

Welcome to the strangelands, where nature flourishes and beasts wander about the plains, in forests and through the wind currents. As one of the competing beastmasters, you will strive to ensure your domain to be the most prosperous and powerful one among the others. To do so you will try to lure as many creatures as possible to your shire to overpower other competitors.

Preparation Deal five cards to each player. Create a deck from the remaining cards and place it on the table so that every player can reach it.

Goal of the game Your aim is to get most victory points by playing your cards on the table. Throughout the game you will make effort to defend your sets of played cards until the end of the game so that they provide you the victory points.

Game run Player who owns the most animals will start the game. During your turn you can do one of the following: **1) Play the card or set of cards on the table and activate the corresponding effect.** **2) Draw one card from the deck.** If you have no cards in your hand, draw two cards instead of one. When the first player finishes, the other players take their turns clockwise.

Playing cards You have to play all cards in front of you. You can play either one card (an individual), two cards (a pair), or three cards (a herd) at the same time and trigger the corresponding effect. Played cards have to be of the same colour (species). The effects of the cards allow you to move cards from player to player, join or divide pairs or herds etc. Your aim is to keep as many cards in your area as you can and affect cards of your rivals so that they lose some of their cards or weaken their pairs or herds. You can have **unlimited number of cards in your hand** during the game.

If you play a pair or a herd, cover the lower cards with cards above as shown on the picture below. You will save needed space on the table this way. If you are playing cards of the same species as you already have on the table, **never join them deliberately together!** Always play another card or cards separated. You can join or affect played cards only by specific card effects.

Every species has basic skill, that gets stronger in pair and even stronger in herd. Maximal group of cards is herd (three overlaid cards). You can never have more than three cards played or joined on the table. You can play cards even if their effect has no target. For example if you play pair of Ignicama, the effect causes your opponents to discard particular played cards. If they don't have any cards of that type on the table, you just play pair Ignicama without real impact.



Always trigger and resolve only corresponding effect! For example if you play the herd of Cranicorns, you may trigger only herd's effect and not the effect of the individual or the pair of Cranicorns.

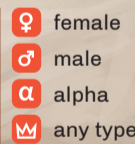
End of game Players play on until the deck is depleted. The player in whose turn the last card is drawn, triggers the final round and this turn is his last in this game. Only the other players continue in the last round. If you need more cards for the last round, create new deck from discarded cards. Beware! In the last round you might end without a single card in your hand. You would then have to draw new card without the possibility of playing it. Keep this in mind and have always at least some cards you can play at the end of the game.

Scoring points There are eight colours in the game, representing eight species. Every species has three types: **male**, **female** and **alpha**, marked by upper left corner with corresponding symbol. Every species has three female cards, three male cards, three alpha cards and one card with symbol of crown, that is counted for any of these three types (joker). When you play multiple cards at once, it doesn't matter if you play male, female or alpha. The only necessary condition is the same colour of played cards (for example Ignicama).

At the end of the game you will get two points for every pair and three points for every herd of creatures. Every different type adds one more point to a pair or a herd. See the examples below:



- pair – two male / two female / two alpha = 2 points
- pair – female and male / female and alpha / male and alpha = 3 points
- herd – three male / three female / three alpha = 3 points
- herd – any combination of two same types and one different = 4 points
- herd – female, male alpha = 5 points



Example: the herd of Ignicama on the upper right would give you five points. Three for the herd itself plus two points for two other types besides the first male card.

If the players are tied at the end of the game, the one with more individuals on the table wins. If still tied, the player with more cards in hand wins the game.

Canceling the effect You can defend yourself when an opponent's effect aims your played cards or cards in hand. You can do so **by discarding any two cards**, in hand, on the table or combination. To cancel the effect, you can even discard a pair or two cards from a herd (in that case you would leave remaining individual on the table). You can't cancel the effect that does not aim at your cards. **When you trigger the effect, affecting one or more players, say it aloud to give them the chance to defend themselves.**



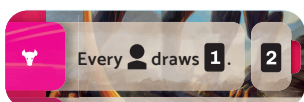
Example: You trigger the effect of Ignicama pair and say: „Everyone discard all Leviathans from the hand. Does someone want to cancel it?“ If noone answers, all players must discard all Leviathans in hand.

