

ELF TOWN

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ELF TOWN

NO DICE, NO TOKENS, YOU JUST NEED STICKS, PEBBLES, BERRIES AND OCCASIONALLY SUNLIGHT

HOW TO PLAY THE GAMES

THESE ARE THE DETAILED GAME RULES, THERE ARE BRIEF REMINDERS NEXT TO EACH OF THE GAMES.

[Illustration containing the word: piknik] **PICNIC**

A game of skill | 1-6 people | 4+

What you need to play: 1 large stone | 1 medium stone | 1 small flat pebble | berries or sticks for scoring

Use the large stone to prop up the left side of the book so that it stands at a maximum angle of 45 degrees. Place the medium-sized stone in the centre of the page where a rock is drawn. Place the small pebble on the bottom right-hand (horizontal) edge of the book. This pebble will be flicked around for 10 rounds. The rules for flicking are that you should flick the pebble from the right-hand side of the book (from any lane) to the raised left side of the book so that it slides back down to the right side of the book, moving around the middle-sized pebble at the centre. You score the number of points written on the flower bar where your pebble stops at each attempt. If the pebble falls off the book, you get no points at all.

[Illustration containing the word: Tavaszí áradás] **SPRING FLOODS**

A game of strategy | 2 people | 5+

What you need to play: 4 dark and 4 light small pebbles | 5 straight thin sticks: 1x15cm, 2x10cm, 2x5cm

The aim of the game is to get your 4 pebbles to the other side of the stream. Put the sticks next to the book and the pebbles on the bank nearest to you. One player should choose a stick for the other player, who then places it so that the end of the stick touches one of the pebbles. Then they should move the pebble to the opposite end of the stick. But watch out! Do not touch the other sticks, pebbles, frogs, or their leaves! When all 5 sticks have been used, take them off the board, put them back next to the book, and once again you can take your pick. When one of the pebbles you have at the end of the step makes it to the other bank, it has arrived. The game ends as soon as someone has managed to get all four pebbles to the other side. You can shorten the game by playing with 2 or 3

pebbles rather than 4. You can give younger players an advantage by letting them choose their own stick.

[Illustration containing the word: manóváros] ELF TOWN

A game of skill | 2-4 people | 4+

What you need to play: a big pile of small and medium-sized pebbles.

Put the pebbles in a pile next to the book, then take turns taking one at a time until you have 15 in front of you. Then each person chooses a house on which to build a roof. Decide what the goal is: to build the tallest roof or finishing the roof first. In both cases, the rule of construction is that from the second level onwards, each pebble must be in contact with at least two pebbles below it, they must be placed in the roof area, but can stick out over the side. Build one pebble at a time: the winner is either the player who runs out of pebbles first or, once everyone has finished, the one who has built the tallest house.

If you are not in the mood to compete, then build your elf city together. Each house should have a different kind of roof: wood, stone, leaves, fruit, etc. Collect piles of all sorts of things, hand out the tasks and cover all the houses with a pretty roof to make the elves happy.

[Illustration containing the word: éjjeli labirintus] NIGHT MAZE

Game of skill | 2 people | 4+

What you need to play: 1 light, easy-to-roll berry or fruit per person | a pile of pebbles

Put the pebbles in the designated places: place them around the entire edge of the book and cover the stones in the field, place the berries in the corners at the entrances on the opposite side. The goal is to get your berry to the opposite corner. Players take turns in blowing. You may only blow your own berry, but it is possible that the opposing side's berry will also move at the same time. While this is not a foul, but deliberately blowing the opponent's berry is. If after a blow, the berry falls off the edge of the book, it must be placed back at the point where it bounced over a pebble. The winner is the one who gets the berry across first.

[Illustration containing the word: Kincsesbánya] GOLDMINE

A game of strategy | 2 people | 6+

What you need to play: 6 sticks of 10cm | 10 small pebbles or berries per player, in two different colours | 5 medium-sized pebbles

The aim is to get as many pebbles as possible.

Put the sticks on the board in the designated place, then take turns to put 1 pebble at a time in each of the carts, leaving 7 pebbles each.

The players always take turns to do 2 things: pick up and place a pebble or move a stick, but you can also do the same action twice. After you have performed your 2 actions, you move each pebble in the cart to the right. Whatever was in the green cart, and has dropped off the page, goes into the red cart.

DROPPING PEBBLES: When you drop a pebble onto a route, it immediately rolls down the passage to the nearest stick. (Sticks always close two passages.)

MOVING A STICK: You can move the stick one passage sideways for one action. You may not use one stick to move another stick. You cannot push a stick off the track. If you move a stick, you cannot move it back with your next action. When a stick is moved, the now unsupported pebbles 'fall down'—even as far as the cart.

COLLECTING PEBBLES: If pebbles fall into a cart, remove all the pebbles, and close the cart with a larger stone. The pebbles go to the person whose cart it is (based on the colour of the pebbles inside). You cannot perform any action that ends with pebbles falling into the opponent's cart, nor can you perform an action where only the opponent's pebbles fall into your cart! If you close a cart, no more pebbles can be placed in it, but the pebbles will instead be pushed on at the end of the round, jumping over the closed cart. Once you have closed a cart, you take one stick out of the game, but only so that no more pebbles fall into the cart. If this is not possible, no stick is taken. The game ends when someone empties their last cart. The winner will be the one who has collected the largest number of THEIR OWN pebbles.

