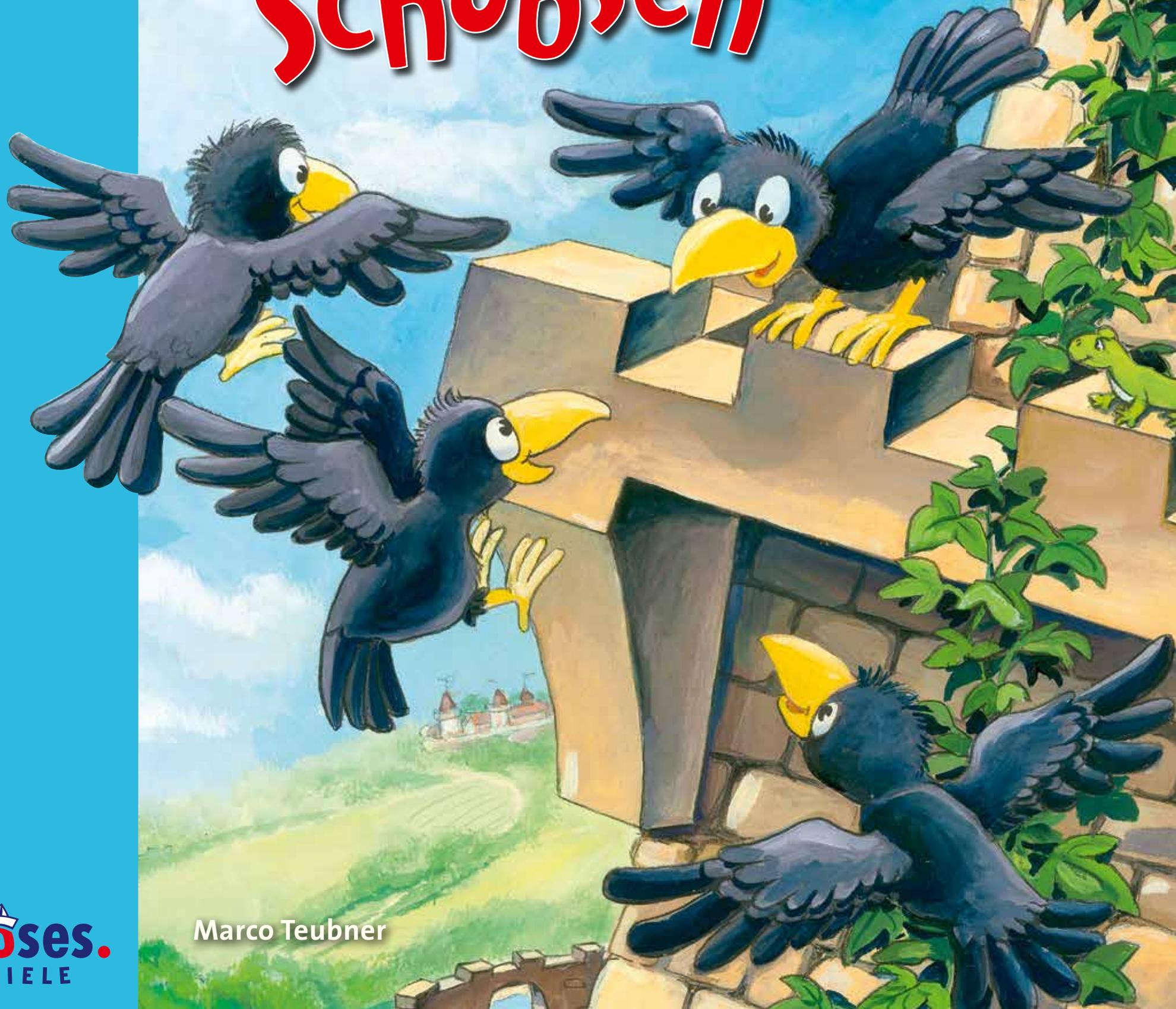


Rule

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A maddening game
for 2 players aged
5 years and up

Contents

These are your game materials:

