

# THE MIRROR GOES TO 11



220808

## End of the game:



You win if you have all seven trolls or treasures. You uncover your cards and the game is over.

### Special cases:

- If it is your turn and your game piece is on a square with many other pieces, you must decide with whom you will duel.
- If you're on a square with a treasure that you want and there is another game piece on the square, you must decide whether you will take the treasure (see above) or duel with the other player.

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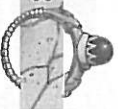
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## Contents:

- 1 game board
- 18 mystery cards
- (7 treasures, 7 trolls, 4 mythical animals)
- 4 game pieces
- 4 duel sets made up of rock, scissors, paper
- 1 die (numbered 1-4)
- Game rules

## Object of the game:



You are on a treasure hunt in a mysterious castle, whose walls move around as if by magic. Other players are also trying to uncover these rewards and will try to block your way. You may even have to duel to keep your prizes! The first player who collects seven treasures or seven trolls wins the game.

## Before you begin:

Put the castle together by inserting the three rings into the outer, middle, and inner slits. The outer ring is made up of six parts. Place them in the game board according to the markings on the back of each part. The start position of each ring does not matter.

Now we see who wins:

~~The rock dulls the scissors~~

~~The rock wins over the scissors~~

~~The scissors cuts the paper~~

~~The scissors wins over the paper~~

~~The paper covers the rock~~

~~The paper wins over the rock~~

IMPORTANT:

repeat the duel if both of you chose the same object.

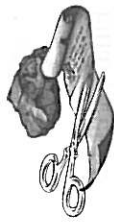
Whoever loses the duel must give the required number of cards to the winner. If the loser has fewer cards than shown on the die, then he/she gives them all to the winner. If the loser has no treasure or trolls, then the winner gets nothing. The loser also does not need to give up any trolls, if the winner asks for treasures. The winner then moves the losers game piece to any free square on the board and play moves to the next player.





At any time during the game before your turn, you may take an animal card that you have won from your hand and demand a trade. Choose the player that you wish to trade with.\*You can trade one of your secret cards for two of that player's cards. The player must give you the 2 cards face down (he or she cannot look first to choose which cards to give you). Once the trade is complete, the mythical animal card is taken out of the game (each card is used for one trade).

**Now, down to the nitty gritty -  
The duel:**

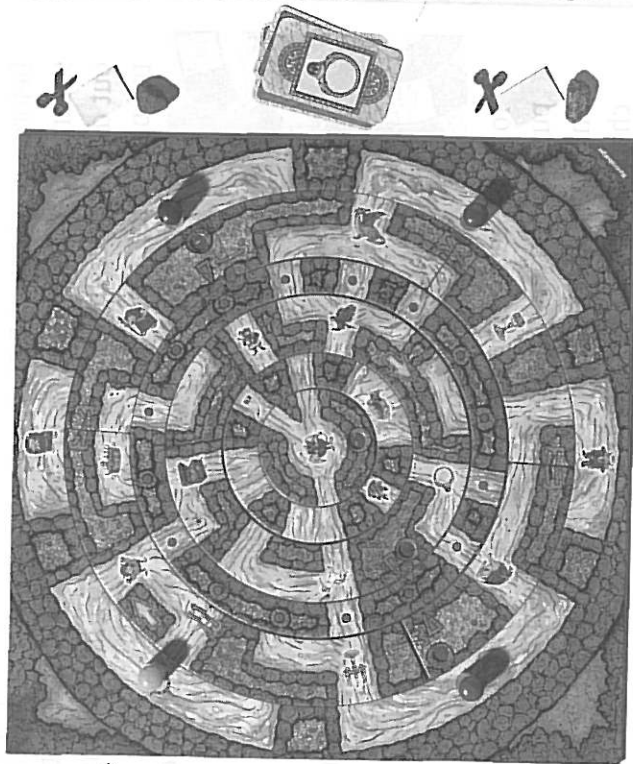


If you move your game piece to a square already occupied by another player, you can, if you want to, challenge this player to a duel. You must decide whether to duel for one mystery card (that is, not use the die) or for many cards using the die. If you use the die, you throw it and state whether the duel is for treasures or trolls. You will fare best, if you remember which cards each player has.

A duel takes place with the scissors, paper, and rock. Both of you will take these three objects in hand. Underneath the table, each of you hides one of the three in a fist and puts the fist on the table. Both open your fists at the same time.

Choose a game piece and put it on the outside square of the corresponding color. Also choose scissors, rock, and a piece of paper to duel with later.

Mix the mystery cards and stack them face down, next to the game. Uncover the top card. Have the die handy next to the game board (you will use it only during duels).





## Playing the game:

The youngest player starts and play continues clockwise. The uncovered card shows a picture of either a treasure, a troll, or a mythical animal, which is also found on the game board. Your aim is to reach this picture square.

### Changing the paths:

Before you take your turn, you must change the path (light square) by turning the rings or the center. You cannot try out different possibilities! In every turn you must change the path twice. One change is either to



- move the center in the direction of the arrow as far as you want, to create a new path;
- or
- move one ring one step forward (from one orange colored dot to the next) in the direction of the arrow.

You will see that the rings have holes in which you can put your finger to help you move the rings. You can only turn the center once if it is your turn. You must change the path twice before making your move.



### Moving your piece to collect treasures or trolls:

After you change the path, you may move your game piece as far as you want along the uninterrupted path.

If you reach the square with the matching picture, take the uncovered card and place it face down in front of you. If your piece is already on the picture when the top card is turned over, you can take the card without having to move your piece. If you have not changed the path, do so then.

Finally, turn over the next card on the stack of cards. Your turn is now over. If there are no more cards in the stack, you can get treasure or troll cards from other players by dueling.

### Mythical Animals:

You collect the mythical animals in the same way that you collect treasure and troll cards. That is, if the uncovered card on the stack is an animal, you can get the card if your game piece lands on the corresponding square. These animal cards are very lucky and give you great power.

