

Hägar: Land in Sicht!  
 2-4 players, approx. 10-20 min., 8-99 years

# HÄGAR

DER SCHRECKLICHE

LAND  
 IN  
 SICHT!



## CONTENTS

- ✓ 10 coasters, each with 4 playing fields (including 1 special coaster Dragon Island)
- ✓ 1 punching board with 15 tokens: 3 navigation tokens in red & black + 9 treasure tokens [3x 1, 2x 2, 1x 3, 2x Sven Glückspilz, 1x Hägar]
- ✓ 2 spot dice [1-6]: 1x red, 1x black



## SET-UP & OBJECT OF THE GAME

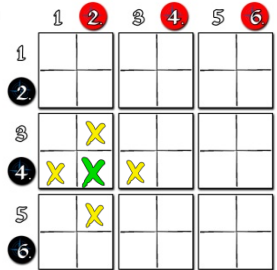
The special coaster Dragon Island (also known as legendary BEER Island) is sorted out and laid aside. This one only plays along with the game variant "Viking's Harbor" (see below).



Illus.: Dragon Island

An arbitrary player mixes all 9 coasters and places them in arbitrary orientation (rotation) as a 9-piece grid (edge to edge each, connected in 3x3 rows) as an open game board. Seen from an arbitrary corner of the board, the navigation tokens are placed from the outside to the board. In the horizontal direction all red, in the vertical direction all black tokens with ascending numbers are placed this way.

**Only every second row gets the appropriate number (2, 4, 6) assigned. In the end are then still 6 rows (from 1 to 6) in the two colors available, so that exactly 36 (6x6) unique navigation points (intersections) received.**



Illus.: Set-up as 9-piece grid with navigation tokens

The treasure tokens are mixed well and placed face down on the empty treasure fields of all lying islands. The game runs clockwise. A starting player is determined (highest score on dice) and begins the first round.

**Object of the game:** This game is about discovering as many treasures as possible and thus to score. In the end there are several winners, only the last player (with the fewest points) loses the game! In case of a tie of the fewest points, even several lose.

## GAME OVERVIEW

At the beginning of the player's turn the player navigates over the map (board) and tries to get a good navigation point to find good treasures.

**1. The navigation / up to 2 rolls:** The active player initially rolls both dice and then optionally has another roll with one or both dice. After that counts the result. He has now hit exactly 1 field of the board through the specified navigation lines (intersection).

**The color of the dice (red or black) is always assigned to the same color row 1 to 6. The player looks at the board from above and determines the hit target field. The individual islands can be hit either directly (player lands here directly on the island) or indirectly across a neighboring sea field (always in a straight line, not diagonally). Background: The ship has arrived over the seas on this target field.**

**Example (Illus. above):** A rolled red 2 and black 4 would have hit the field with the green X directly. For example, if there is an island, there would be 4 possible sea fields with the yellow X indirect around it.

**2. The landing on the treasure islands:** If a player hits an island field directly or indirectly (across a neighbored sea field), all treasure tokens lying on this island can be revealed immediately. The player now has the chance to win the treasures of this island. With a direct hit the player has **up to 3 rolls**, with an indirect hit (across neighbored sea field) **only 1 roll** with the dice.

If there are several rolls, then any number of dice can be rolled again with the next roll, only at the end of the rolling the result counts. At the end each single dice may only be used for exactly one action. Won treasure tokens are always placed face up in front of the player. Note: Not won treasure tokens remain open on the island.

For the winning of treasure tokens of islands being hit (directly or indirectly) the following applies:

- ✓ **Number tokens:** If a dice shows the number of a certain number token, the treasure is discovered and can be picked up by the player. Note: Here 2 treasures can be discovered at once, when the corresponding numbers are fit.
- ✓ **Sven Glückspilz or Hägar tokens:** A double (2x same number, no matter which one) wins one of these outlying tokens.
- ✓ **Lucky-7 (sum):** A dice combination with the sum = 7 (1/6 or 2/5 or 3/4) can also be used as a wild card. The player can choose any outlying token of the island.



Illus.: Sven Glückspilz & Hägar tokens

**The Helga Island (with x2 field):** Things are different on Helga Island compared to the other islands. If you land here (directly or indirectly) and place 1 own already won number token on the x2 field, it doubles the value of this token at the end of the game. Note: This higher valued token counts at the end together with the other won tokens of the player.



To place here the player must also roll the dice. If he hits Helga Island directly, he can perform up to 3 rolls. If he hits the island indirectly (across neighbored sea field), he can only perform 1 roll. If a dice then shows a number of a player's already won number token, it can be placed on the x2 field. However, if the x2 field is already occupied (a player has already dropped here), that token will be returned to its player and the new one will be placed. In this way, the active player can also improve himself during the game if he places a higher number of token. Note: Here also a Lucky-7 can be used as a wildcard when dropping. Then the player can place any number token.

**Empty Hägar & Sven Glückspilz Islands:** Empty (cleared) islands with pictured Hägar and Sven Glückspilz figures have a special function later in the game.

If one of these islands will be hit (directly or indirectly, the player rolls the dice accordingly) and the player rolls a double or a Lucky-7, he can get the corresponding Hägar or Sven Glückspilz token if this already won by another player. The Hägar token can always be found on an empty Hägar Island, so a Sven Glückspilz token can always be found on an empty Sven Glückspilz Island. Note: There are exactly 4 Hägar Islands and 2 Sven Glückspilz Islands in the game.

## END OF THE GAME & SCORING

The game ends immediately, once all number tokens (total of 6 pieces) are discovered. The player with the fewest victory points in total loses the game. In case of a tie, several lose.

- ✓ Each won number token counts victory points based on its numerical value.
- ✓ In addition there are (for one player) double victory points for a treasure token on the x2 field.
- ✓ For the Hägar token the number of all won number tokens count as additional victory points for the player (in addition to the normal number values).
- ✓ For each Sven Glückspilz token the player rolls both dice exactly 1x. The difference between the two results (higher minus smaller number) shows the victory points achieved for this. The player gets nothing with a rolled double.

**Example:** A player has won the following tokens at the end: 1x 1, 1x 1 (lying on the x2-field), 1x 2 and 1x Hägar. He scores a total of 8 victory points: 1 + 2 (1x2) + 2 + 3 (for number of number tokens = 3)

**GAME VARIANT "VIKING'S HARBOR":** The special coaster comes into play; therefore the coaster with the ship is sorted out. If you land on the Dragon Island and place 1 own number token with a "1" on the marked field, you will get 1 beer (also non-alcoholic works) from the losing player (player with the fewest points) at the end of the game; unless he loses the game himself! To place here the same applies as with the Helga Island, except that here only a "1" can be dropped.