If an effect aims two or more players, they can discuss, which one of them is going to cancel the effect although **single player must cancel the effect.** If one player cancels the effect, nobody is affected by it.

Game variant: Multiple cancel You may add more options to the game by allowing players to use multiple cancelling. The effect is not cancelled just by discarding two cards. The attacker and defender can add pairs of cards until one of them passes. Then you can resolve, if the effect is cancelled, or triggered.

Example: Ema plays the cranicorn to divide Olin's pair of altodons. Olin discards two cards to cancel the effect. Ema also discards two cards to overpower Olin's defense. Olin decides to discard two more cards to empower his defense. Ema passes so the effect is cancelled and Olin's cards are safe.

Divided card effects Most of individual's effects has two parts. Second part allows player to draw card(s). If a player cancels this kind of effect, he cancels only the first part affecting other players, but not the second part. You always draw new card(s) if you trigger this kind of effect.



Example: You play individual of Arca and trigger first effect. Even if this effect is beneficial for opponents, they can cancel it, because it affects them. If the effect is cancelled, you still draw the cards.

Uncancellable effects are marked with coloured mark behind the effect. These effects doesn't affect other players so no other has the right to affect it.

List of card effects



- Join an opponent's played individual with your played individual. Draw two cards, keep one in hand, put the other on the bottom of the deck.
- Join an opponent's played individual with your played individual or a pair.
- Join an opponent's played individual with your played individual or a pair, or join an opponent's pair with your individual.

TAKE OVER

COPY



- Copy the effect of any played your or opponent's individual. Copy the whole effect including separate card draw if there is any.
- Copy the effect of any your or opponent's played pair (not the effect of an individual).
- Copy the effect of any your or opponent's played herd (not the effect of an individual or a pair).



- Choose two opponents. Each of them will give you one card from his hand and draw 1 card.
- Choose two opponents. Each of them will give one card from the table to your hand (even if they would have to divide their pair or herd) and draw 1 card.
- Choose two opponents. Each of them will give you one card from his hand

The card is always chosen by a player, who is giving the card away.

TAKE

DRAW DISCARDED



- Give one card from your hand to an opponent. Draw two upper discarded cards. If you have no cards in hand, you can't play this card.
- Draw two upper discarded cards.
- Give one card from the table or from hand to any opponent. Then draw three upper discarded cards. If you have no cards in hand and on the table, you can't play these cards (this herd).



- Choose species. Every opponent discards one card from his hand of that species. Draw two cards, keep one, put the other one on the bottom of the deck.
- Choose species. Every opponent discards all cards from his hand of that species.
- Choose species. Every opponent discards one his played card (cards on the table) of that species.

DISCARD

DRAW



- Every opponent draws one card. You draw two cards.
- Reveal as many cards as there is players plus one. Take two cards, every opponents takes one card.
- Draw three cards, keep two of them in your hand, put the third one on the bottom of the deck.



- Join two your played individuals, or join one card from your hand with your played individual. Draw two cards, keep one, put the other on the bottom of the deck.
- Join two your individuals or join your played individual with your played pair.
- Join your played individual with one or two cards from your hand or from the table, or join your played pair with one card from your hand or table.

You can join even an individual or pair of Ursera, which triggered the joining. Ursera's effect is the only way how to join already played cards.

JOIN

DIVIDE



- Divide any played pair on the table. Draw two cards, keep one in your hand and put the other on the bottom of the deck.
- Divide any played pair or herd on the table to individuals.
- Divide two pairs or two herds or a pair and a herd. It must belong to two different opponents.

The concept of this game was emerged in my mind during travelling to work in subway. I created this game to honor my eternal love for monsters and to create bizarre world full of rampaging creatures. I would like to thank friends who helped me with testing and gave me feedback and advices. My gratitude and gratitude of all player's who like this game belongs to Ján Harry Novodomyš, Anežka Sláňa Bělohoubková, Jiří Játro Trojánek, Jan Kubák Laštovička, David Rozsival, Tereza Pádecká, Antonín Kandrik, Marek Jaroš and others, who contributed at least a little to this game. Thank you.