1 3D raven wall

1 die

11 ravens

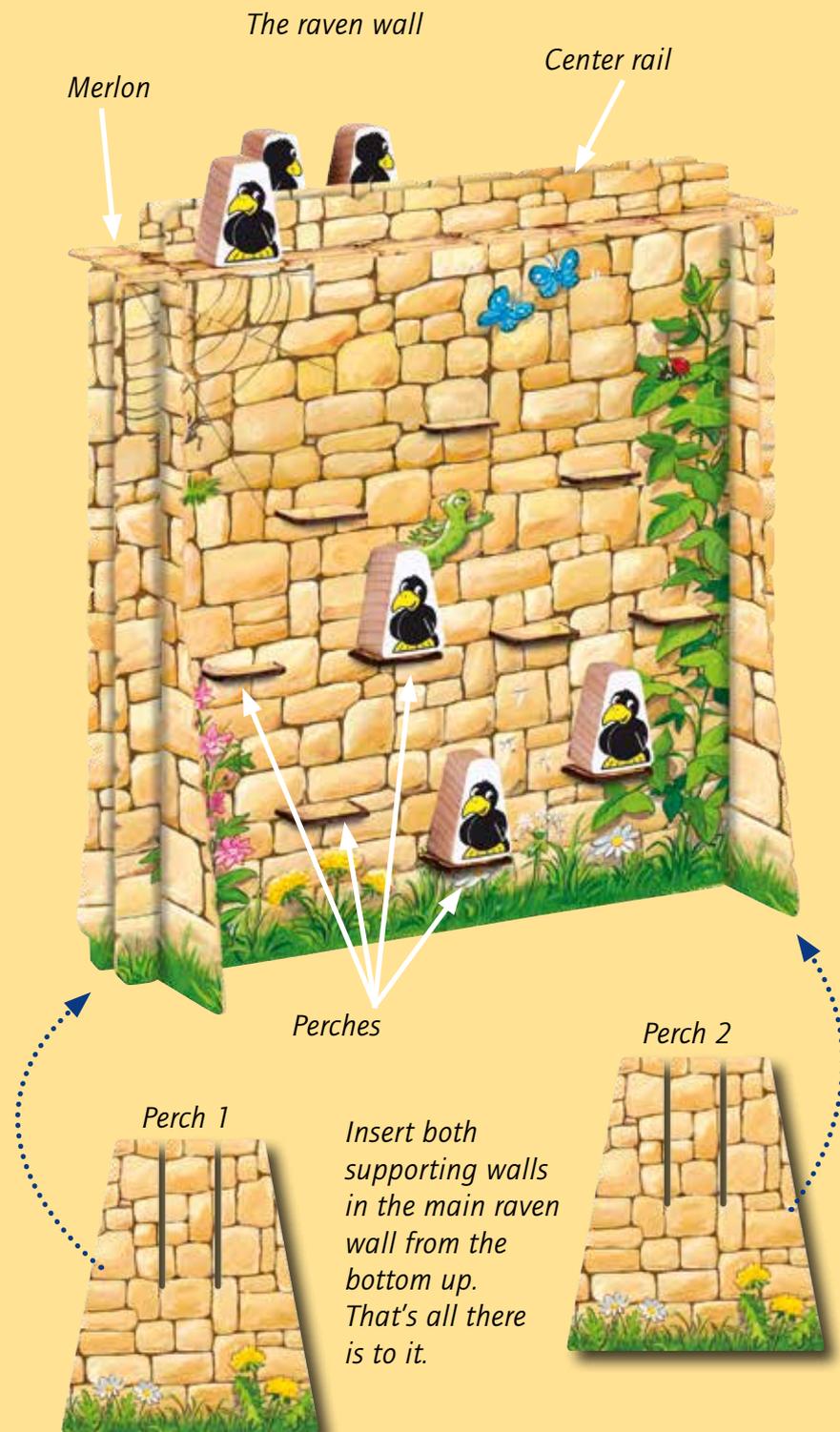


Game Setup

What you need to do before you can play:

- ▶ Slide both supporting walls into the slots on the main wall. And just like that, the raven wall is ready to go.
- ▶ Put the raven wall between you in the middle of the table. Sit across from one another with the wall between you so that neither of you can see the other side of the wall.
- ▶ The raven wall has **10 perches** that can be pushed in and out from one side of the wall to the other. At the beginning of the game, each player pulls **5 perches** all the way out so that they only show on one side of the wall. Which perches you choose doesn't matter. Choose whichever ones you want.
- ▶ Put all 11 ravens and the die next to the raven wall.

