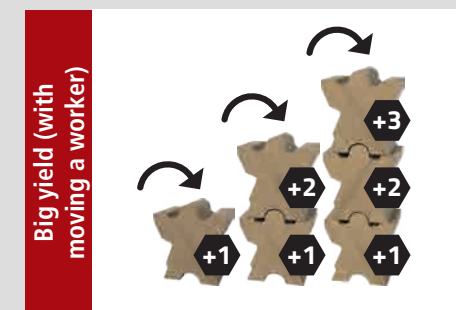
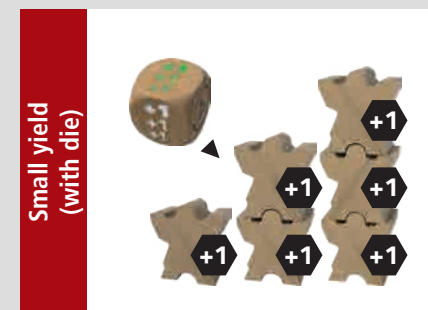


### 4. Rune interim scoring

The red player just built a temple as their 2/2 move. Now he moves the druid forward. In doing so, the druid crosses the great river. A rune interim scoring takes place immediately. Then the druid reaches the light green hut, and the offering ritual begins. The next player takes their turn only when this is completed.

## SUMMARY OF THE IMPORTANT RULES:

- Only materials are hidden behind the screen.
- A maximum of 3 workers may stand on top of one another on one high plain.
- Only during the big yield does the hierarchy of the workers have an effect on the amount of materials obtained. Note:



- You can swap any three of your material chips for a single material chip of your choice at any time.
- The settlement rule (= the more huts in a settlement, the more expensive it becomes to build a hut there) applies only to huts and not to temples.
- You only receive rune stones for huts built but not for temples built.

## SUMMARY OF THE VICTORY POINTS DURING THE GAME:

### "2" bonus chip:

For building a hut on a field with this bonus chip:

- +2



### Offerings to the druid:

Per hut from which the druid requests an offering:

- +1, if you present only one of the requested materials
- + as many victory points as there are huts in the settlement if you present both requested materials
- -1 if you don't present any of the requested materials

### Rune interim scoring:

- Per rune stone that is currently in your possession: +1

Whenever someone receives or loses victory points, their scorekeeper is moved the corresponding spaces forward or back on the victory point track.



**As soon as a player has built both their temples and all of their huts, the game finale is initiated. This means that all other players have one more turn. Then the final round begins.**

The final round also begins if all the materials have been obtained from the high plains and no player wants to build anything.

**FINAL ROUND**



- **Mark the position of the druid:** Place the die next to the druid.
- **The druid's final circuit:** The druid now makes a final complete circuit and requests the final offering from all huts on the game board. No other moves are made. This means that the druid moves without a particular reason (construction) to the next hut/settlement and begins the offering ritual. After the offering ritual, the druid moves straight to the next offering ritual until he reaches the hut or settlement that is marked with the die. The final offering ritual takes place there. In the druid's final circuit, there is no rune interim scoring.

- **Final victory point scoring:** The game has ended. You now receive the final victory points for your temples and rune stones. The rules are outlined in the following overview. If a player passes the 100 point mark on the victory point track, then the corresponding colored 100-point chip is placed on their scorekeeper and then accompanies the scorekeeper. If a player passes the 100 point mark for a second time, (simply) turn over the 100 point chip on the scorekeeper to reveal the 200 on the other side. Place the chip back on the scorekeeper (again).

The person with the most victory points at the end of the game wins! In the event of a tie, the winner is the one who has built the most huts and temples. If there is still a tie, the winner is the one with more materials remaining. If there is still a tie, then it is the will of the gods that there is more than one winner.

