



DIE SEHER VON SANTIIBA

The great oracle spectacle
by Leo Colovini
and Teodoro Mitidieri

In the vastness of Santiiba, the Valley of Foreboding, the seers test their strength.

Put the **Valley of Foreboding** in the middle! Each player places one **seer** on the starting space.

Only if you are able to foresee the other players' intentions in your crystal ball will you advance on the magical trails.



Take the **crystal ball** in the color of your seer. Before the first game, clip together the two parts of your crystal ball.

Enchanted dice pave the light path from the Source of Foreboding to the Glade of Enlightening (space 30).



The **5 dice** show three star sides with low values (*/*/*/**) and three number sides with high values (4/5/6).

You get through the dark side of the valley, past the four cult sites, only if you compile a potent mixture of magical utensils on your Oracle board.

Put your **Oracle board** face up in front of you. The place above it is the Area of Uncertainty.

Without inconspicuous herbs and without scorpions, the precious magic of the amulets and elixirs is lost. If several collections contain the same utensils, seers with many bowls have an advantage.

Form **5 card piles** of all utensils in a row – one for each color.



The player who gets closer to the Cloud-Castle of Wisdom (space 75) than all the other seers wins the game.

Some seers whisper that one could even get into the castle... well... we will... see...

Course of the Game

The game constantly gives you the choice of either using the dice or collecting cards:

- With the dice, you reach the Glade of Enlightening (space 30)
- With the cards, you get closer to the Cloud-Castle of Wisdom; you can collect cards only until the first seer reaches space 30.

When collecting cards, keep in mind: The player who has the fewest of a color at the end of the game loses the power of the cards lying to the right of these cards! Bowls help you in the case of a tie.

Since you are seers, you know who will start: **The first player to be named begins.** After that, players take their turn in clockwise order.

I. You roll all 5 dice once.

Then put each die **below** the **card pile** in the corresponding color.

II. The other players try to foresee what you will do.

Each of the **other players secretly** sets a **color of his choice** in the viewing window of his **crystal ball** and puts it **face down** in front of him. This way, they all want to **foresee** which color you are going to choose so that they will also obtain die or card of this color.

III. You choose one color.

Name the color you have chosen. Shift this **die above** the **card pile** of that color.

IV. Have other players' predictions come to pass?

Now **all players** who set your chosen color in their viewing window **reveal their crystal ball** and leave it face up until the end of your turn. All the other crystal balls remain face down.

V. Obtain the die or a card -

Continue or end your game turn.

A. If somebody has foreseen your just-chosen color,

- **these successful seers and you** obtain the die or a card of this color.

The following applies:

- If the **die** of this color shows **stars**, you get **this die**:
 - You place it in your Area of Uncertainty.
 - The successful seers move their Seer figure as many spaces ahead in the valley as there are stars shown on the die.
- If the **die** shows a **number**, you get a card:
 - You take a card of this color and put it in your Area of Uncertainty.
 - The successful seers take a card of this color and put it on their Oracle board.

After that, you may **freely choose** whether to **continue or end your game turn.**

BUT: None of this applies to you once all crystal balls have been revealed (see next page).



The player who has collected the fewest herbs loses the elixir powers. The player who has collected the fewest amulets loses the scorpion powers, etc.



Sophia thinks that you will choose BROWN on your game turn. Anna and Anton suspect it will be PINK.



You choose PINK. This pleases Anna and Anton. Their predictions have been fulfilled. Sophia's crystal ball remains face down.

V.A.
Area of Uncertainty



The die of your chosen color PINK shows a number. Therefore, Anna, Anton, and you all don't get the die but an Elixir card. You put this card in your Area of Uncertainty. Anna and Anton both collect their elixir directly on their Oracle board. Since your chosen color was correctly predicted, you could now successfully end your game turn; instead, you decide to continue.

B. If **nobody** has **foreseen** your just-chosen color,

- **you choose** the die **or** a card of this color.
- you put the die or card in your Area of Uncertainty.

What you take (die or card) may determine whether you **continue or end your game turn**. The following applies:

- If you **take a die** that shows **stars**,
 - you **may end or continue** your game turn.
- If the die shows **stars** but you **take a card**,
 - you **must continue** your game turn.
- If you **take a die** that shows a **number**,
 - you **must continue** your game turn.
- If the die shows a **number** but you **take a card**,
 - you **may end or continue** your game turn.

Continue your game turn.

- You choose **another color**.
- Again, players reveal crystal balls with correct predictions.
- Again, you obtain the die or a card.

Note: As long as your game turn continues, you don't reroll any dice and the other players don't change any settings of their crystal balls.

Have all crystal balls been revealed?

If **all the other players** have **revealed** their **crystal balls**, you failed – they have **seen through you completely**. In this case,

- you get neither the die nor a card of your chosen color,
- you have to completely **empty your Area of Uncertainty**.
 - Put all cards from there back onto their supply piles.
 - Put all dice from there back into the middle of the table. Do NOT move your Seer figure.
- as a „consolation through fate,“ you get one **white Bowl card** from the supply. Put it on your Oracle board.
- you must **end your game turn** immediately.

Have you chosen four of the five colors?

If you have managed to choose the **fourth color without everyone having seen through you completely**,

- you can freely decide whether to take the die or a card of this color.

Then your **game turn ends** (as described in the next section).

Successful end of your game turn.