Every raven has its favorite resting place. But all the good spots are usually taken up fast. So, in order to protect their territory, the ravens are constantly pushing each other off their perch. No sooner has a raven settled down on its perch, does he find himself plummeting downwards. Try to find the best spots on your side of the wall to perch your ravens and at the same time knock your opponent's birds from their perch on his side of the wall. Who will have the most ravens perched up on his side of the wall at the end of the game?



Here's what you have to do:

Set the ravens on the sliding perches. But be careful not to tip off your opponent where you've placed them, because he will try to knock them off the wall. Do you think you'll be able to have the most birds on your side of the wall by the end of the game?



How to play:

The youngest player begins. Then take turns. On your turn, roll the die. Try to roll it so that both of you can see the result. Depending on what the die shows, here's what happens:

White raven



You're in luck! White ravens are rare. Take a raven lying next to the wall and place him on top of your side of the wall on the merlon. He is safe here and can no longer be knocked off the wall.

Tip:

Younger children can put their ravens on the center rail atop the wall. They won't fall down from here. If you put your ravens on the center rail, just make sure that they are facing your side of the wall, so that you know at the end of the game whom they belong to.

Black raven



Take a raven lying next to the wall and place it on any perch that only shows on your side of the wall.

Psst, here's a little tip:

Be careful not to let your opponent notice on which of your perches you've placed the raven. As long as your opponent doesn't know where you've placed the raven, it won't be so easy for him to knock him from the wall.

Knock a raven from the wall



It's time to knock your opponent's ravens from the wall: Think about where your opponent may have set one of his ravens and slide out the perch from under his talons. Choose the perch you think an opponent's raven is resting on and pull it onto your side of the wall. If you guessed right and knocked a raven from his perch, your opponent has to put him back next to the wall with the other ravens.

Important:

If you're unable to carry out the action of knocking ravens from the wall because all the perches are on your side of the wall, then you get to carry out the action "black raven". Always be sure to pull the perch completely onto your side!

It's your choice:

Black raven or knock a raven from the wall



You can either take a raven from the pile next to the wall and put it on a perch on the wall, or you can knock a raven from the wall by pulling a perch from your opponent's side onto your side of the wall.

Important:

If you're unable to carry out the action of knocking ravens from the wall because all the perches are on your side of the wall, then you get to carry out the action "black raven". Always be sure to pull the perch completely onto your side!

Special cases that may arise when rolling a "black raven":

- **Are all perches on your opponent's side of the wall?**

In that case, take a raven lying next to the wall and place him on top of your side of the wall on the merlon.

- **Are all perches on your side of the wall already occupied?**

Then, take one of these ravens and put him onto the merlon on your side of the wall. Seite der Zinne.

