

Rule

DER SCHATZ VON CASTELLINA

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The exciting
sensory-memory game
for 2 to 4 players
ages 5 years and up

Contents

1× 3D castle
4× treasure chests

50× gems in 5 colours
(10 each of yellow, red, green, blue and white)

These are your game materials:

Here's what you have to do:

Keep your eyes peeled and pay close attention! Remember where your coloured gems are located in the castle courtyard, because you'll have to fish them out blindfolded! The large castle wall blocks your view of the inner courtyard.

Carefully stretch your arm through the castle's gate and rely on your sense of touch and direction to find your ten precious stones. Whoever successfully pulls out his 10 gems wins the game!

Here's how to set up the castle:

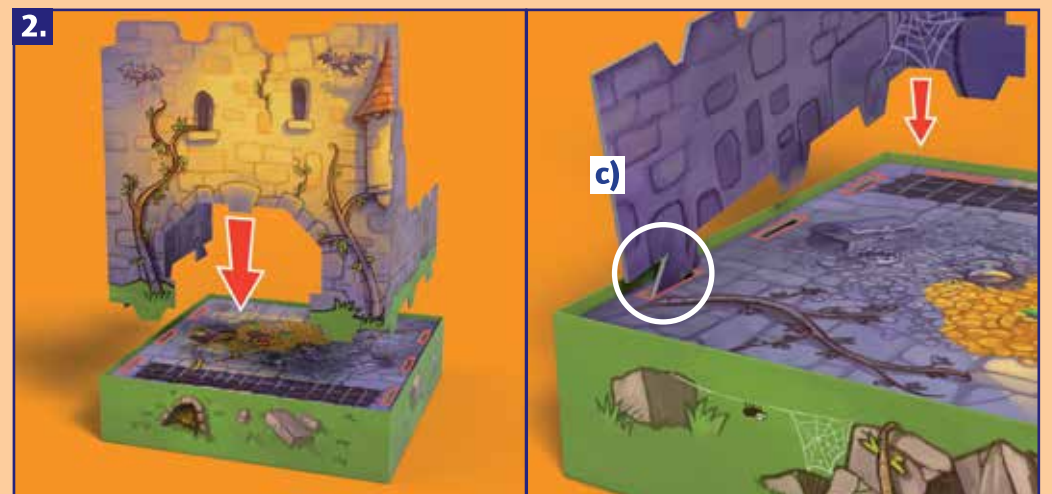
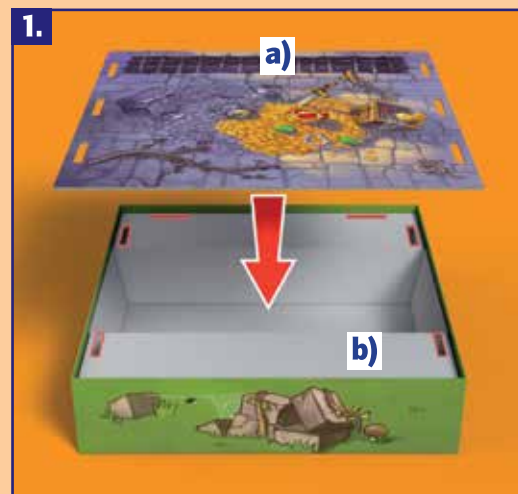
Game setup

When playing for the first time, carefully remove all pieces from the perforated cards. If possible, get help from a grown-up. Remove the game materials from the box and put together the castle:

1. Rest the courtyard (a) on the game box insert (b). Make sure that the slots of the courtyard are aligned with those of the game box insert.

2. Fold the castle walls (c) 90° and fit their tabs into the slots of the courtyard and game box insert. First insert the tabs of the castle walls starting at the back into the designated slots, and the rest will slide easily into place.

Turn the castle towards you, so that you can only see the castle's courtyard by peering through the opening in the castle wall.



3. Slide the castle gate (d) into the opening in the castle wall so that the tab at the top of the wall opening fits into the slot of the gate. Now carefully fold out the sides of the castle gate downwards and lock them into place on the castle wall. Place the castle in the middle of the table well within everybody's reach.



What you need to do before you can play:

Spread out the gems randomly and evenly in the courtyard. Be sure not to put any of them on the dungeon bars (e), so that you'll be able to reach them later. Each player chooses a colour and takes the treasure chest with the matching colour, setting it before him on the table.

