



By playing this game you will learn the mysterious story of Princess Melusine and the relationship between France and Cyprus.

The Legend of Melusine-game

[Heinrich_Vogeler_Melusine_Triptychon_001.jpg](#)

This is a game for 2 - 5 players, You need dice and pawns in different colour.

How to play

Place the pawns on the field marked "START". A player may only start when they roll a six - Melusine is banished from the palace.

Fields 9,10,11 you must wait 2 turns - Melusine waits in the castle to meet with the king.

Field 12, move to field 14 - King Raymonde asks Melusine for her hand at marriage.

Field 14 - Melusine makes a decision:

Roll a 1= Melusine doesn't get married, return to the start (palace)

Roll a 2/3/4/5= You must wait one turn

Roll a 6= Melusine makes a decision under one condition (...)

Field 18 - You must wait 1 turn - You are a guest at the wedding and party.

Field 23 - Melusine has her first child... that has a tail.

Roll a 1= The king does not accept the child and orders Melusine to leave the castle, move 3 fields backwards

Roll a 2= The roller has a battle of dice with any player. The winner moves on, the loser waits 1 turn.

Field 27 - Melusine has a second child with 3 eyes. Do the same as on field 23.

Field 32 - Melusine has a third child with 3 legs. Do the same as on field 23.

Field 37 - The King asks the courtiers for advice about the situation with Melusine.

Roll a 1= The courtiers tell the King to keep his word. Go to the "finish" field.

Roll a 2/3/4/5= The King thinks for a long time. Wait 1 turn.

Roll a 6= The King decides to follow Melusine.

Field 40 - The King sees that Melusine is a mermaid. Melusine notices the king and jumps out the window into the sea because she was embarrassed.

Roll a 1/2/3/4/5= You can move these numbers of fields.

Roll a 6= Melusine jumps out the wrong window and lands on the lawn. She is in terrible pain. You lose 1 turn.

Field 45 - Melusine gets caught by fishermen in the sea. Wait 1 turn.

Field 48 - Pirates find Melusine and sell her to a circus at the nearest port. You must hum the song "Melusine".

Field 52 - Melusine swims back to Cyprus after many days.

Field 60 - The King finds Melusine on Cyprus but she escapes again. You return to field 37 and play on. Don't worry though, you will have a helper: Tabaluga! From now, every number you roll will be multiplied by 2.

Field 70 - Melusine becomes the queen of Cyprus. Coronation= FINISH