Aim of the game



Start

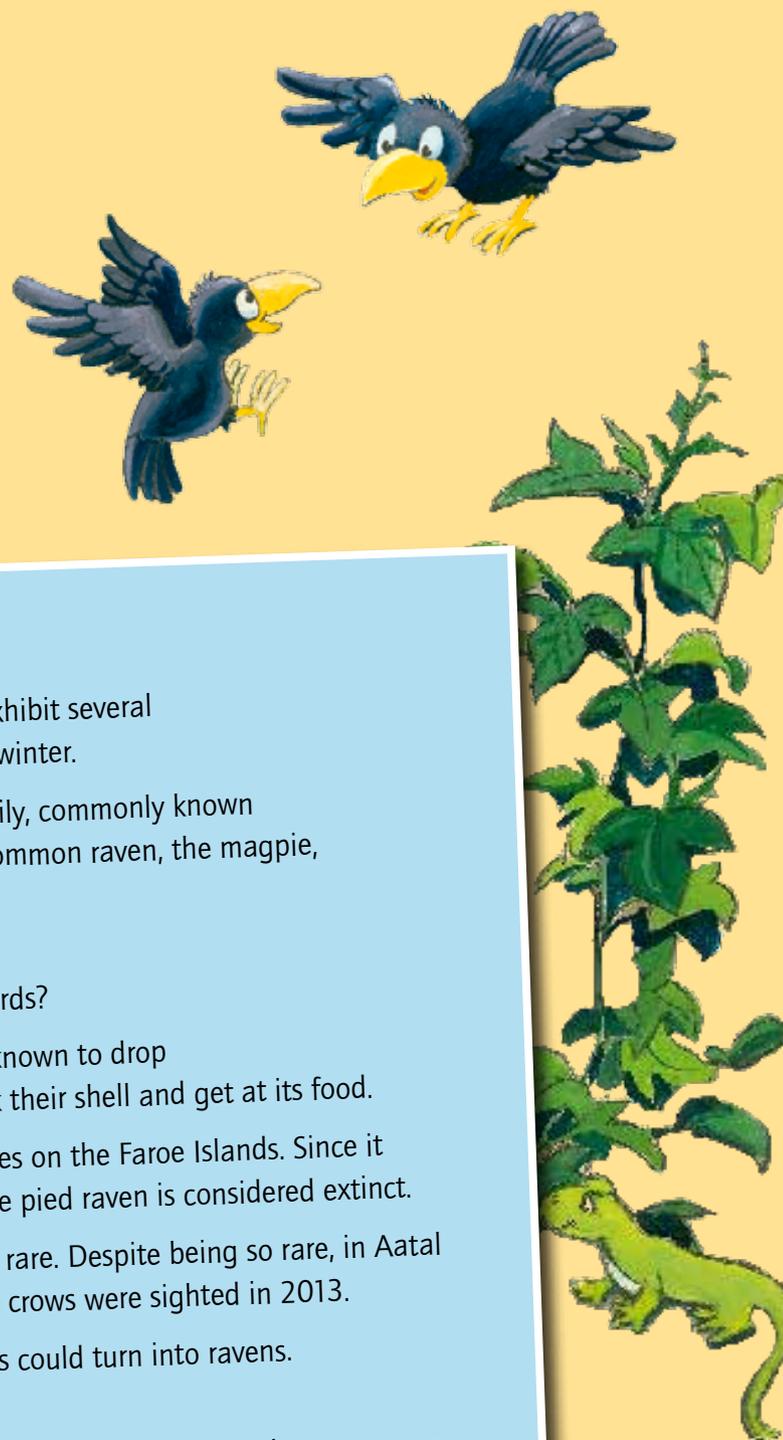


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End

End of game:

The game is over as soon as one of you has taken the last free raven from the pile next to the wall and placed it on a perch or merlon. Now count all the ravens on the perches and merlons on your side of the wall. The player with the most ravens on his side of the wall wins.



Did you know?

- ▶ Ravens and crows belong to the same family of birds. They exhibit several social habits and prefer to live in larger groups, especially in winter.
- ▶ There are many different species of birds in the corvidae family, commonly known as the crow family, which includes the large, black plumed common raven, the magpie, rooks and carrion crows, jackdaws and colorful jaybirds.
- ▶ Their cawing is perceived by most as unpleasant. But did you know that ravens are actually considered songbirds?
- ▶ Ravens are very clever and inventive. For example, they are known to drop nuts from high altitudes onto hard surfaces in order to crack their shell and get at its food.
- ▶ The pied raven has black, white and brown plumage and lives on the Faroe Islands. Since it was so rare, it was regularly hunted and collected. Today, the pied raven is considered extinct.
- ▶ White crows are a special species: they are albinos and very rare. Despite being so rare, in Aatal near the city of Münster in Germany a pair of sibling albino crows were sighted in 2013.
- ▶ In Medieval times, people believed that witches and wizards could turn into ravens. But of course that is nonsense.
- ▶ However, Germanic tribes revered ravens as holy creatures. According to legend, the two ravens Hugin and Munin gave council to the Germanic god Odin, telling him everything that happened on earth.



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vorbehalten.

The moses publishing house would like to thank the test players from Bödefeld, the Ev. Kindergarten "little hands" in Kempen and all the children for all the exciting test games!

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 !

Avvertenza! 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.