

Maask™

THE FUN RACE TO ROYALTY

Who will become
the next King or Queen of Maaskland ?
Find the most jewels hidden in the branches
of its famous crown, and you rule!
Memory, luck and strategic alliances are
all part of the game in this fun and
fascinating race to royalty.



Quick rules

Players roll 2-color coded dice and try to find the matching jewels
hidden in the branches of the crown.

Pick the right branches, and they become yours.

Pick the wrong ones and your turn is over, but always try
to remember what you see for your next turn. Rely on your memory
alone or join forces with another pretender to the throne.

If you have the most jewels in your possession
when the last branch from the crown is taken,
you will be crowned the new Majesty of Maaskland!



Contents

- 1 playing board representing a crown
- 12 crown branches
- 12 jewels
- 2 color coded dice



Object of the game

Become the next ruler of Maaskland by finding the most
jewels hidden in the branches of the crown.



Preparation

Place the crown in the middle of the players, hide the jewels
in the branches of the crown
and put the 12 branches on the crown.





Playing

Players take turns going clockwise and roll both dice. Each die will indicate a color of one of the jewels hidden in the branches of the crown.

Players try to find the 2 jewels that match the dice by lifting 2 of the branches.



If you do not find either of the matching jewels, your turn is over and the next player plays.

If you find one of the two jewels, you take the branch with the jewel in it and place it in front of you. Then it is the next player's turn.



If you find the two matching jewels, you take the two branches with the jewels in them and place them in front of you. Then you continue playing by rolling the dice again.



Very Important to the strategy of the game

When trying to find jewels, players can look for jewels in branches still on the crown, in branches already collected by other players or in their own branches in front of them. Each time a branch is lifted, all players have to be able to see the color of the hidden jewel.

When players win branches, they must line them up in front of them. Then they are not allowed to change the order, so that the other players can remember where they are.



Essential to the fun of the game

Players can choose to help each other if they think it is good for their own strategy. Strategic alliances can change at any time. False information can also be given to mix everybody up.



Ending the Game

When the last branch from the crown is taken, the game is over. Players count all of their jewels.



Winning

The player with the most jewels wins. In case of a tie, the player who took the last branch from the crown wins.



Options

For a really royal challenge, you can play for points.

Each jewel has a point value
blues are worth 12; whites are 10; reds are 8;
greens are 6, purples are 4 and oranges are 2.

At the end of the game, the player with the most points wins.