**SUMMARY OF THE FINAL VICTORY POINT SCORING:**

**The druid's final circuit:**

The druid requests an offering from every hut in succession, and you receive per hut:

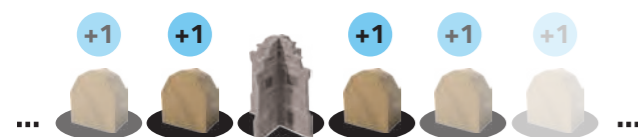
- +1 if you present only one of the requested materials
- + as many victory points as there are huts in the settlement if you present both requested materials
- 1 if you don't present any of the requested materials

**Temple final scoring:**

The owner of each temple receives as many victory points as there are huts built next to the temple.

The color of the huts is irrelevant.

Example:



Huts can be scored for a temple on their left and on their right.

**Rune final scoring:**

- For the first rune stone in your possession at the end of the game: +1
- For the second rune stone in your possession at the end of the game: +2
- For the third rune stone in your possession at the end of the game: +3
- For every additional rune stone in your possession at the end of the game, the victory points increase accordingly.

Example:

For 5 rune stones, you receive 1 + 2 + 3 + 4 + 5 = 15 victory points.



**What happens if there are not enough materials left in the stockpile?**

The hierarchy of the workers is important when obtaining materials. The top worker obtains materials first, then the one under him, and then the lowest one. If the material stockpile is used up, the lower workers go away empty-handed. This applies to both the small yield and the big yield. If no materials are returned to the stockpiles, no more materials can be obtained from the high plain.

If a is rolled, the hierarchy plays no role, but rather each player takes a turn obtaining 1 material chip of their choice, starting with the player who rolled the die.

**Can workers be taken out from under a stack of workers for the big yield?**

Yes.

**May I place the worker I move on the same high plain?**

No, when moving a worker, he must be moved off the high plain that he was originally on.

**Can settlements be extended on either end?**

Yes. But the settlement rule applies in any case. The position of a new hut is not decisive for the settlement rule, but rather the number of huts in a settlement.

**How many material chips do I need to use to build a hut here?**



3 wool and 3 wood because it will be the 3rd hut in the settlement.

**Where does the druid move to if the settlement where he is currently standing is being expanded by construction of a hut?**

If the newly built hut is directly in front of the druid, then he moves to this hut, and the offering ritual begins. As an exception, this does not start at the first hut in a settlement but rather in the middle of it. If the player who owns this hut presents both requested materials, they still receive as many victory points as there are huts in the entire settlement.

**Does the druid ever stop next to a temple?**

No, the druid always moves past temples and empty fields.

**May two temples be built next to each other?**

Yes. However, an adjacent temple does not receive a victory point in the final scoring.

**Do I have to make an offering to the druid if I could, but don't want to?**

No, but a victory point will be deducted.

**How can we make it easier to remember whose turn it is?**

The best way is to roll the die for move 1/2 in front of you and then leave the die there until you have finished your move. If the offering ritual and interim rune scoring have been triggered by your move, likewise leave the die there until these also have been completed. Then give the die to the player on your left, whose turn it is.

**The fourth hut has just been built. Where does the druid move to in this example?**



The druid moves to the light green hut, and the offering ritual begins. The light green player has the opportunity to make an offering. Thanks to the red hut, the player can receive up to 2 victory points. Then the next player takes their turn.

**Where does the druid move to if four temples are built before the first hut is built?**

The druid needs to leave his stone fields and walk along the path to the next hut. But this isn't possible if so far there is no hut on the game board. In this case, he doesn't move until the first hut is built. We are not yet aware of a game where this has occurred.

**What happens if I have a question that hasn't been answered in these game rules?**

Then we'll be happy to help. Send your question to [spieleredaktion@haba.de](mailto:spieleredaktion@haba.de).

# BRIEF RULES

## Aim of the game:

The player with the most victory points at the end wins the game.

## PREPARATION:

With 2 players:

- Use the appropriate side of the game board.
- Play with the colors purple and blue.
- Each player receives:
  - 1 screen
  - 1 wood, 1 wool, 1 copper, and 1 stone chip (behind the screen)
  - 12 huts and 2 temples (in front of the screen)
  - 1 scorekeeper
  - 3 workers

With 3/4 players:

- Use the appropriate side of the game board.
- Each player receives:
  - 1 screen
  - 1 wood, 1 wool, 1 copper, and 1 stone chip (behind the screen)
  - 8 huts and 2 temples (in front of the screen)
  - 1 scorekeeper
  - 2 workers

- Place the scorekeepers on the 5 on the victory point track
- Place the remaining materials on the appropriate part of the mountain
- Keep rune stones/100-point chips/die handy
- Place the druid on his temple
- Shuffle the bonus chips face down, place on the fields of your choice (at least 3 fields between them), and then turn them over.

