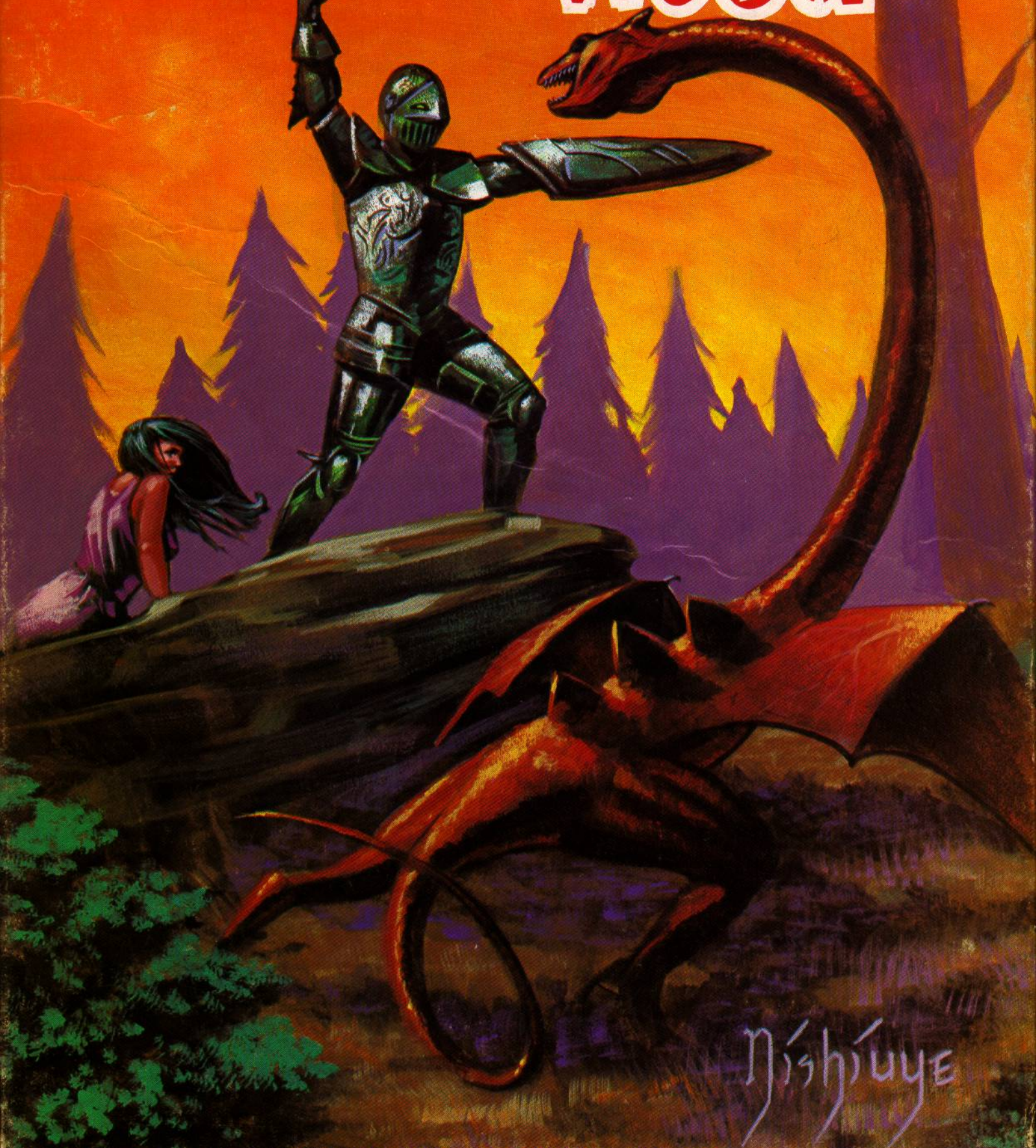


The **Mystic** **Wood**®



NishuYE



The Mystic Wood is a fantasy for 2 to 4 players, set in an everchanging forest that lies somewhere between Earth and Heaven.

Each player chooses as his champion a Knight, who sets forth from the Earthly Gate to fulfill a certain Quest. Moving by turns along available paths, the players explore the map. Whenever a Knight discovers a glade, he draws a role card from the small pack. He may find a spell, which will affect all the players, or he may find a denizen: that is, a person or creature who is present in the glade.

On being encountered by a Knight, a denizen may act in one of several ways, depending on its nature and sometimes the throw of a die. For example, the denizen might flee, fight, give a gift, or join the Knight as a companion. Through such encounters, the Knight acquires strength, prowess, and useful things to help him fulfil his Quest.

Players may work against one another or co-operate in many ways. Two Knights occupying the same area may joust with one another or join against a common enemy.

A player wins the game by fulfilling his Quest and leaving the Wood by the Enchanted Gate.

The game is largely inspired by two romantic epics of the 16th century: Ariosto's *Orlando Furioso* (Mad Roland) and Spenser's *The Faerie Queen*. The first is set in an imaginary Europe of Charlemagne, the second in the realm of Queen Gloriana, and both poems concern the adventures of various Knights in search of love and glory.

The heroes and heroines wander through a sketchily-defined landscape punctuated by occasional palaces and cities and peopled with a host of minor characters: wizards, crones, clerics, distressed maidens, robbers, royalty, rustics, and fierce "paynims" slightly resembling Saracens. The always interesting encounters of the Knights with these characters and with one another form a succession of episodes which can be re-created in the game.

We present, with pride, **Mystic Wood**—a fantasy game of exploration and adventure for all ages.

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BRITOMART

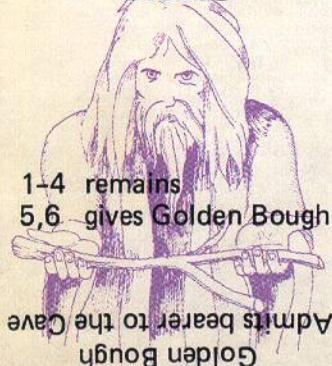
③

①



Quest: leave Wood with the Prince.

