

THE THE SEEKER AND THE SAGE



THE SEEKER AND THE SAGE IS A POPULAR GAME IN Vanaroth, played by Kings and peasants alike. It is sometimes played as a betting and bluffing game with bets being placed at the beginning of the game and more side-bets possibly being placed after each move.

PLAYING THE GAME

To win, the Seeker must select at least one of the three Hidden Obelisks. The Hidden Obelisks are chosen by the Sage. They can be any three of the ten pieces. Placement of each figure reveals a number on two dice which represents the number of pieces left that could be placed in the next slot and still win the game. The Seeker gets three guesses to do this. These guesses are collectively called a set.

A SEER'S GAME

At the end of the set, if the Seeker did not ultimately select a piece corresponding to a Hidden Obelisk, they may try to guess each of the Hidden Obelisks to win the game. This is called a Seer's Game.

NO FOOL'S LUCK

If the player guesses a Hidden Obelisk on the first guess a Seer's Game becomes the only way for the Seeker to win

HINTS

- Always consider that you could be playing a Seer's Game and not know it.
- Try to limit the universe of possible options for the next move.
- Remember that the Wolf is always a possibility.



THE PIECES

The Seeker and the Sage has ten unique pieces described below:

EAGLE

The Eagle will prey on the Fish and thus the two must not share a set together unless the Lotus can hide the Fish.

SKULL

The Skull embodies death, but there can be no death without life. Thus the Skull can only follow the Lotus, the embodiment of life.

LOTUS

The Lotus floats on top of the water and can provide shelter to the fish. The Fish will always follow the Lotus if it can.

WOLF

The Wolf is a loner and has no interaction with any of the other pieces.

BEAR

The Bear is ravenous and will always follow the Fish if it can

CAT

The Cat is kin of the Lion and will always follow the Lion if it can.

LION

The Lion is kin of the Cat and will always follow the Cat if it can.

FISH

The Fish will always follow the Lotus if it can. It will not enter a set with the Cat unless the Lotus can hide the Fish.

UNICORN

The Unicorn is a champion of good and cannot abide evil beings. It will not enter a set with either the Skull or Cobra present nor will it allow them to enter a set with it. It also is a champion of the wild and will not allow the cat, a domesticated animal, to enter a set with it.

COBRA

The Cobra fears the Eagle above all else and cannot be in a set where the Eagle is present