

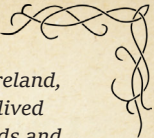



THE HIGH
THRONE
OF IRELAND

RULEBOOK

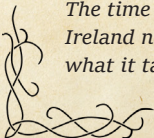
2-6 PLAYERS

APPROX. 15-20 MINUTES PLAYTIME

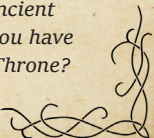


In the days of Ancient Ireland, when men and women lived as warriors, druids, gods and goddesses, there was one who led them all – The High King or Queen of Ireland. They were the ruler of the four provinces: Leinster, Munster, Ulster and Connacht. They even made contact with the mythical realm of Tír na nÓg.

From their High Throne on the Hill of Tara, the King or Queen ruled over the greatest heroes and legends in Ireland. In battle, they could command Cú Chulainn to win the fight or call on The Morrigan to guide their troops to victory. They could even summon faeries and mythological beasts to do their bidding, and owned some of history's greatest treasures and artefacts.



The time has now come where Ancient Ireland needs a new leader. Do you have what it takes to claim the High Throne?



SUMMARY

In The High Throne of Ireland, players find themselves in Ancient Ireland, competing for the throne as high king or queen of the entire land. Whoever has the most points at the end of the game wins their seat on the High Throne!

SETUP

1. To begin, start by setting out all Ancient cards face up in the centre of the table, so everyone can see and reach them.
2. Place seven standard dice next to the Ancient cards. Keep the red dice and extra standard dice nearby but separate so all players can reach them as well.
3. Select two Objective cards, and keep the one you like the best. Keep this card a secret from the other players!

4. To determine who goes first, each player rolls the seven standard dice once and adds up the number of spears rolled. If there is a tie, reroll until there is a winner. The play continues clockwise from the winner.

DICE SYMBOLS



**NEWGRANGE
SPIRAL**



**CIRCLE OF
LIFE TREE**



**CELTIC
KNOT**



1 SPEAR



2 SPEARS



3 SPEARS

PARTS OF AN ANCIENT CARD

Front:



Back:



1. *Extra Spiral*: must roll this additional symbol to steal card from another player
2. Symbol lines
3. Region colour
4. Points for holding this card
5. History/lore about the card
6. Number of points for gaining the whole region (all cards with same colour)

PLAYER'S TURN

During their turn, a player tries to gain an Ancient card by rolling all the dice symbols shown on that card.

The player starts their turn by rolling the seven standard dice – or if their Hero card allows for an eighth dice (extra or red) this may be added to the roll as well. (*See 'Extra & Red Dice' below for more details.*)

The player chooses a face-up Ancient card and fills any one of the lines of dice symbols. To fill a line, the player must place the matching dice on all of the symbols on that line. The line must be fully filled in one roll. Then the player rerolls the remaining dice. After each roll, the player must either fill another line or discard one dice and reroll. (*See 'Filling a Symbol Line' below for more details.*)

This continues until the player *either* wins the Ancient card by filling all the symbols *or* loses their last dice.

EXTRA AND RED DICE

Some Hero cards allow the player to roll with an extra dice, or the more powerful red dice. The extra dice is just another standard dice added to your roll. The red dice is the same as a standard dice, but with one exception: when you roll a Newgrange Spiral on the red dice, you have the option to change it to any symbol you wish (or keep it as the Spiral).

FILLING A SYMBOL LINE

If the symbols of one or more rolled dice match all of the symbols of a line on a chosen card, the player may fill that line by placing the matching dice on or next to the card. These dice are not rolled for the remainder of the player's turn.

A player can fill *only one symbol line* per roll. Lines do not need to be filled in any particular order. A player can choose to fill lines on one of the face-up cards in the centre, or they can try to steal a face-up card from another

player. If they attempt to steal a card, the extra symbol at the top left of the card (in the gold circle) must also be rolled.

IMPORTANT: Once a player chooses to fill a line on an Ancient card, they must keep trying to fill that card for the remainder of their turn. They cannot change their mind and switch to another card in the same turn.

GAINING AN ANCIENT CARD

Once a player fills all the lines on an Ancient card, they have gained that card. They may take the card and place it face-up in front of them. Other players may attempt to steal this card as long as it is face-up.

Once the game is finished, the player may add the number of points shown at the top right of the card (in the gold circle) to their total score.

GAINING A REGION

Each card belongs to one of six regions in Ireland: Leinster (purple), Munster (red), Ulster (grey), Connacht (green), special regions Tara (yellow) and Tír na nÓg (orange). Once a player gains all Ancient cards from a single region, they may flip those cards face down and arrange the pile so that card showing the region points sits on top. The player now rules this region and these cards cannot be stolen by other players.

OBJECTIVE CARDS

In addition to trying to gain regions, players may also choose to complete secret Objective cards throughout the game for extra points. At the beginning of the game, players may draw two Objective cards and keep the one they like the best, shuffling the other card back into the objective deck. But be careful, other players may steal cards which means your objective is no longer complete!

Once the game is finished, players add the points from any *completed* Objective cards to their overall score.

WINNING THE GAME

Once the last Ancient card is gained from the centre of the table, the game is over. Players add up the points from their cards – if they have gained a whole region, they use the overall points listed on the back of the region's pile. Players also add points for any Objective cards that may have been achieved; each Objective card lists how many points it is worth.

If there is a tie, the player with the most points from a completed Objective card wins. If no Objective cards were completed, the player with the most *regions* wins.

If it's still a tie, thumb war to win...old-school rules.

