

# In Windes Eule



8+



2-4



10

**TO THE  
BEST PLACE IN THE  
SHORTEST TIME ...**

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Almost everybody knows Merlin. And the names of legendary magic schools have been written in famous books as well. Many great and small witches are being widely talked about. Even the names of their brooms are often better known than their owls, ravens or bats – which is totally unjustified.

The clandestine cats, the cunning rats, and the faithful flying dragons are the ones that pull the chestnuts out of the fire and get the mistletoes from the trees for their masters. Without these scurrying runners and wing-flapping scouts, most of the magic would amount to nothing – like the owl, like the master.

## WHAT THIS IS ALL ABOUT:

Send your animal helpers to the best places in the shortest time and score the **most magic points** 🍷!

## GAME MATERIALS:

96 game cards

These are your animal helpers:



🍷 16 owls, 16 ravens, 16 falcons,  
16 bats, and 16 flying dragons

🍷 8 cats and  
8 rats



7 placement tiles

These are the locations:



🍷 1 forest clearing



🍷 4 villages



🍷 1 harbor



🍷 1 castle

## HOW TO SET UP THE GAME:

- Lay out the 7 locations as shown in the illustration.
- Each player
  - takes **all cards of one color**,
  - **shuffles them** well without looking at the fronts, and
  - puts them as a **face-down card deck** in front of him.
- Keep pen and paper handy for writing down your **magic points**.



## THIS IS WHAT YOU DO:

Call out the start command: „**LICK-E-TY-SPLIT!**“

All players play **simultaneously**. Flip over **one card after another** from your own deck and place them deliberately on the locations you want. To do so, follow these rules:

Each player

- uses only one hand;
- always reveals only one card (at a time);
- places the just-revealed card on a location before (immediately) flipping over his next card;
- puts each card in the wanted location on top of the cards that are already laid out there – never next to them. If one of your cards doesn't land directly on the pile of a location, you may adjust its position by laying it exactly on top of all cards lying there.
- may play as fast as he can or as slowly as he wants.

As soon as **one player** has **laid out his last card**, he shouts out „**OO-HOO!**“ At that point, **nobody** may **play any more cards**. Keep any cards you haven't played in front of you.

## THIS IS THE OUTCOME:

Now everybody checks how many **magic points** he scores for the animals in the individual locations. Do this as described in the sections for the different locations.

Write down these **magic points** on a sheet of paper.



## THE CASTLE:

**What's required:** For exploring the castle, you need to have many animals – regardless of the species.

### ➔ Count all the animals of each player at the castle!

The player who has the **most animals** at the castle earns **3** 🍒.

The player who has the **second most animals** there earns **2** 🍒.

The player who has the **third most animals** there earns **1** 🍒.

Whoever is involved in a **tie (same number of animals)** earns only **0** 🍒 of the „lowest“ of the ranks they share:

#### If 2 players have

... the most cards, they both score **2** 🍒. The player on the next rank gets **1** 🍒. (... but **0** 🍒 if he has the same number of animals as the 4<sup>th</sup> player).

... the second most cards, they both score **1** 🍒.

The player on the next rank goes away empty-handed.

... the third most cards, they both go away empty-handed.

#### If 3 players have

... the most cards, they all score **1** 🍒 each.

The player on the next rank goes away empty-handed.

... the second most cards, they all go away empty-handed.

If **4 players** have the same number of animals, they all go away empty-handed. And a player who has no animal at the castle always goes away empty-handed.

## THE HARBOR:

**What's required:** In order to detect exotic ingredients for magic potions at the harbor, animals need to board the ships earlier than the other members of the same species.

### ➔ Don't change the order of cards at the harbor by any means!

### ➔ Check each individual card in the pile from bottom to top.

### ➔ Only the first animal played of each species counts.

**Only these animals** give their owner **1** 🍒 each. Any animal of the same species that was played later goes away with nothing.



**Example:** **Yolanda** has the most animals at the castle; this gives her **3** 🍒. **Bibi**, **Gina**, and **Ricky** all have the second most animals. Therefore, all three of them get **0** 🍒 for this.



**Example:** For the first owl played at the harbor, **Bibi** scores **1** 🍒. **Yolanda's** and **Ricky's** owls were too late and thus go away empty-handed. **Yolanda** gets **1** 🍒 for the first cat played. Nobody played a bat before **Gina**, which gives her **1** 🍒. The last card played gives **Gina** **1** 🍒, since nobody had placed a flying dragon before she did.

## THE FOREST CLEARING:



**What's required:** If you want to charm enchanted timbers for magic wands and witches' brooms out of the forest spirits, you have to gather individual animals of different species in the forest clearing.

- ➔ Each player counts his own species in the clearing.
- ➔ Don't include any species in your count of which you have more than one animal in the clearing.

Each of the species represented here **gives its owner 1** 🟡, provided **he** has no additional animals of this species in the forest clearing.

*Example: Gina has 5 cards in the forest clearing; these cards show 3 species (falcons, flying dragons, rat). Since she played two falcons and two flying dragons, these animals don't score any 🟡 here. Only for her single animal, the rat, Gina earns 1 🟡. Each of Bibi's cards shows a different species (falcon, owl, rat); consequently, all three cards count, and she scores 3 🟡.*



## THE 4 VILLAGES:



**What's required:** In each individual village, the species with the strongest presence there gets presents from generous humans in the form of enchanting bric-a-brac.

**But:** If a **plague of rats** comes to pass, this spoils the villagers' generous love of animals. In this case, **all animals go away empty-handed**. However, **plagues of rats** can be averted if you have enough **cats**.

- ➔ Check village by village one at a time (in any order).
- ➔ Always proceed as follows:
  - First count the rats in the village.
  - Then compare the number of rats with the number of cats in the village.

If there are **more rats** in the village than there are cats, a **plague of rats** comes to pass: In this case, **nobody gets any** 🟡. (If there is no cat at all in the village, even one rat triggers a plague.)



*Example: Plague of rats! In order to cope with three rats, two cats are not enough. In this village, nobody scores magic points. One cat more would have prevented the plague.*



If the **number of cats** in the village **equals or is higher** than the number of rats, there is **no plague of rats**. In this case, the owners of these cats earn **2** for each of **their own cats**. But if there are no rats at all in the village, cats don't give you any.

➔ **For each individual village without a plague of rats, you now check which species – except for cats and rats – is represented most strongly there.** (Simply don't include cats and rats in your count!)

Each animal of this most frequent species gives its owner **1**. If more than one species is represented with the same strongest number, nobody gets any magic points in this village.

***Example:** There is no plague of rats in this village (1 rat/2 cats). Both cats are owned by **Yolanda**, who earns a total of **4** for this. Six owls have settled down here – more animals than of any other species. Each owl owner earns **1** for each of his owls: The 3 blue owls give **Bibi** **3**. **Yolanda** scores **2** for her 2 owls. And **Ricky** gets **1** for the red owl. All the other animals in this village get nothing.*



## HOW TO CONTINUE:

Take back **all** your own cards. Reshuffle them. Put them again as a face-down deck in front of you. Start the next round by calling out the start command: „**LICK-E-TY-SPLIT!**“

## REALLY?! THAT'S IT?

After the **3<sup>rd</sup> round**, the game ends.

The player with the **highest total of magic points** wins.

In case of a tie, you just play again – but, well, that's what you want to do anyway, don't you?

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