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Game: **Beowulf: the Movie Boardgame**

Pub: **Fantasy Flight Games (2007)**

Page 1: **Rules summary**

v1

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For best results, print on card, laminate and trim to size.

Setup

To begin, leave the game board folded in half with the **Act I** side facing up. Each player takes all the **figures** of a color and **50 saga points**. The remaining saga point counters go in a pile near the board. Divide the **tiles** into 3 groups by act. Stack separately and set aside the act II and act III piles. Turn all of the act I tiles facedown and shuffle them.

Each player draws two tiles from the pool to form his **starting hand**.

Play

The youngest player goes first, then play continues clockwise until the act ends.

To take a turn, choose one of two options:

1. **Place a figure** on an open space on the board.
2. **Draw a tile and play a tile.** Take a tile at random from the pool and add it to your hand. Then choose a tile from your hand and play it. Most tiles are placed on an open space on the board (some special tiles are played in other ways).

Once a player draws a tile, he is committed to playing a tile rather than placing a figure.

In placing figures and tiles, players try to arrange the game pieces so their figures are lined up in columns and rows with high-scoring, **positive boon** tiles while avoiding being lined up with **negative peril** tiles.

If the tile pool is ever depleted, players may still choose the draw-and-play turn option, but do not draw a new tile before playing one from their hands.

If a player has no tiles in his hand and no figures in front of him on his turn, his turn is skipped. If no player has tiles in his hand and no figures in front of him, the act ends.

Ending the Act

When the last space on the board is filled, the act ends immediately. Carry out these steps:

1. **Score the figures.** Add up the values of all the tiles in a figure's row and column. Factor in the special abilities of special tiles, if any of those appear in the figure's row or column.

Once the row and column are summed, **multiply the sum by the number of diamonds on the figure's base**. The figure's owner scores that number of saga point counters from the central pile (or return them, if the figure's total score is negative). Then remove the figure from the board.

Longships return to the player's pile when scored. **Castles, Thanes, and Beowulf** are removed from the game when scored.

Each figure on the board is scored in this way (in any order).

BEOWULF

THE MOVIE BOARD GAME

2. **Remove the tiles.** After all of the figures on the board have been scored, remove all tiles from the board and return them to the box, along with any tiles that were not drawn from the pool. None of these tiles will be used in later acts.

Beginning Acts II and III

When act I ends, act II begins. When act II ends, act III begins. After act III, saga points are tallied and the game ends. To begin acts II and III, flip the game board so the proper surface faces up.

Place the tiles for the new act facedown and shuffle them to form a new pool from which tiles will be drawn in the new act.

Any players whose hands were depleted to fewer than 2 tiles in the previous act may immediately draw tiles randomly so that their hands are replenished to 2 tiles.

Players do not discard tiles from their hands between acts. This is the only way tiles from earlier acts can be played in later acts.

The backs of the tiles in all players' hands are open information that all players are allowed to see.

In acts II and III, the first turn is taken by whichever player would have had the next turn in the previous act, had it not ended.

Final Scoring

After act III ends, each player adds up all of the saga points he accumulated in acts I, II, and III. **The player with the highest total is the winner.**

If several players tie, the one with the greatest number of total diamonds on the bases of his unused plastic figures prevails. Players who are still tied share the victory.

Special Abilities

Tiles with **special abilities** are identified by the icons printed on them.

Temptation

After a player places a **Temptation** tile on the board, he *may* choose one **Valor** tile that is already in play and remove it from the game.

Valor

After a player places a **Valor** tile on the board, he *may* choose one **Temptation** tile already in play and remove it from the game.

Treasure

Choose which way to play the **Treasure** tile when it is played: either place the tile on the board as a regular boon; or remove the tile from the game and immediately score a number of saga points equal to the tile's treasure value.

Drunkness

Choose which way to play the **Drunkness** tile when it is played: either place the tile on the board as a regular peril; or replace a **Mead** tile that's already been placed. A **Mead** tile that is replaced is removed from the game.

Mead

Tiles with the **Mead** special ability are boon tiles that can be converted into **Drunkness** peril tiles.

Golden Statue

After a player places the **Golden Statue** tile on the board, he *may* immediately switch the positions of any 2 other tiles already on the board. Figures may not be moved.

Good Counsel

A **Good Counsel** tile allows a player the limited ability to move a figure – *Beowulf, Thane, Castle, or Longship* – that he has already placed on the board. The player chooses one of his figures on the board, moves it to any adjacent orthogonal empty square, and then places the **Good Counsel** tile in the square the figure moved from.

Good Counsel may not be used to move a figure if there are no empty squares orthogonally adjacent to it; either another figure must be chosen, or the tile may not be played.

Royal Dragon Horn

A **Royal Dragon Horn** tile adds one scoring diamond to each figure in its row and column.

The **Royal Dragon Horn** does not affect the values of other tiles in its row and column. Several **Royal Dragon Horn** tiles can affect the same figure, with each tile adding an additional scoring diamond.

Treachery

A **Treachery** tile cancels the values of all positive tiles in its row and column. It does not affect the values of negative tiles. When the last figure or tile of an act is placed, but before figures are scored for that act, turn all positive tiles in a **Treachery** tile's row and column facedown; these tiles now have a value of 0.

Gorge

A **Gorge** tile divides its row and column into 2 parts, each of which is scored as though it were an entirely separate row or column.

Each portion of a divided row or column is entirely separate from the other portion for all purposes.

There are 3 **Gorge** tiles pre-printed on the act II game board which work the same way as placed **Gorge** tiles.