DREID



1-4 remains
5,6 gives Golden Bough

Admits bearer to the Cave
Golden Bough

WIZARD

④

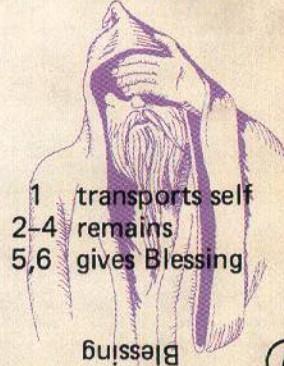


If vanquished, gives Lance



Lance

hermit



1 transports self
2-4 remains
5,6 gives Blessing

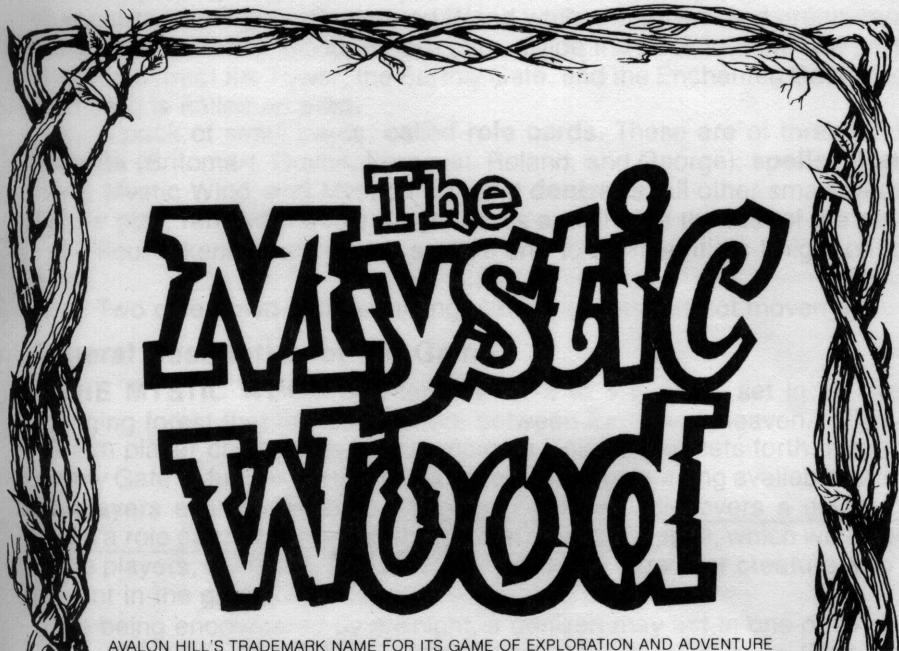
Blessing



The Avalon Hill Game Company

BALTIMORE, MD. Printed in USA

The
Mystic
Wood



AVALON HILL'S TRADEMARK NAME FOR ITS GAME OF EXPLORATION AND ADVENTURE

e canterò di quel secondo regno
dove l'umano spirito si purga
e di salire al ciel diventa degno.

—Dante, *Purgatorio* i. 4-6

"And I will sing of that second realm, where the
human spirit purifies itself and becomes worthy to
mount to the sky."

rules for play

Equipment

1. A pack of large cards, called **map cards**, which are laid out in a grid to form the playing surface. This pack is divided into two parts, the pink and blue cards forming the Enchanted Wood while the brown and green cards make up the Earthly Wood. Before play, divide the pack into the two parts, and also extract the Tower, the Earthly Gate, and the Enchanted Gate. Each map card is called an **area**.

2. A pack of small cards, called **role cards**. These are of three kinds: **Knights** (Britomart, Guyon, Perceval, Roland, and George); **spells** (Mystic Horn, Mystic Wind, and Mystic Fog); and **denizens** (all other small cards). Before play, remove the five Knight cards and shuffle the rest of the pack.

3. Four tokens. Each player selects one to represent his Knight on the map.

4. Two dice, used in determining various events but not movement.

General Description of the Game

THE MYSTIC WOOD is a fantasy for 2 to 4 players, set in an ever-changing forest that lies somewhere between Earth and Heaven.

Each player chooses as his champion a Knight, who sets forth from the Earthly Gate to fulfill a certain Quest. Moving by turns along available paths, the players explore the map. Whenever a Knight discovers a glade, he draws a role card from the small pack. He may find a spell, which will affect all the players, or he may find a denizen: that is, a person or creature who is present in the glade.

On being encountered by a Knight, a denizen may act in one of several ways, depending on its nature and sometimes the throw of a die. For example, the denizen might flee, fight, give a gift, or join the Knight as a companion. Through such encounters, the Knight acquires strength, prowess, and useful things to help him fulfill his Quest.

Players may work against one another or co-operate in many ways. Two Knights occupying the same area may joust with one another or join against a common enemy.

A player wins and ends the game by fulfilling his Quest and leaving the Wood by the Enchanted Gate. Or any Knight but Britomart can win by defeating the King and occupying the Castle.

The Knights

The players determine by dice rolls who is to have first choice of Knight. Knight cards not chosen by players are put aside.

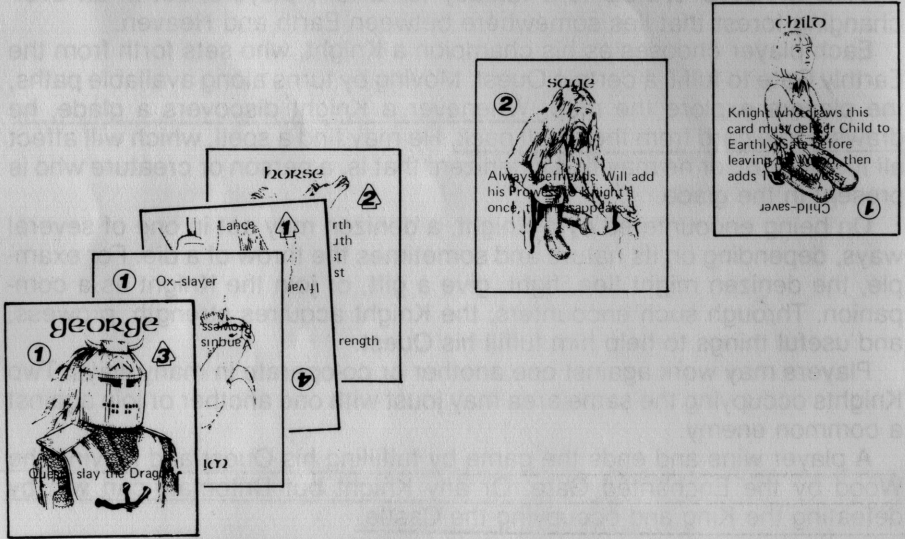
Each Knight has an initial power made up of two elements: strength and prowess. **Strength** appears in the spearhead in the top right corner of the card. It may be thought of as physical strength and a basic knowledge of fighting skills. **Prowess**, appearing on the left in the circle, represents moral virtue, inner strength, or wisdom, together with an outward glory.

Strength is used basically in fighting beasts; prowess in contests with magic-users; and a combination of the two in fighting Saracen, Prince, King, or another Knight. Prowess is also used as an addition to the die roll when approaching Prince, Princess, or Holy Grail.

Guyon, who has less combined strength and prowess than any other Knight, is compensated by charisma: that is, he may add 1 to his die roll when approaching any denizen. This also makes him a skilled Horse-catcher, as he may decide after he throws the die whether or not to apply this bonus. Guyon's bonus is used only in approaching denizens, not in fights or any other die rolls.

As the game progresses, the Knights will acquire companions, things, and extra prowess from successful adventures. It is important that the players keep their cards neatly arranged and open to view. Companions are kept separate, but other extra cards are kept with the Knight so that his total strength and prowess can easily be reckoned.

A sample hand is depicted below. With this hand George has prowess of 2 and strength of 6. He has vanquished Wild Ox and also defeated Wizard, who gave him a magic Lance. He has caught the Horse and encountered Sage and Child, who became his companions.



The Wood

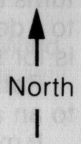
The map of the Wood is made up of a grid of 45 cards, 9 rows by 5, with three fixed points, as shown in the diagram below.

At the beginning of the game the map cards are laid out at random, face down, except for the Tower and the two Gates, which are placed face up in the positions shown. The Enchanted Wood map cards are laid out north of the heavy line in the diagram, and the Earthly Wood cards are placed to the south. Leave a little space between the cards so that each may be turned over without disturbing the whole array.

Enchanted Wood
(blue foliage)

1	2	Enchanted Gate	3	4
9	8	7	6	5
10	11	12	13	14
19	18	17	16	15
20	21	Tower	21	20
15	16	17	18	19
14	13	12	11	10
5	6	7	8	9
4	3	Earthly Gate	2	1

Earthly Wood
(green foliage)



The numbers in the diagram do not appear on the cards themselves but are given as an aid in determining the position of each area for purposes of transportation, a kind of magical movement. When during the course of play someone or something is transported, it moves directly from where it is to the corresponding area in the other half of the Wood. For example, a Knight transported from area 8 in the Earthly Wood would go immediately to area 8 in the Enchanted Wood. The two Gates correspond to one another in the same way.

