



# Players

From 2 to 8 players

(With only 2 players, the Mayor and Mayoress cards are put aside)

The game is addressed to children 7-year-old or more

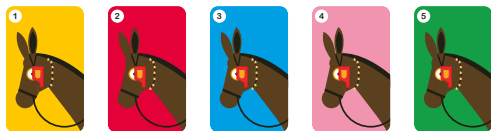
# How to play?

The cards are mixed, and 6 cards are given to each player. The remaining cards are left in the center of the table, upside down.

The starting player takes the upper card of the deck in the center of the table. Next, that player discards one card of his hand (it can be the one he just got from the deck), leaving it face up to the side of the central deck.

The following player takes the card of the central deck, or, if he wishes, the one face up discarded by the previous player. Again, as before, he discards one card of his hand, and leaves it face up beside the central deck, above the former one.

By turns, each player carries out the same action, until one player manages to complete one of the suits, winning the game.



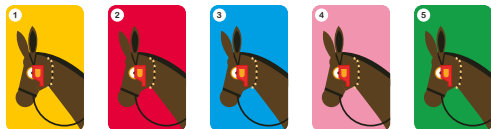
# The cards

Eagle, Mule, Bug-beast, Lion, Bull, Vibria.....	60 cards
Dragons.....	5 cards
Magi de les timbales.....	2 cards
Mayor.....	1 card
Mayoress .....	1 card

1. (Eagle, Mule, Bug-beast, Lion, Bull, Vibria) Àliga, Mulassa, Cuca-fera, Lleó, Bou i Vibria: Those are the suits of the game.



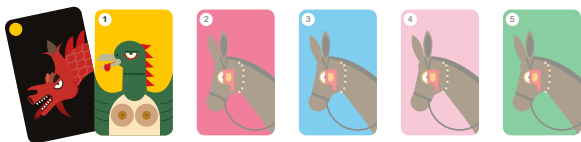
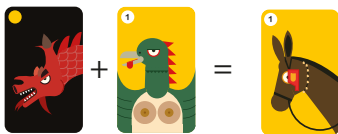
There are 5 cards in each suit, numbered from 1 to 5, with different colors in the background: **YELLOW**, **RED**, **BLUE**, **PINK**, **GREEN** (all the cards are duplicated).



## 2. Dragon



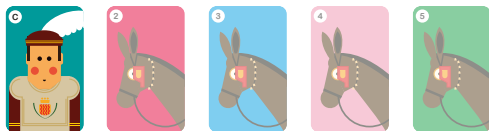
Combining any card of the same color of the circle of the Drac [Dragon] with the Drac [Dragon], the suit is completed (The color of the Drac [Dragon] is indicated on top of each Drac [Dragon] card):



### 3. (Magi of the kettledrums) Magi de les timbales.



This card allows a player to complete any suit.



### 4. Mayor / Mayoress.



Those are special cards. They allow a player to take a face up card when it's not his turn. If the card that is left face up is of a player's interest, but it's not his turn, he can take it anyway, leaving the Mayor/Mayoress card in replacement. That doesn't affect turns, which remain the same once the player has taken the face up card (that player can play again when it's his turn). If two players are interested in a card when it's not their turn, and they respectively possess the Mayor and the Mayoress cards, the turns are respected, getting the card the player that would have played first in the established order.



# BESTIUM!?

For those willing to go a bit further...

Those who want can add a complement to the game Bestium. It's about adding a new way to win the game, apart from the one explained above (suits gathering).

The operation of the game does not vary, but the player can choose between achieving a whole suit, as explained before, and achieving a different card of each suit, all with the same number (all one, all two, etc.).





# MEMORY

Put aside the cards: Drac [Dragon], Magí de les timbales [Magí of the kettledrums], Mayor and Mayoress

Put aside 2\* of the 6 suits of the game (example: Vibria and Bou [Bull]). There will be 4 remaining suits (40 cards).

Mix the cards and place them upside down on the table, one beside the other, in rows and columns.

By turns, each player raises 2 cards. If those are equal, the player gets them, and plays again. However, if those are different, the player puts them upside down again, and the following player takes its turn.

The player that has more couples at the end of the game wins.

\*You can put aside more suits if you consider that there are too many cards (for example: 3 suits -30 cards-, 4 suits -20 cards-, etc.)