## Before starting:

Take turns placing one of your workers on a high plain of your choice, continue until all workers are allocated. (Maximum number of workers in one stack is three).

## GAMEPLAY:

Play in a clockwise direction.

### Move 1/2:

Roll the die:

**+1**  
**+1**  
**+1**  
Each player obtains one material chip per worker that they have there.

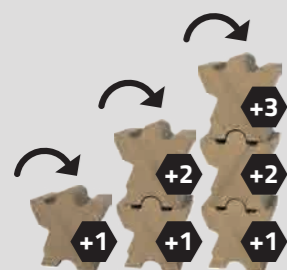
**-1**  
Each player must place one of their material chips back on the game board.

**+1**  
All players take turns to obtain a material chip of their choice.

### Move 2/2:

#### A. BIG YIELD

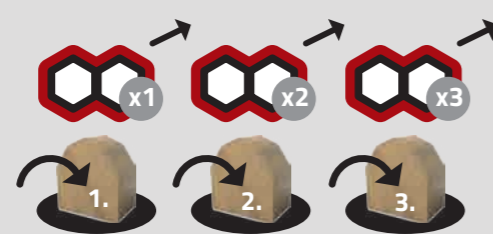
- Move your worker
- Obtain materials:



- Then the next player takes their turn.

#### or ► B. BUILD A HUT

- Select an undeveloped field
- Use materials (which ones? See icons). If applicable, observe the settlement rule!





- Place hut
- Take a rune stone
- Move the druid
- Then the next player takes their turn.


#### or ► C. BUILD A TEMPLE

- Select an undeveloped field (without bonus chip)
- Use materials (which ones? See icons).
- Place temple
- Move the druid
- Then the next player takes their turn.

## Bonus rule:

 If you build a hut here, you receive 2 victory points.

 If you build a hut here, you don't have to use any materials.

 If you build a hut here, you can later give this chip to the druid as an offering.

## The path of the druid:

After each construction, the druid moves one stone field, or later in the game he moves along his path (in a clockwise direction) until he reaches the next hut, where he stops. Then an offering ritual takes place.

## Offering rule:

At a single hut: The owner of this hut can make an offering.  
In a settlement: The owners of the huts can make offerings in succession. The druid always moves forward by one hut.

If a player makes an offering of ...

- ... only one of the requested materials (see icons): +1 victory point
- ... both requested materials: + as many victory points as there are huts in the settlement
- ... no materials: -1 victory point

After the offering ritual, play continues in the previous order.

## Rune interim scoring

As soon as the druid crosses the great river, each player receives one victory point per rune stone currently in their possession. Then the game/the current move continues.

## Exchange rate:

You can swap any three of your material chips for a single material chip of your choice at any time.

## GAME FINALE:

Once a player has built both of their temples and all of their huts, all other players will have one more turn. Then the druid makes his final circuit:

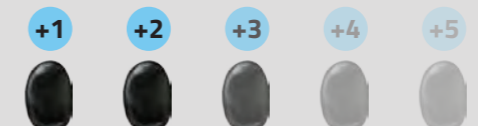
- Mark the position of the druid with the die.
- The druid makes a complete circuit (from one offering ritual to the next), until the last offering ritual in the settlement/at the hut that is marked with the die.

Then the final scoring of the temples and rune stones takes place:

## Temple final scoring:



## Rune final scoring:





**⚠ WARNING:**  
**CHOKING HAZARD -**  
Small parts. Not for children  
under 3 years.

Authors: Stefan Dorra and Ralf zur Linde  
Illustration: Miguel Coimbra  
Editor: Miriam Koser  
Instruction concept and design: Ocker&Indigo

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