Normal movement through the Wood is along pathways connecting one area to another, at the rate of one area per turn. Knights may move freely across the boundary between the Earthly Wood and the Enchanted Wood, and Knights not imprisoned may pass freely through the Tower. Paths leading out of the Wood are ignored.

Certain map cards having only three paths leading to the edges are distinguished by an arrow in one corner. When such a card is first revealed, this arrow must point to the north (the top of the diagram). Once or more in the course of the game the card may be rotated by Wand and Mystic Fog, so that the arrow points the opposite way.

Exploring the Wood

The order of play is reversed, so that the player who had last choice of Knight is first to take a turn.

To move, a player chooses to leave the area his token is in by one of the available paths. If the adjacent map card has not yet been explored and is face down, the player examines it (remembering that any arrow must point to the north). If the chosen path continues onto the new card, the player

turns the map card face up and moves his token onto it. But if the path leads to a dead end, he replaces the card face down and leaves his token where it is for that turn.

Rather than exploring a new map card, a player may move along a path to an adjacent area that is already exposed.

It may happen that a Knight becomes isolated in part of the Wood, unable to explore new territory or to do anything towards fulfilling his Quest. When this happens he must simply wait for help from Arch-Mage, Mystic Horn, Mystic Fog, Elf, or another Knight who has the Wand. If all players become isolated and there is no hope of relief, start a new game.

Entering a Glade

A glade is an area where the paths open out into a clearing. This includes named areas except Tower, the two Gates, and Fountain.

Whenever a Knight enters a glade that has not been explored before, he draws one card from the small pack; except in the Palace where he draws two, and in the Cave and Island where he draws only as explained below (see **CAVE AND ISLAND**). When all glades have been explored, all the small cards will have come to light.

If the player has drawn a spell card, the instructions on the spell card are immediately carried out.

If he has drawn a denizen, he places the card face up in the glade. The player now has two choices:

- 1. he may **withdraw** from the area by the way he came in and end his turn; or
- 2. he may **encounter** the denizen.

If the Knight withdraws, the denizen remains in the area, and any Knight who later enters the glade has the same choice.

It is important to remember that an encounter only takes place if the Knight remains in the area.

Denizens and Things

Each of the small cards, other than Knights and spells, is a denizen when first drawn. However, in the course of play some denizens will disappear and their cards will take on a new function.

For example, the Troll card will be a denizen until it is beaten in a fight. Then the vanquisher will take the card into his hand, invert it, and place it beneath his Knight card as a record that his Knight is a Troll-slayer with an extra prowess of 1. The Troll will never reappear in the game.

In a similar way, certain objects such as magical weapons will come into play as they are given up by denizens. Once such an object has made its appearance it remains in play and is called a **thing**.

Armour, Golden Bough, Key, Lance, Potion, Ring, Shield, and Wand are things. Each may be used any number of times.

A Knight may carry any number of things. A thing not held by a Knight (usually because it has been whisked away by Mystic Wind) is called a **loose thing**, and is placed on the appropriate map card.

A Knight may drop any thing at any point in his turn, but the Golden Bough may not deliberately be left inside the Cave.

The Holy Grail is a denizen, not a thing, but it is affected by Mystic Wind. On being encountered the Dwarf will disappear and the Armour will appear in the corresponding area, where it becomes a loose thing.

Encounters

An encounter takes place whenever a Knight enters an area containing a denizen and does not withdraw. A Knight must also encounter a denizen if the Knight has just arrived in the area by transportation or Arch-Mage's power, or if the denizen has just arrived in the Knight's area during another player's turn. (Exception: in the last case, a Knight does not have to encounter a denizen in two successive turns. For example, he might encounter Holy Grail, which transports itself to another Knight, who then sends it back to the first Knight. In this case the first Knight may leave the area without encountering the Grail again.)

There are two basic types of encounter: challenge and approach. The following denizens will challenge the Knight who encounters them: Dragon, Enchantress, Giant, Illusion, King, Orc, Saracen, Troll, Wild Boar, Wild Ox, and Wizard. All other denizens are encountered by approach; one of these, the Prince, may then challenge the Knight.

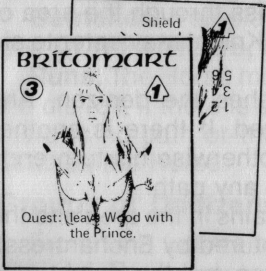
A Knight will normally not encounter denizens which are the companions of another Knight.

Challenge

A player whose Knight has been challenged must immediately roll two dice, one for the Knight and one for the denizen. To the denizen's score he adds whatever strength and prowess it has. To the Knight's score he adds the Knight's prowess if the denizen has prowess, his strength if the denizen has strength, and both if the denizen has both.

The following examples should make this clear.

Example A: Contest of Strength



Britomart
3
1
Quest: Leave Wood with the Prince.



2 + 6 = 8

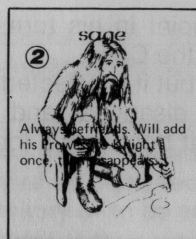
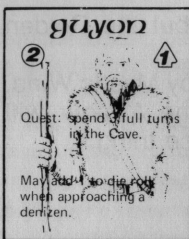


troll
2
vanquisher adds 1 to Prowess
Troll-slayer 1



2 + 5 = 7

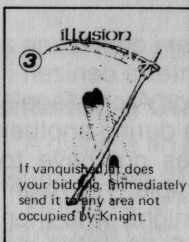
Britomart Wins.



Example B: Contest of Prowess



$$4 + 3 = 7$$



$$3 + 4 = 7$$

Score Tied. The Sage disappears and in his next turn Guyon will add 2 to his die roll.



Example C: Contest of Strength and Prowess



$$4 + 4 = 8$$



$$8 + 1 = 9$$

Roland Loses.

Approach

The second basic type of encounter is the approach. Different denizens react in different ways to an approach. The Queen and Bishop do nothing. The Dwarf tells where the Armour is. The Sage will always join the Knight as a companion. The reaction of other denizens must be determined by the throw of a single die, with the result shown on the table printed on the denizen card. Strength and prowess have nothing to do with this die roll, except prowess as called for on the Prince, Princess, and Holy Grail cards.

The reactions of denizens need some explanation.

Remains. The denizen remains in the area and ignores you. You may pass freely through this area now or later, but you do not encounter the denizen again until you have encountered another denizen in another area or jousted with another Knight. (Note that a visit to Queen or Bishop meets this need for another encounter.) In the meantime you may approach other denizens in this area but you may not take any loose things.

Transports you. Your Knight, together with all companions and other cards in your hand, goes directly to the corresponding area in the other part of the Wood. If this area is face up and not occupied by a denizen, you are free to move out of it on your next turn. But if it is face down or occupied by a denizen, on your next turn you must explore it and encounter as usual, remembering that in this case you do not have the choice of withdrawal from a denizen found here. Meanwhile the Arch-Mage, who has transported you, remains where he is.

Transports self. The denizen goes to the corresponding area in the other part of the Wood. If that map card is face down, it remains so for the present and the denizen is laid on top of it. The denizen (except Holy Grail) takes with him any loose things found with him; this is the only time a denizen will take away a loose thing.

