



# LA TRAVERSÉE DE LA BAÏE DU MONT SAINT-MICHEL À

It cannot be stressed too often, you shouldn't attempt to cross the Mont Saint-Michel bay without an experienced guide. Be warned, if you attempt this on your own, you do so entirely at your own risk. Crossing the bay is certainly no picnic! You'll need to keep clear of the quicksands, take a biscuit break at the right moment and, above all, keep a careful watch on the rising tide in order to reach your goal. Luckily for you, archangel Saint-Michel is there to help...

## CONTENTS

- ♦ 1 game board.
- ♦ 14 pilgrim pieces.
- ♦ 3 white dice.
- ♦ 1 grey dice.
- ♦ 1 blue marker for the tide level.
- ♦ 7 archangel cubes.
- ♦ 7 biscuit pieces.



## AIM OF THE GAME

Capitalise on the best combinations of the dice, making good use of the biscuit pieces and archangel cubes to move forward as quickly as possible. The winner is the first player to reach the Mont Saint-Michel with their two pilgrims. If everyone is washed away by the tide, then no one wins, unless someone has taken refuge at Tombelaine.

## GETTING STARTED

Select 2 pilgrims of the same colour and place them at Bec d'Andaine.  
Position the archangel cubes and the biscuits as shown on the game board.  
Position the tide marker on the level indicated by the table on the game board (example: level 3 for 4 players).  
Roll the dice to see who plays first.

## PLAYING A ROUND

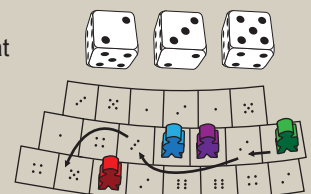
Each player in turn carries out the following 3 actions:

1. Roll the three white dice with the grey dice.
2. Do what the grey dice indicates.
3. Select a pilgrim and move it forward with the white dice using, where appropriate, the archangels and the biscuit.

The last player in the round, at the end of their turn, must move the tide up by placing the marker on the next level.  
Make sure that no pilgrims have been trapped by the rising tide.

## WHITE DICE AND GROUP EFFECT

The white dice advance your pilgrim across the bay. For this the value of the dice must show the number of a square next to your pilgrim. A pilgrim cannot stop on a square that is already occupied. If your pilgrim is on a square next to one or more pilgrims, you can take advantage of the group effect. For this you need a white dice with its value equal to a square on which there is a group of pilgrims. You can then continue to move forward if the dice allow you to do so. *The green pilgrim moves on to square "2" and then benefits from the group effect by using the dice "3" and "5".*



## GREY DICE ACTIONS



If your pilgrim is caught in the quicksands. To escape from this predicament, discard one of the white dice. The other dice can be used to move forward. A pilgrim on Bec d'Andaine or Tombelaine cannot be caught in the quicksands and you can continue to use the three white dice to move forward.



Archangel Saint-Michel can help you. Take an archangel cube. You can play it as soon as it is taken. It allows you to roll the unused white dice again. There is no limit on the number of cubes per player.



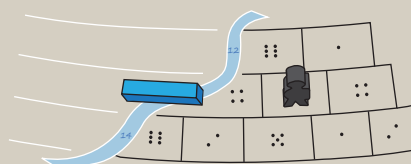
## BISCUIT

If none of the white dice are used, take a break and have a biscuit from your backpack. In this case, take a biscuit piece. You can use it when your turn comes around again. It is the equivalent of a dice with your own choice of value. You can only have one biscuit in your possession. If you are caught in the quicksands, you cannot take a biscuit but you can consume one.



## TIDE

The tide rises one level after each round. If your pilgrim is in the same lane as the marker, then that pilgrim will be trapped by the tide and drown. The pilgrim piece is taken off the board. You cannot move on to squares that are covered by the sea. Make sure you use the correct level according to the number of players and pilgrims (refer to the table on the board). *The black pilgrim drowns because it is in the same lane as the marker.*

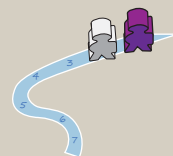


## TOMBELAINE

You can go via Tombelaine or take refuge there to avoid being drowned. In this case, leave your pilgrim there until the end of the game. There may be several pilgrims on this square but only one pilgrim per player.

## END OF THE GAME

The winner is the first one to bring both their pilgrims to Mont Saint-Michel. Failing that, it is the first pilgrim to reach Mont Saint-Michel while the second one is safe at Tombelaine. Otherwise it is the first pilgrim to reach Mont Saint-Michel while the second one has drowned or the first pilgrim to have taken refuge at Tombelaine while the second one has drowned. If everyone has been washed away by the tide, then there is no winner. Use the tide levels for the order of arrival.



## QUICK VERSION

Each player has 1 pilgrim rather than 2. The rules are the same. For the tide, refer to the table on the game board. Recommended for 4 players or more.



## MATHEMATICAL VERSION

For a higher level of skill, you can add up the white dice to obtain the number of the square. You may prefer to subtract them. It's up to you.



Some background... Contrary to popular belief, you cannot become totally buried in quicksand. When you sink down, at a certain point your body becomes less dense than the sand and this stops you from sinking down any further. However, you may still be trapped in the quicksand. This is an extremely dangerous situation if the tide is coming in. If you get caught in quicksands try not to panic. Make slow movements forwards and backwards and start trying to free one leg and then the other. If possible, try to lie horizontally to slow down the sinking process... and remember the prayer to archangel Saint-Michel. On the right is the representation of the statue of the archangel.