[Illustration containing the word: Erdei futás] FOREST RUN

Race game | 2-4 people | 4+

What you need to play: 4 pcs of 5-6cm long sticks | pebbles for tokens

The aim of the game is to get your pebble to the finish line first—you do not have to enter the finish line completely, just cross the finish line. Everyone chooses a start field and places their pebble, then takes turns throwing and stepping. The game moves clockwise.

In this game, you throw sticks instead of dice. You drop the 4 sticks onto the board from a height of about 30cm and then move:

EITHER move as many places as there are sticks left on the book,

OR as many sticks as fall on one side or the other of the book.

So, if you have 3 sticks left on the book, with 1 on one side and 2 on the other, you can choose to make 1, 2 or 3 moves. If you land on an empty field, nothing happens. The meanings of the action fields are written under the board.

You decide the length of the game. If the race is only to the next target field, then everyone moves only to the end of one quarter of the course, but you can also choose to do half, three quarters or all of the course.

In the two-person version, everyone has two pebbles, and you can always decide which one you are going to use before you throw. The winner is the one who gets both their pebbles in.

[Illustration containing the word: árnyekveto] SHADOW CASTING

A game of observation | 2-4 people | 4+

What you need to play: two 30cm long sticks per person, no thicker than 1cm | 4 medium-sized pebbles | a handful of small pebbles or berries (to keep score with)

The aim of the game is to get your stick to cast a shadow on the most valuable mushroom on the board, whilst also avoiding the poisonous toadstools. Find a sunny spot where you can lay the book open so that you can poke sticks into the ground around it. Mark the exact location of the open book with stones at the four corners. 2 and 4 players play 4 turns, 3 players play 3. In each turn someone else starts the game. At the beginning of the round, spend about half a minute looking at the site and where the sunlight is coming from. Then close the book and take 1 stick each starting with the beginner. If necessary, mark which stick belongs to whom. Open the book to the place marked with stones, exactly where you observed it, and score. If the shadow only just touches the mushrooms, then you score. Give everyone as many small pebbles or berries as their score. The winner of the game is the person with the most points. Younger players can push their stick into the ground with the book open.

[Illustration containing the word: piknik] PICNIC

1 larger stone

1 medium-sized stone

1 small flat pebble

berries, sticks

Flick the pebble from the right side of the book over to the left side, sliding around the larger stone and back down to one of the right-hand lanes. You score as many points as the lane in which your pebble stops.

1 2 3 4 5

[Illustration containing the word: Tavaszi áradás] SPRING FLOODING

small pebbles: 4 dark and 4 light-coloured

5 thin, straight sticks:

1 x 15cm, 2 x 10cm,

2 x 5cm

Hand the sticks to the player taking a turn, you can move your pebble from one end of the stick that has been placed the other end. The winner is the one who gets their pebble across first.

[Illustration containing the word: Manóváros] ELF TOWN

a large pile of small and medium-sized pebbles

Each person chooses 15 pebbles. Either the tallest roof or the first roof to be finished is the winner, take your pick! Instead of competing, you can choose to build together, but each roof must be made of a different material.

[Illustration containing the word: Éjjeli labirintus] NIGHT MAZE

1-1 berry or fruit that is light and rolls well

1-2 piles of small pebbles

Build a track with pebbles and stones. The player who blows their berry along the track wins.

[Illustration containing the word: Kincsesbánya] GOLDMINE

6 x 10cm sticks

10 small pebbles or berries per player in two colours

5 medium pebbles

The player taking their turn always performs two actions, which can be the same: placing a pebble/berry or moving a stick. Remember to move the stones in the cart at the end of the round. When you get pebbles, close the cart, and remove a stick.

[Illustration containing the word: Erdei futás] FOREST RUN

[start/finish]

[start/finish]

[start/finish]

4 x 5-6 cm long sticks

pebbles for tokens

See the rules of the game on page 2. You get an extra step if you complete the challenges. | With your eyes closed, answer the question of the person to your left about the location of the tokens, e.g. How many pieces are on the bridge? +2 moves | The person to your left sniffs you for 10 seconds, and you must not laugh. +3/-1 move | Throw a piece of fruit up in the air and catch it! +3/-1 move | The person to your left counts to three with their eyes closed, you must hide so they cannot see you from their position. +3/-1 move | The person to your left asks you a tricky question! +3/-1 move

[start/finish]

[start/finish]

[start/finish]

[Illustration containing the word: Árnyékvető] SHADOW CASTING

3 points 2 points 1 point 0 points -1 point

0 points 3 points 2 points 1 point -1 point

1 point	0 points	3 points	2 points	-1 point
2 points	1 point	0 points	3 points	-1 point

a couple of long, thin sticks per player

2 medium-sized pebbles

a handful of small pebbles or berries (for scoring)

sunlight

Stab the sticks into the ground to cast a shadow over the mushrooms, avoiding the poisonous ones. At the beginning of each round, choose from the table which row you will score on.

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