Creates storm. For three full turns after this one (that is, until the fourth succeeding turn of the following player), no Knight may leave this area except by Mystic Horn or Arch-Mage's power. The storm does not interfere with Guyon's stay in the Cave or any Knight's prayer with the Bishop.

Betrays you. The Rogue stays where he is; the Knight and all his companions go to the Tower. This is the only time companions do not stay behind when a Knight is sent to the Tower by a denizen.

Befriends. You pick up the denizen card and put it beside your Knight. See **COMPANIONS**, below.

Runs. The Horse moves to the adjacent area in the direction indicated by the die roll, if there is a path (you may peek if the map card is face down). If there is no path or the Horse reaches the edge of the Wood, the Knight catches the Horse.

Groups of Denizens and Things

From time to time a Knight will enter an area containing more than one denizen. For example, he might discover a glade containing, besides the small card he draws as usual, an Arch-Mage who has earlier transported himself to this area. In the Palace two cards are always drawn together.

Denizens never act together but must each be encountered separately.

If the score is tied, the player's turn ends, and he must continue fighting on his next turn. Meanwhile no other Knight may pass through the area or separately encounter any denizen here. But another Knight may enter to aid the first; see under **COMBINATION**, below.

If the Knight has the higher score, he vanquishes the denizen. Any special instructions on the denizen card are obeyed. If there is another denizen in the area the Knight now encounters it; otherwise his turn ends and on his next turn he is free to leave the area by any path.

If the Knight has the lower score, the denizen remains in the area and the Knight goes directly to the Tower (except when captured by Enchantress). All companions of the Knight remain with the denizen, but the Knight may keep Horse, Holy Grail, and any things or other cards in his hand. Any loose things or other denizens in the area are left there. The Knight's turn ends and he may begin trying to escape from the Tower on his next turn.

Having encountered one denizen in an area the Knight must, if possible, encounter every other. Normally all encounters take place on the same turn, but if a challenge has been fought to a tie the turn ends there and the other denizens await the outcome of the battle.

Denizens are encountered in the following order:

- | | |
|--------------------|------------------------------|
| 1. Wild Boar or Ox | 9. Saracen |
| 2. Troll | 10. King |
| 3. Giant | 11. Rogue |
| 4. Orc | 12. Arch-Mage |
| 5. Dragon | 13. Prince |
| 6. Illusion | 14. (rescue Child or Damsel) |
| 7. Wizard | 15. others in any order |
| 8. Enchantress | 16. (pick up loose things) |

Note that all automatic challenges occur first, then approaches.

Loose things are guarded by all denizens in an area except Horse, Holy Grail, Princess, Queen, and Bishop and may not be picked up if any denizen "remains" after being approached. The first denizen in the area to transport itself (except Holy Grail) will take any loose things along with it.

Companions

A Knight's companions may include Arch-Mage, Child, Damsel, Magician, Prince, Princess, and Sage. The Horse and Holy Grail are not considered companions.

A Knight loses all his companions when he is challenged by a denizen and sent to the Tower. He may also lose companions by rescuing them (Child or Damsel), using their power (Arch-Mage, Magician, Prince, or Sage), or being defeated in a joust (see below). He may also deliberately leave a companion behind in any area.

Once a companion parts from a Knight, it becomes an independent denizen again. The Prince, having helped a Knight, is treated as a denizen who "remains," so that the Knight cannot immediately encounter him again; but in this case the Prince will not keep the Knight from picking up any loose things in the area.

Prince, Princess, and Sage will add their prowess in an approach to Prince, Princess, or Holy Grail, or in a challenge involving prowess; the Prince will add his strength where appropriate. A Knight cannot gain prowess (e.g. by becoming an Ox-slayer) when helped by the Prince, nor may George slay the Dragon with the Prince's help.

The Princess's aid may be used any number of times.

The power of Arch-Mage and Magician is to be used only at the beginning of a turn; the Knight may then move as usual. The Magician will create a storm in the area of the player's choice, and no Knight may leave that area until the storm-making player has taken three turns after this one.

Jousts

A Knight may challenge another Knight at any time when the two are in the same area (except the Tower), unless one of them is already engaged in a fight.

For example, George is in a glade with the Druid, whom he has just approached with a result of "remains." Guyon enters the area on his next turn with the intention of approaching the Druid. George immediately challenges him, and the first round of the joust takes place in Guyon's turn. A second round, if necessary, takes place in George's next turn, and so on.

A joust is resolved just like a challenge with a denizen. Both Knights add their total strength and prowess to their scores, and may use help from companions.

The Knight who wins a joust may (but need not) do one of the following:

1. Send the vanquished Knight with all companions etc. to the Tower.
2. Take one thing or prowess card from the vanquished and add it to his own hand.
3. Approach one companion (or Holy Grail or Horse) of the vanquished. On a result of "remains," the companion stays loyal to the vanquished. If the Prince attacks and wins, he remains loyal to the Knight whose companion he was. Child, Damsel, or Sage will join the vanquishing Knight on being approached.

If the loser of a joust would normally take his next turn before the winner, he must forfeit that turn.

After a joust, neither Knight may challenge the other again until the Knight who wishes to challenge has encountered a denizen elsewhere, or has been in a joust with another Knight.

Combination

Two Knights may combine their strength or prowess or both in a challenge against a common enemy, whether a denizen or another Knight. One of the players must forfeit a turn, then they move together into the area where the enemy is; they may not arrive from different directions. If they are together in an area and another Knight enters, they may immediately join forces against the newcomer.

A Knight may also aid another Knight who is already locked in combat. For example, Roland fights a round with the Orc, and the score is tied. On his next turn Perceval moves into the area and offers to help Roland. On Roland's next turn the strengths of the two Knights are combined against the Orc. If vanquished, both Knights go to the Tower.

Neither Knight may gain prowess from a joint defeat of a denizen, but the Knights may share by agreement any things gained, or the right to first approach other denizens in the area. If a dispute arises it must be resolved by a joust, with the loser going to the Tower.

George must slay the Dragon without help from another Knight.

When two Knights combine against a third Knight and defeat him, they may as usual exercise only one of the three choices (above under **JOUSTS**). Again, if a dispute arises as to which choice to make, or who is to benefit, it must be resolved by a joust, with the defeated Knight remaining neutral meanwhile, and the Knight who loses this second joust must be sent to the Tower.

Exchanging Cards

Knights in the same area are free to trade or give any things they hold. A Knight may give up a companion but the other Knight must approach it as usual, during his own turn, and if he is unsuccessful the denizen remains independent and will rejoin the original holder only after the usual approach. If the denizen remains in the area, the original holder may not approach it until he has had another encounter elsewhere.

Sacred Grove

It increases the prowess only of a denizen who already has prowess and who will challenge a Knight: that is, Illusion, Wizard, Enchantress, Saracen, Prince, and Knight. It does not affect companions.

Castle

It increases the strength of a denizen who already has strength, or that of a Knight who defends the area against another Knight. It does not strengthen Prince as companion, or more than one Knight in a combination.

Cave and Island

A Knight may freely enter and pass through these areas without actually entering the Cave or passing over to the Island, and may thus avoid encountering any denizens in the area. The first Knight to enter the Cave (with help from Golden Bough, Arch-Mage, or Mystic Horn) or pass over to the Island draws a small card as usual, but may not withdraw from any denizen he finds.