Once you have **decided** that you want to **end your game turn or** if you have **chosen four colors** without **everyone having seen through you completely**,

- you move all the cards from your Area of Uncertainty to your Oracle board.
- you use the values of all dice in your Area of Uncertainty for advancing your Seer figure in the valley.

Would you have foreseen that?

You may stack up cards in a way the others can hardly tell how many you have collected. And you may count your own cards anytime

V.B.



Now you choose **WHITE**. Nobody has foreseen this. Therefore, you can freely choose between the **WHITE die or card**; you prefer the die. Since the die shows a number, you have to continue your game turn.



Now you choose **GREEN**. This hasn't been foreseen by anybody either. You take the **GREEN card**. After that, you may successfully end your game turn or choose a fourth color. You decide to continue.



Next you choose **BROWN**. Sophia reveals her crystal ball. Now everyone has **SEEN THROUGH** you **COMPLETELY**; so you have to give back any cards and dice from your Area of Uncertainty. As a consolation, you get a **white Bowl card**.



If you had chosen **BLUE** as the fourth color (instead of **BROWN**), you would not have been **SEEN THROUGH COMPLETELY**. In this case, you could take the blue die or card. You end your game turn by putting your collected cards on your Oracle board and advancing your Seer figure eight spaces (if you had chosen the blue die).

Ending and Winning the Game

If (at least) one seer has **reached** (or passed) the **Glade of Enlightening (space 30)** by the end of a game turn, **no more game turns** are carried out.

Anna (green) has reached the Glade of Enlightening. Her Seer figure even went two spaces further, onto space 32. Anton (black, space 28) is not very far away from there. Sophia (yellow, space 19) is lagging behind you (space 23).



The magical utensils: How close will you get to the Cloud-Castle of Wisdom?

Each player lines up the cards of his collection, **sorted by color**. Then the number of cards of each kind (not their values) are counted and compared. **Important:** Cards that are **turned over** in this process **are still included in the count**.

- The player who has the **fewest herbs** has to immediately **turn** all his **amulets onto their back side**.
- The player who has the **fewest amulets** has to immediately **turn** all his **scorpions onto their back side**.
- The player who has the **fewest scorpions** has to immediately **turn** all his **elixirs onto their back side**.
- The player who has the **fewest elixirs** has to immediately **turn** all his **bowls onto their back side**.

If several players have the **fewest cards** of one kind, these players immediately compare their **Bowl cards**:

- Only the player who has the **fewest Bowl cards** by direct comparison has to turn the **required cards** (as described above) onto their **back side**.
- If **several** players involved in this comparison have the **fewest Bowl cards**, **all** these players have to turn the **required cards** (as described above) onto their **back side**.

Now add up the **visible values** of your cards. Then advance your own Seer figure the respective number of spaces. All seers who reach the **Cloud-Castle** can enjoy victory. If no seer has managed to do so, the seer who got **closest to space 75** wins; in case of a tie, the player with more cards prevails.

Epilog: Between the Glade (space 30) and the Cloud-Castle (space 75), there are four cult sites (spaces 40, 50, 60, and 70). If you get there, you have proven special abilities:

Space 40: Cult Site of Insight: You have accomplished the rank of a Seer of Insight. Your visionary qualities have at least taken you beyond the Glade of Enlightening. Keep studying your crystal ball; this way, you will become a great seer one day in the distant future.

Space 50: Cult Site of Higher Consecration: You are now a Seer of Higher Consecration. Your visionary foresight has passed advanced scrutiny. In the future, you will be authorized to teach novices how to foresee the future.

Space 60: Cult Site of Master Seers: You are now a Master Seer. Often you are one foreboding ahead of the future and are no longer led on by charlatans. Your experience will certainly enable you to keep going, foreseeing your way.

Space 70: Cult Site of Near Triumph: You are a Seer of Near Triumph! Well done! You have mastered the noble art of prophecy, even in obscure situations. The Cloud-Castle of Wisdom stands open for you ... or doesn't it?!



Anna



Anton



You



Sophia



- Sophia has fewer herbs (2) than the others. Therefore, she has to turn over her amulets.
- Anna and Anton both have the fewest amulets (2). Anna has more bowls. Consequently, Anton has to turn over his scorpions.
- Sophia, Anna, and you all have the fewest scorpions (3). Sophia has more bowls (5) than Anna and you (3 each). Anna and you both have to turn over your elixirs.
- Anton has the fewest elixirs (3). He has to turn over his bowl.

Now each player determines the actual power of his magical utensils and advances his Seer figure the according number of spaces:

Anna: GREEN 0, BLUE $2 \times 4 = 8$, BROWN $3 \times 1 = 3$, PINK 0, WHITE $3 \times 2 = 6$ = **17**

This gets Anna, who has already reached space 32, onto **space 49**.

Anton: GREEN 0, BLUE $2 \times 4 = 8$, BROWN 0, PINK $3 \times 3 = 9$, WHITE 0 = **17**

AMoving on from space 28, Anton can't pass Anna. He reaches **space 45**.

Du: GREEN 0, BLUE $4 \times 4 = 16$, BROWN: $3 \times 1 = 3$, PINK 0, WHITE $3 \times 2 = 6$ = **25**

You catch up considerably and end up on **space 48**, directly behind Anna.

Sophia: GREEN 0, BLUE 0, BROWN $3 \times 1 = 3$, PINK $6 \times 3 = 18$, WHITE $5 \times 2 = 10$ = **31**

Moving on from space 19, Sophia now reaches even **space 50**. With this, she has gotten closer to the Cloud-Castle of Wisdom than all the others and wins the game.



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