There are five different colours of gems, but only four of them match the players' colours: sapphire (blue), emerald (green), ruby (red), and topaz (yellow). In addition to these, there are

also 10 white gems scattered about the castle courtyard. They're fake gems. Whatever you do, don't remove them from the castle; they can mean the end of the game for you!



How to play:

The youngest player starts. Then, take turns in a clockwise direction. On your turn, take a close look at where all your gems are in the courtyard for 10 seconds. Then, turn the castle so that you're facing the front gate. The others can see the courtyard and all the gems on your turn.

Important: The other players are not allowed to give you any help finding your gems!

Hint: Try to remember exactly where your gems are; are they close to the wall, or directly in the centre of the courtyard? How many gems are next to yours? Are they round, square, big, or small? Take a good look at the shapes of the gems; that will help you when you use your hand to feel them.

Now, with one arm, reach carefully through the castle gate and try to take out gems of your colour from the castle. By carefully touching and feeling your way through the castle,

Game preparation

Start

try to find your gems. You can pick up or move gems that lie in your path. But be careful not to move things around too much so that you don't lose your orientation and forget where your gems are altogether.

Hint: Even when it's not your turn, try to keep track of where all the gems are moved to, so that you can find your own gems when it's your turn.

Once you've decided on which gem to take, pull it out of the castle. You have the following options:

1. Whohoo! It's the right one!

Put the gem in your treasure chest. Since you did everything right, you can now grab another gem from the courtyard. Keep going back for more until you pull out a white gem, or one of the other player's gems.

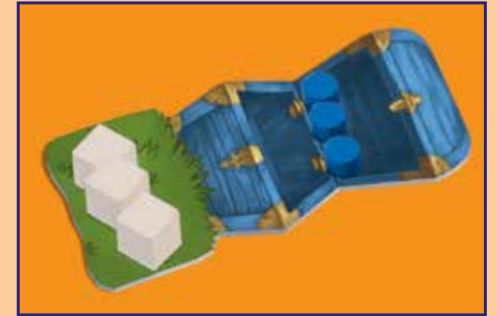
2. Oh, rats! It's the wrong one!

If the gem belongs to one of the other players, give it to him. If none of the players have the same colour, drop it over the highest merlon of the castle wall into the courtyard, but of course without looking. Then it's the next player's turn to your left.

3. Oh, oh, it's a white gem:

If you pull out a white stone, lay it on the grass below your treasure chest.

Watch out! As soon as you have three white gems, you're out of the game; you've fallen for a fake gem one too many times.



End of the game:

As soon as a player has all ten of his gems with the matching colour, the game is over, but the round is still played out. The player who managed to grab all ten of his gems with the

matching colour wins the game. If multiple players have all of their ten gems at the end of the round, they've all won.

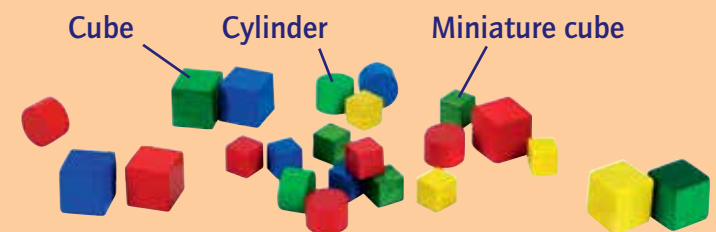
End

For elite
children

For royal children of the highest order:

Say what? The basic game is already too easy for you? Then try this out: When it's your turn, the player on your left tells you which gem you have to grab. He decides what shape the gem has to be: a cube, a miniature cube, or cylinder. The rest of the rules stay the same as before. You wanted a challenge. Now you've got one!

Here's what the different shapes of gems look like:



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Warning! Choking hazard! Not suitable for children under age of 3 due to small parts.
Achtung! Nicht geeignet für Kinder unter 3 Jahren. Erstickungsgefahr wegen verschluckbarer Kleinteile. Diesen Hinweis aufbewahren.
Attention ! Ne convient pas aux enfants de moins de 3 ans : risque d' asphyxie à cause de petits éléments ! Adresse à conserver !
Attenzione! Non adatto a bambini di età inferiore a 3 anni per il pericolo di soffocamento che può essere causato da piccole parti. Conservare le avvertenze.