All denizens, loose things, or Knights which arrive by any means (other than normal movement of Knights along paths) will end up inside the Cave or on the Island. Companions can be left behind in the area only by a Knight who has gone into the Cave or onto the Island, and are left there.

Fountain

The Knight may choose to try its power at the beginning of a turn. His turn ends after he has encountered any denizens who may be at his destination. If he goes to the Tower, he is imprisoned and may not try to escape till his next turn.

Tower

At no time will any denizens appear in this area, except the Horse, which may run here. Illusion may not be sent here, nor may the power of Arch-Mage or Magician be directed to or from this area. It is also a sanctuary, where no Knight may challenge another.

A Knight imprisoned in the Tower rolls one die each turn until he escapes; then he may move to an adjacent area on the same turn. He may release other prisoners of his choice at the same time, and these move on their own turns. A Knight outside the prison may release another inside it if he has the Key.

Enchantress

In vanquished, the Enchantress transports herself but does not take any loose things.

On escaping from the Enchantress a Knight may leave by any available path. The Enchantress ignores him until he succeeds in leaving the area. He may not encounter other denizens in the area or pick up loose things, but he may take with him any things and companions he had when captured, and may release other captive Knights, who will move in their own turns.

King

The King ignores Britomart and will not keep her from approaching other denizens or picking up loose things. Britomart cannot challenge a denizen King, except in combination with another Knight.

When any other Knight vanquishes the King, that player becomes King. He discards his original Knight card together with any extra prowess he has won, but keeps any things or companions and takes the King card into his hand, acquiring the King's strength and prowess. He no longer has any obligation to rescue Damsel or Child and is free to leave them behind. On occupying the Castle and holding it for one full turn of his own, the King wins the game.

Another male Knight may challenge a player-King in the usual way and, if he vanquishes, becomes the new King and puts the old King out of the game, taking all his companions and things. Britomart may challenge a player-King; if she vanquishes him, the player and the King card are put out of the game, and Britomart takes all his companions and things.

Two or more Knights may combine against the King or a player-King. If they win, the King card (and the player) are put out of the game, and the King's companions and things are divided by agreement.

Child and Damsel

The Child and Damsel present some exceptions to the rules for denizens.

When a Knight enters an area containing one of these lost persons not in the company of another Knight, he immediately falls under the obligation of rescuing the person, even though he might not actually encounter the person at this time. On encounter, the Knight must take the person as a companion until it is rescued or the Knight is vanquished; he may not deliberately leave the person behind. If a person is left behind when a Knight goes to the Tower, another Knight who enters the area will fall under the obligation of rescue; till then the original Knight is still under the obligation.

A Knight also assumes responsibility for Child or Damsel if he challenges another Knight who has one or both of these persons as a companion, and defeats that Knight. In this case the vanquishing Knight takes the person or persons into his hand in addition to exercising one of the usual three choices (see **JOUSTS**).

If a Knight with Child or Damsel challenges another Knight and loses, the vanquishing Knight assumes no responsibility, unless he wishes to take the Child or Damsel card as his chosen prize.

Whenever a Knight falls under an obligation to rescue Child or Damsel, any Knight who previously had the obligation is relieved of it.

A Knight under obligation to rescue may not leave the Wood. To rescue Child or Damsel he must leave the person safely in the appropriate area; that is, after any hostile denizens there have been vanquished.

Wand

The Knight who has the Wand may use it at the beginning of any turn, and then move as usual.

Mystic Fog

It affects only areas which are already face up in the part of the Wood (Earthly or Enchanted) where it is drawn.

Mystic Horn

A Knight transported to an unexplored area or one containing a denizen does not explore or encounter until his next turn.

Ending the Game

The game ends when one player has actually left the Wood (on the turn after safely entering the Enchanted Gate) or occupied the Castle as King for one full turn after defeating any denizens or other Knights there.

A stalemate may come about when no player can move to win without allowing another player the victory. When this happens it may be possible for two players to arrive at a way of winning jointly, or you may simply start a new game.

Hidden Cards (Optional)

Secrecy adds to the element of competition. A player does not have to show an area card he examines, if it is a dead end. Mystic Fog, Horn, and Wind have to be shown when drawn, but you do not have to show any denizen until you actually encounter it.

In addition, even on encounter you do not have to show Queen or Bishop. Britomart may leave King face down. On encountering Dwarf any Knight may leave it face down where it is, and on entering the area where he knows the Armour to be and successfully encountering any denizens there he may take the Armour card into his hand. Only a Knight who has encountered Dwarf may pick up Armour, though others may deduce where it is.

A Knight may pass by Druid without encountering, for the sake of keeping the Bough's location secret from Guyon.

For Replacement Parts . . .

. . . ask for current **Game/Parts Price List**. For answers to questions on play, send a self-addressed envelope in current first class postage to: **The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.**

The Literary Background

The game was largely inspired by two romantic epics of the 16th century: Ariosto's *Orlando Furioso* (Mad Roland) and Spenser's *The Faerie Queen*. The first is set in an imaginary Europe of Charlemagne, the second in the realm of Queen Gloriana, and both poems concern the adventures of various Knights in search of love and glory.

The poems are immensely long—at that, Spenser's is unfinished and Ariosto's just a continuation of another long work by Boiardo—and diverse in matter and mood. At the time of their writing they must have been read aloud in polite circles, a canto a night, furnishing the kind of entertainment later generations have found in novels or television.

The heroes and heroines wander through a sketchily-defined landscape punctuated by occasional palaces and cities and peopled with a host of minor characters: wizards, crones, clerics, distressed maidens, robbers, royalty, rustics, and fierce "paynims" slightly resembling Saracens. The always interesting encounters of the Knights with these characters and with one another form a succession of episodes only loosely connected by a central theme or plot.

The use of magic in the stories is restrained. True, there are powerful artefacts, like Astolfo's horn in *Orlando Furioso*, whose sound produces an uncontrollable terror in all who hear it, so that whole cities flee before him; and in the same poem Rogero has a shield which so surely destroys every enemy who glimpses it that Rogero becomes disgusted and throws it down a well. There are also elaborate illusions, magical fountains, even, in Ariosto, a journey to the moon; but magic never displaces virtue, strong right arm, and trusty charger as the ultimate weapons in the quest for glory, and is mostly used by wicked enchanters to turn the Knights from the true path.

Similarly there are few monsters. Spenser's Redcross Knight has his Dragon, who takes three days to overcome, and in Ariosto we find two Orcs—one a blind giant and the other a malignant sea creature who demands the sacrifice of damsels in the appropriate style. But most of the conflict is between humans, and its finest form is the joust, which seems to settle all issues.

The Faerie Queen is available in many editions, all with glossaries; the quaint English is quite easy to get on to. *Orlando Furioso* is available in paperback translations (Penguin, Bobbs-Merrill).

The game also owes something to J. G. Frazer's *The Golden Bough*, a monumental study of magic and religion. His starting-point is the ritual killing of the King in the Sacred Grove, and volumes later he concludes with an explanation of the significance of the Golden Bough which Vergil's hero Aeneas must pluck before visiting Hell. Fortunately there is an abridgement of this classic in paperback (Macmillan).

A word about the Knights of **THE MYSTIC WOOD**. George is of course Spenser's Redcross, from his Book One. Britomart, the subject of Book Three, is one of several formidable lady Knights in the two poems. There are also several journeys to the underworld; the visit to Mammon's treasure-cave made by Guyon (pronounced GUY-on) in Canto Seven of the second

roland

②

②



Quest: leave Wood with the Princess.

guyon

②

①

Quest: spend 3 full turns in the Cave.

