

# The Chronicles of NARNIA

The game based on the  
spellbinding BBC dramatisation of  
the novels of C.S. Lewis

A Game for 2-4 Players

## Contents:

- 1 x Game Board
- 1 x Aslan Wheel (plus pivot)
- 1 x White Witch Wheel (plus pivot)
- 16 x Numbered Scene Cards
- 16 x (4) Part Scene Cards
- 4 x Aslan Cards
- 4 x White Witch Cards
- 16 x Marker Pegs
- 1 x Die

## Before Play Begins:

1. Position both the *Aslan wheel* and the *White Witch wheel* on the game board. The two wheels interlock and, at the start of the game, ensure that both images are vertical. Secure the wheels to the game board by using the pivots provided.
2. Break out the *scene cards* and the *part scene cards* from the backing sheet. Keep both sets of cards separate, and shuffle.
3. Break out the *Aslan cards* and *White Witch cards* from the backing sheet and shuffle them in with the *part scene cards*.
4. Place 16 of the *part scene cards* face-down on the 16 spaces around the outside of the *Aslan wheel*. N.B. Do not place any card on the *Aslan space* at the top of the wheel. The remaining *part scene cards* are placed face-down in a pile at the side of the *game board* and will be brought into play during the course of the game.
5. Each player selects a minimum of two *numbered scene cards* to play (if four persons are playing a maximum of four *scene cards* each). The remaining scene cards are put to one side and do not come into play again.
6. Each player indicates which *scene cards* he or she is playing by placing coloured *marker pegs* in the appropriate holes, in the *Aslan wheel*. Thus, a player with *scene cards* 2 and 8 could place red pegs in those holes. Another player, with *scene cards* 7 and 16, will place pegs of a different colour in those holes.

## Object of the Game:

Each *scene card* represents a scene from the BBC dramatisation of 'The Chronicles of Narnia'

Each *scene card* has four corresponding *part scene cards*, which, when placed together make up the whole scene.

Players must try to collect the four *part scene cards* which make up the whole of each of their chosen *scene cards*. The winner is the first player to do so.

### Playing the Game:

1. Players throw the die to determine who will start. The highest throw starts. Play moves in a clockwise direction.
2. After throwing the die the player moves the *White Witch wheel* the appropriate number of spaces - either clockwise or anti-clockwise - whichever direction will prove more favourable. This in turn will move the *Aslan wheel* in the opposite direction.
3. The player who has moved the wheel will then have one or more coloured *marker pegs* opposite the *part scene cards* which surround the *Aslan wheel*.
4. The player who has moved the wheel may turn over any of these cards, provided they are opposite one of his/her *marker pegs*.
5. If the card selected depicts part of a scene on any one of his/her own *scene cards*, the player may then collect the card and place it in position on his/her *scene card*. The player then takes another *part scene card* from the top of the pile and without looking at it, places it face down in the vacant position round the *Aslan wheel*.
6. If the *part scene card* is not one which is required by the person picking it up, but is required by one of the other players, it is placed face down on its original position. However, if the *part scene card* is one which will not be required by ANY player it should be returned to the bottom of the pile and replaced with one from the top.
7. Play then passes to the next player.
8. Players whose *marker pegs* are in the Underlands must try and get them out again by throwing the die and turning the *White Witch wheel*. Cards may not be picked up directly from the Underlands (see '*Aslan cards*')

### The Cards:

**White Witch cards:** These are penalty cards. If a player picks up a *White Witch card* during the course of play, he/she must take any one of the cards which they may have already collected and place it face down in any vacant space in the Underlands. The *White Witch card* is replaced at the bottom of the pile of picture cards. If the player has not collected any cards, play continues without a penalty.

**Aslan cards:** These are helpful cards. A player who turns up an *Aslan card* may keep it until he/she can use it. *Aslan cards* may be used only when a player's peg is opposite the Aslan space at the top of the board. The player may then take any one card from the Underlands. This is allowed even on another player's turn — so keep alert! The *Aslan card* must then be returned to the bottom of the pack.

### Strategy:

During the course of a game, try to remember which *part scene cards* have been returned to their respective spaces. They may be useful to you - so use your turn to go for them.

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Not recommended for children under 36 months because of small parts.  
Please retain this pack for future reference.