

Celtic

A competition for 2–4 Celts
Ages 8 and up by Dirk Hillebrecht

The Celtic Prince of Glauberg is dying and a successor must be appointed. Four families fight for power and influence by opening up the surrounding region and through trading abroad. Only the leader of the most influential family can become the next Celtic Prince.

Components



1 Game Board



1 Scorepad



20 Goal cards
(10 easy and 10 hard)



1 Celtic Prince figure



32 Family markers
(8 in each of the 4 player colors)



112 Trade cards
(16 each of hides, bronze, wine, amber, jewelry, yellow pottery, and blue pottery)

Game Setup

Place the game board in the middle of the playing area. It depicts a Celtic Age meadowland in what is now central Germany. There are 50 unique Locations that need to be developed as well as 7 trade routes that allow you to access goods from other regions.

Sort all of the Trade cards into 7 stacks according to the depicted goods. Place these stacks faceup on the respective Trade Card spaces next to each Trade Location on the game board (see above).

Shuffle the Goal cards and place them facedown near the game board. Each player draws 2 Goal cards and adds them to their hand.

Each player chooses a Family color and places all 8 of their Family markers on the Celtic Village space.

Randomly determine a start player and give them the Celtic Prince figure.

Game Play

Beginning with the start player, players take turns in clockwise order until the game ends.

On your turn, you must **move Family markers** as described below.

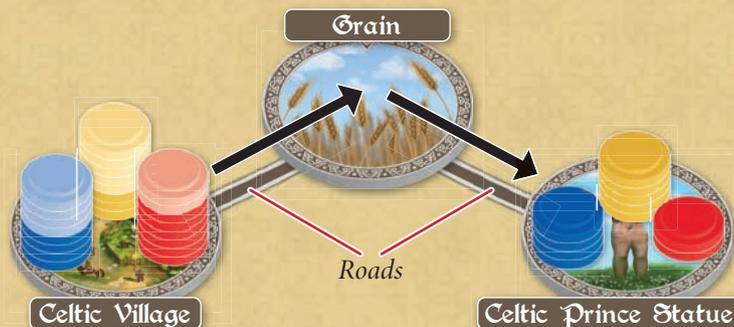
In addition, you may **complete Goal cards** and **collect Trade cards** before and after your movement action.

Move Family Markers

On your turn, move 1 or more of your Family markers from a Location of your choice by 1 or 2 Locations using the road (not the river). You may choose to move as many of your Family markers as you want, as long as all of the markers start at the same Location and have the same destination. A move is mandatory, you can't pass.

Traveling together: All other players, in clockwise order, may decide whether they want to follow your move with 1 or more of their own Family markers. Each player is free to choose **whether to follow** as well as **how many** of their own Family markers will do so. All markers must begin at the same start Location and travel to the same destination as the active player's marker(s).

Example: It's Steph's turn (blue). They move 4 of their 8 Family markers 2 locations from the Celtic Village to the Celtic Prince Statue. Thomas (yellow), sitting on their left, decides to join the move with 5 of his Family markers. Anna (red) decides to follow with only 2 of her Family markers. Although Anna wants to leave 1 Family marker on the Grain location to fulfill 1 of her Goal cards, she is not allowed to stop on the way when following. She must move all her selected markers to the Celtic Prince Statue. Now, it is Thomas' turn.



Complete Goal Cards

The Celtic Village will need many different goods from the meadowland and has sent your families to collect them.

On your turn, you may complete any number of Goal cards to fulfill the need for goods. To complete a Goal, there must be at least 1 of your Family markers at each Location depicted on the Goal card that you want to complete. Reveal your Goal card so everyone can see it. Then remove exactly 1 of your markers from each Location depicted on the card and return them to the Celtic Village. Immediately draw 1 Goal card into your hand from the deck.

Exception: Once you complete your fourth Goal card, you no longer draw cards. The fifth Goal card in your hand is your last.

You will receive the specified number of Influence points for each completed Goal card at the end of the game.



Completed Goal cards remain faceup in front of you so that everyone can always see how many you have finished.

Example: Steph (blue) completes a Goal card. First, they reveal their Goal card. Then, they return 1 of their Family markers from Locations cows, fish and sheep to the Celtic Village. Steph will gain 20 Influence points at the end of the game.



Collect Trade Cards

On your turn, you may collect any number of Trade Cards..

To collect a Trade card, return 1 of your Family markers on a Trade Location to the Celtic Village. Take 1 Trade card from the respective Trade card space next to the Trade Location.

Place your collected Trade cards facedown in front of you. You will gain Influence points for them at the end of the game. You may look at them at any time.

If there are no more Trade cards on the Trade card space, you're out of luck as this type of Trade card is no longer available. However, you may still return your Family maker(s) back to the Celtic Village if you want.

Example: Steph (blue) returns 2 of their 3 Family markers from the Hides Trade Location and 1 Family marker from the Wine Trade Location to the Celtic Village. In return, they receive 2 Hides Trade cards and 1 Wine Trade card and places them facedown in front of them.



Game End

The game ends after your turn if 1 of the 2 following instances occurs:

- You have fulfilled your **fifth** Goal card. This ends the game immediately.
- You have at least 1 of each of the 7 different Trade cards. You may either reveal them now to end the game immediately; or, you may refrain from revealing your cards and continue playing (in order to fulfill more Goal cards and/or collect additional Trade cards). On your next turn, you still have the option to either end the game immediately by revealing your cards or to continue playing.

Once the game ends, you can no longer move any Family markers. However, each player may still fulfill any number of Goal cards and collect Trade cards provided that Family markers are on the appropriate Locations to do so. If there are fewer Trade cards than needed, players take cards in clockwise order beginning with the player who ended the game.

Scoring

First, score the Influence you gain from completed Goal cards.

Next, players receive Influence from collected Trade cards.

First, count how many Goal cards you have completed and add 1 to this value. The result determines how many Trade cards of the same type you may score. If you have collected more, discard all surplus Trade cards of that type.

Example: Anna has completed 4 Goal cards, so she may score a maximum of 5 Trade cards for each type of good. However, since she collected 7 Bronze Trade cards, she must discard 2 of them before scoring.

Sort your remaining Trade cards by type and then arrange them in order from most to least cards. If there is a tie, the order of the tied cards doesn't matter.

Gain 1 Influence for each card of the type for which you have collected the most cards. Then gain 2 Influence for each card of the type you have collected the second most cards, gain 3 Influence; for each card of the type you have collected the third most, etc.

Score your Influence gained on the scorepad.

The player with the highest total Influence wins the game. If tied, the tied player who has collected the most Trade cards worth 7 Influence wins the tie. If still tied, all tied players share the position.

Example of Scoring

Stephanie has completed 3 Goal cards (2 hard and 1 easy) and receives 55 Influence.

She collected 6 hides, but since she only completed 3 Goal cards she must discard 2 hides. She gains 4 Influence for the remaining 4 hides.

She also collected 3 amber (6 Influence), 3 wine (9 Influence), 2 bronze (8 Influence), 2 yellow pottery (10 Influence), and 1 jewelry (6 Influence) for a total of 98 Influence.

Stephanie		
#		
max. +1		Σ
	3	55
	4	4
	3	6
	3	9
	2	8
	2	10
	1	6
	0	0
Σ		98

Credits

Design: Dirk Hillebrecht | **Illustrations:** Bartłomiej Kordowski
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