Voraussetzung:

Golden Bough

May add 1 to die roll when approaching a denizen.

perceval

③

①



Quest: leave Wood with the Grail.

george

①

③



Quest: slay the Dragon.

Britomart

③

①



Quest: leave Wood with the Prince.



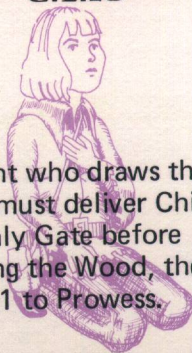
horse

2

- 1,2 runs North
3,4 " South
5 " East
6 " West
if possible;
otherwise
befriends

Increases rider's Strength
by 2.

child

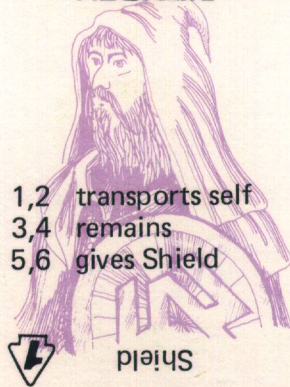


Knight who draws this
card must deliver Child to
Earthly Gate before
leaving the Wood, then
adds 1 to Prowess.

Child-saver

1

merlin

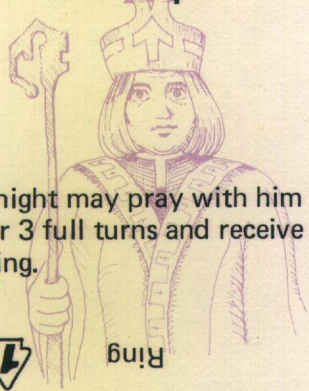


- 1,2 transports self
3,4 remains
5,6 gives Shield

Shield

Shield

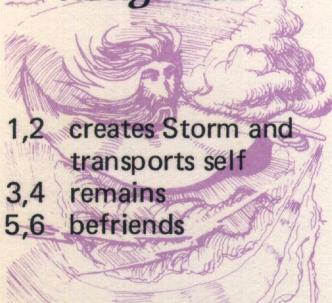
Bishop



Knight may pray with him
for 3 full turns and receive
Ring.

Ring

magician

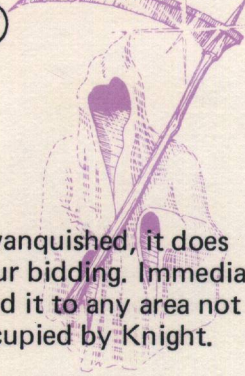


- 1,2 creates Storm and
transports self
3,4 remains
5,6 befriends

As friend, creates Storm
anywhere, and transports
self.

illusion

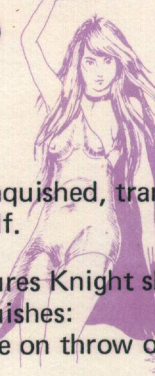
3



If vanquished, it does
your bidding. Immediately
send it to any area not
occupied by Knight.

enchantress

6

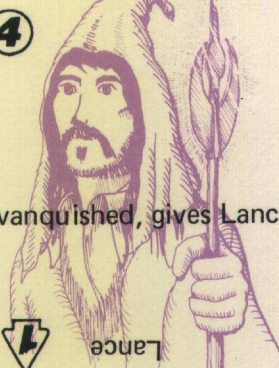


If vanquished, transports
herself.

Captures Knight she
vanquishes:
escape on throw of 6.

wizard

4

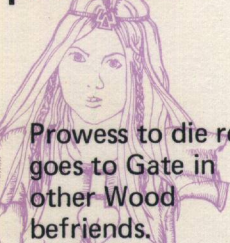


If vanquished, gives Lance

Lance

princess

1



- Add Prowess to die roll.
2-8 goes to Gate in
other Wood
9+ befriends.

As friend, adds 1 to
Knight's prowess.
Will not aid against King.

elf

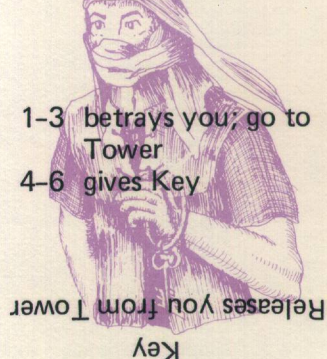


- 1-3 transports self
4-6 gives Wand

Bearer may rotate area he
is in by 180 degrees.

Wand

rogue

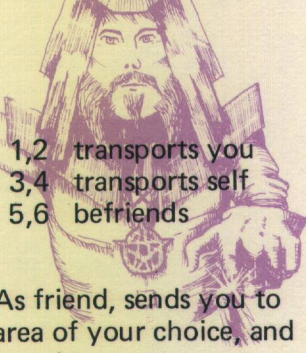


- 1-3 betrays you; go to
Tower
4-6 gives Key

Releases you from Tower

Key

arch-mage

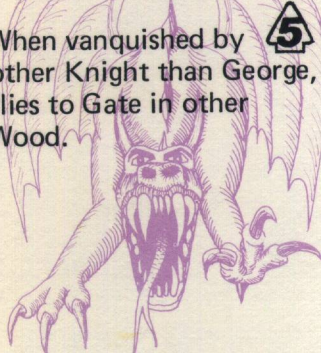


- 1,2 transports you
3,4 transports self
5,6 befriends

As friend, sends you to
area of your choice, and
remains.

dragon

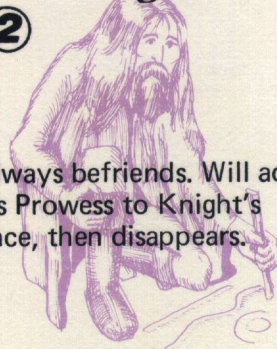
5



When vanquished by
other Knight than George,
flies to Gate in other
Wood.

sage

2

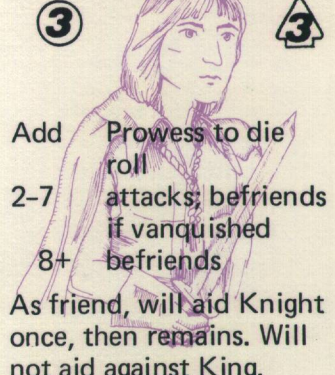


Always befriends. Will add
his Prowess to Knight's
once, then disappears.

prince

3

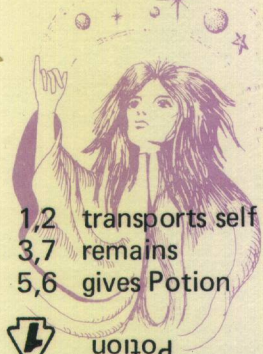
3



- Add Prowess to die
roll
2-7 attacks; befriends
if vanquished
8+ befriends

As friend, will aid Knight
once, then remains. Will
not aid against King.

witch

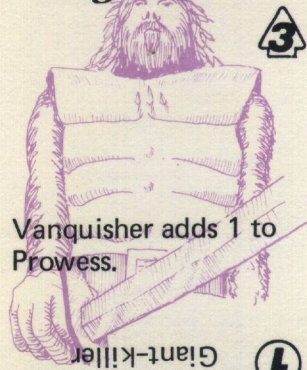


- 1,2 transports self
3,7 remains
5,6 gives Potion

Potion

giant

3

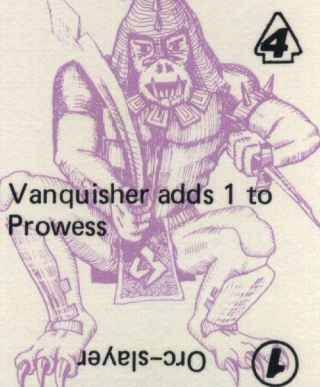


Vanquisher adds 1 to
Prowess.

Giant-killer

orc

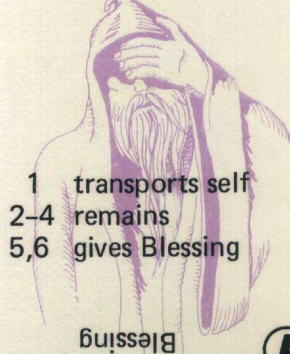
4



Vanquisher adds 1 to
Prowess

Orc-slayer

hermit

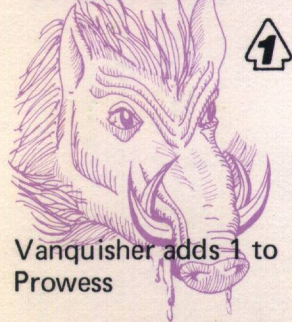


- 1 transports self
2-4 remains
5,6 gives Blessing

Blessing



wild boar

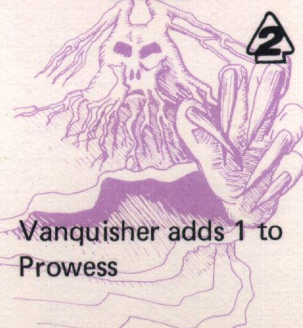


1

Vanquisher adds 1 to Prowess

Boar-slayer 1

troll



2

Vanquisher adds 1 to Prowess

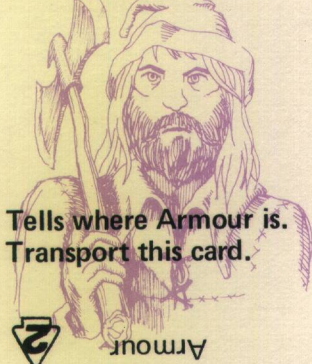
Troll-slayer 1

damsel

Knight who draws this card must deliver Damsel to Queen before leaving the Wood, then adds 1 to Prowess.

Damsel-rescuer 1

dwarf



Tells where Armour is. Transport this card.

2

Armour

saracen

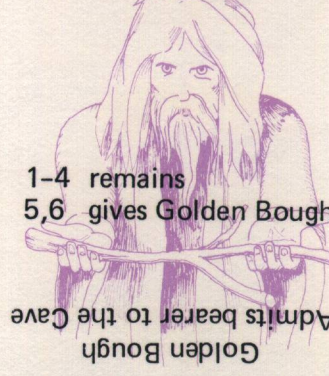
2

2

Vanquisher adds 1 to Prowess

Saracen-vanquisher 1

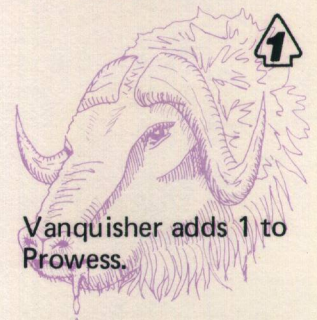
druid



1-4 remains
5,6 gives Golden Bough

Admits bearer to the Cave
Golden Bough

wild ox



1

Vanquisher adds 1 to Prowess.

Ox-slayer 1

mystic
wind



All things held by players are transported.

Discard this.

holy grail

1

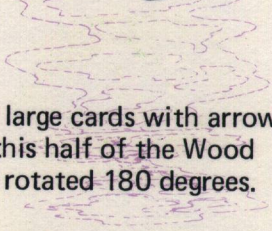
1

Add Prowess to die roll
2-8 transports self
9+ can be taken

Increases Strength and Prowess of bearer



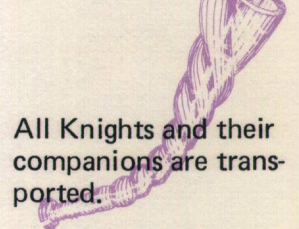
mystic
fog



All large cards with arrows in this half of the Wood are rotated 180 degrees.

Discard this.

mystic
horn



All Knights and their companions are transported.

Discard this

queen



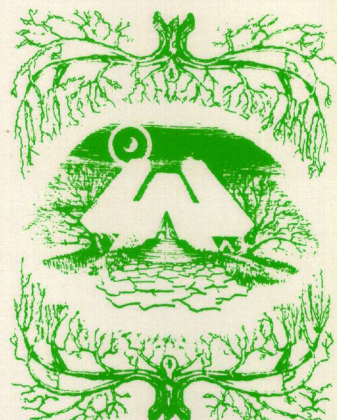
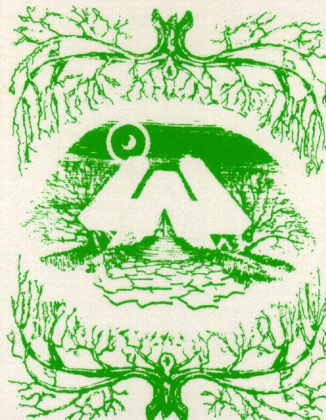
king

4

4

Vanquisher becomes King and must occupy Castle to win.

Ignores Britomart.



enchanted gate

the tower

Escape on throw of 5 or 6

Pass through freely

island

You may draw 1

Pass through freely

palace



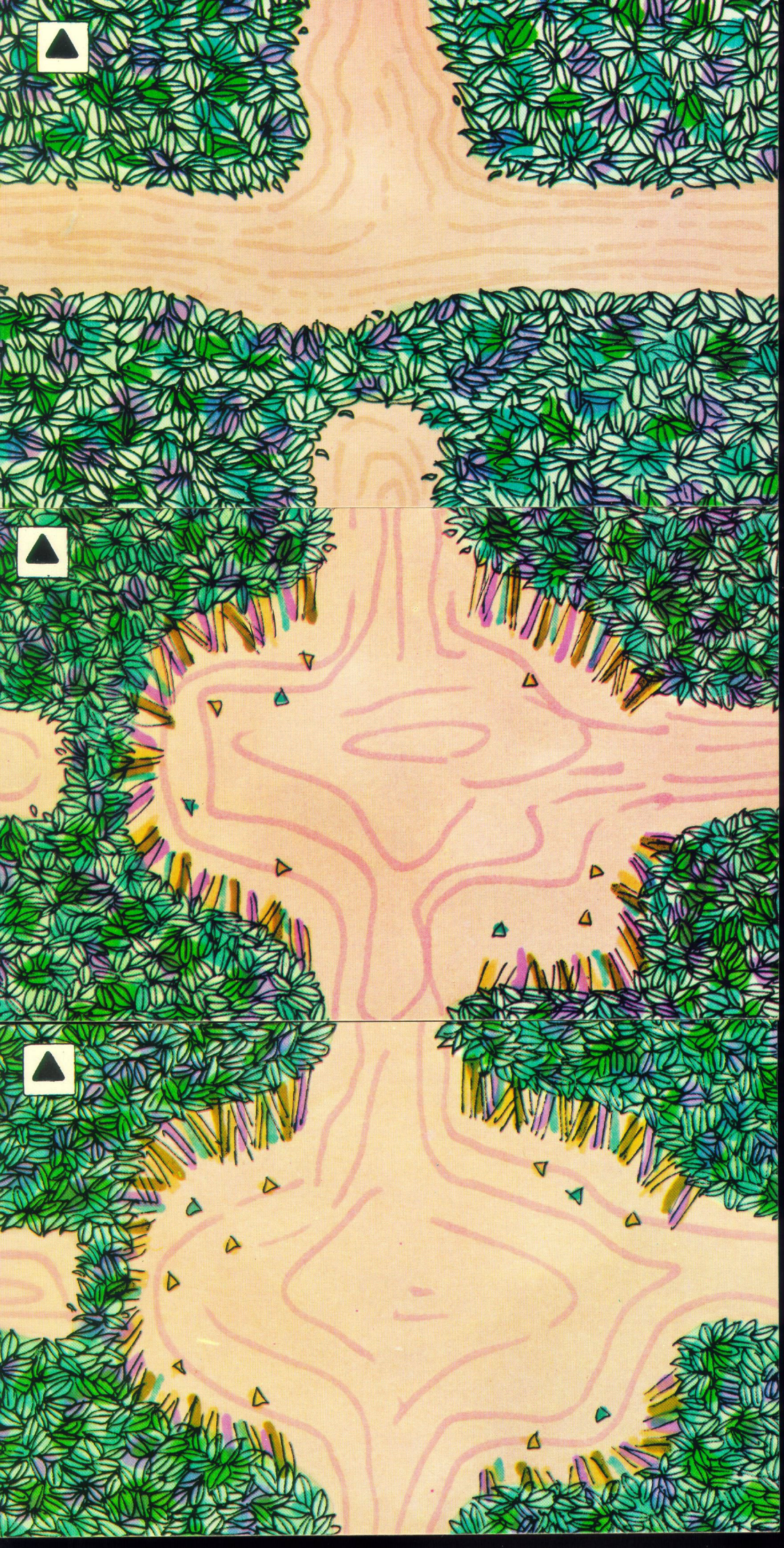
Draw 2

sacred grove

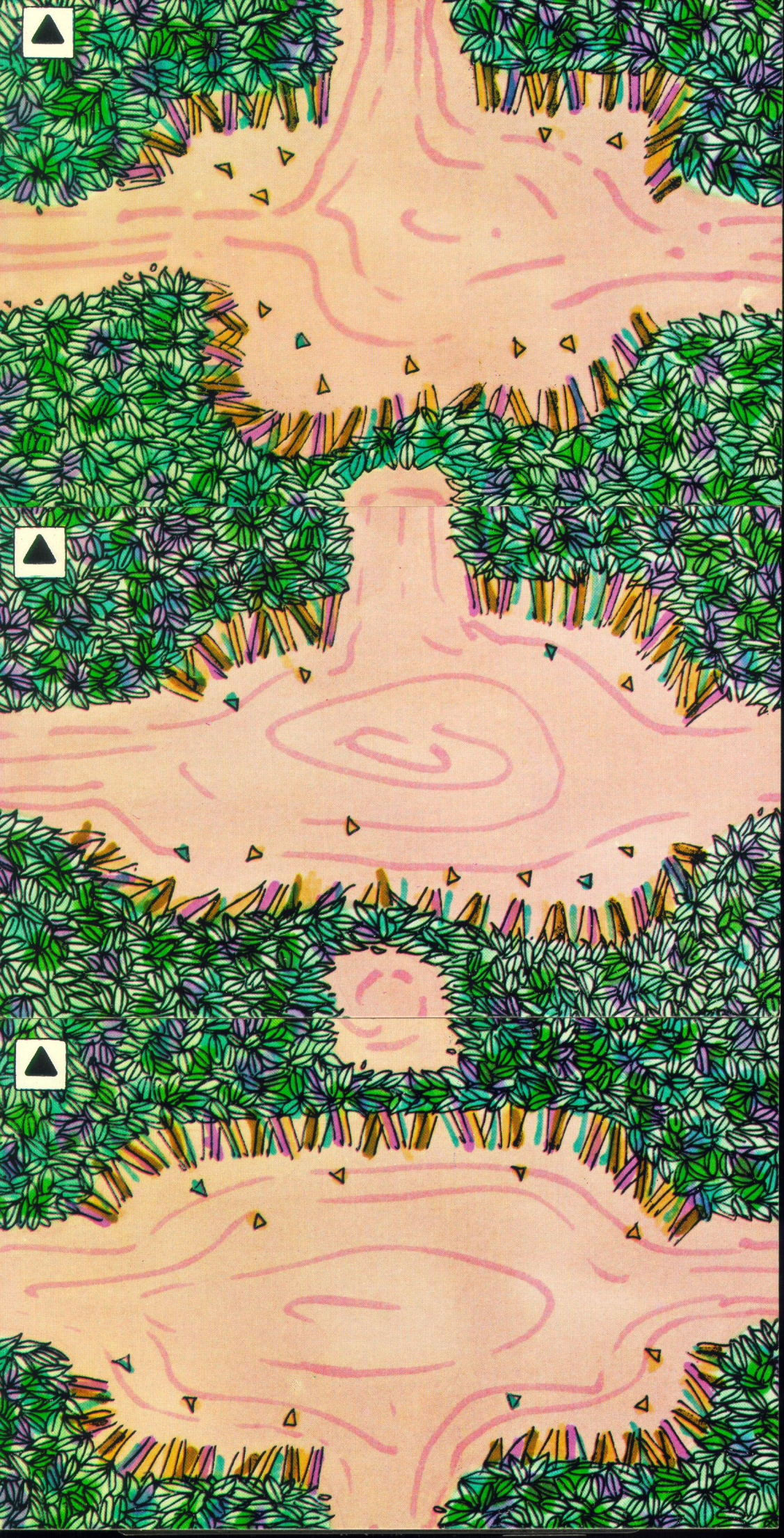
Add 1 to denizen's
prowess here

















earthly gate

chapel

Add 2 to
Knight's Prowess
here

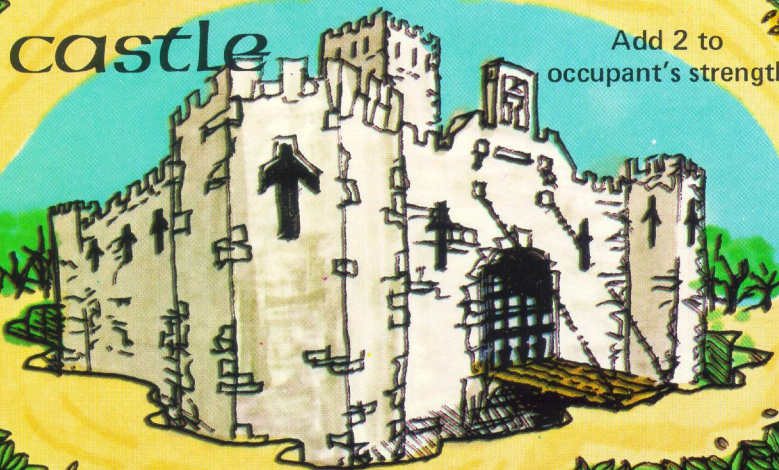
cave

You may enter Cave with
Golden Bough and draw 1

Pass through freely

castle

Add 2 to
occupant's strength



fountain

DO NOT DRAW

Knight and companions may drink
Roll a dice and go to:

1,2 Tower 3,4 Earthly Gate
5,6 Enchanted Gate











