Beasty Bar *by Stefan Kloss*

The parties in Como Dragon's Beasty Bar are legendary. Neither the big beasties nor the small ones want to miss them. But you can get in only if you leave enough guests waiting in line behind you. And the animals are already pushing and shoving and baring their teeth. Will the crocodile bite its way ahead? Or will the skunks' odor cocktails be too overwhelming? And the chameleons will probably make complete monkeys of themselves! Even the manes of the party lion regulars stand up when the next best seal opens up a new way in...

Materials

48 animal cards (12 animals in each of the 4 card colors)





4 overview cards (multilingual, with an overview of the game variant on the back)

1 Heaven's Gate-card



1 Exclusion card





1 Beasty Bar card



1 THAT'S IT card

Object of the Game

Your animals want to go to the party. To this end, they have to bear up against the pushing and biting rivals at "Heaven's Gate," the portal to the Beasty Bar. Whenever the line has increased to five animals, the first two animals in line gain admission – and the last in line is excluded. The player who is able to get the most animals into the bar wins.

Set-up

- Each player shuffles the 12 animals in **his** card color and takes 4 of them in his hand. He puts the 8 remaining animals – without looking at them – in front of him as a **face-down draw pile**.
- Place the **Heaven's Gate card** and the **Exclusion card** in the middle of the table! Between them, leave room for five animal cards. This space is called the **Jostling area**.
- Put the **Beasty Bar card** and the **THAT'S IT card** a slight **distance from** the Jostling area.
- Please, read the **overview card** before your first actual game.







Jostling area







Course of the Game

The player with the wildest outfit begins. Then play proceeds in turn, in clockwise order. On your turn, you perform the following five actions in this order:

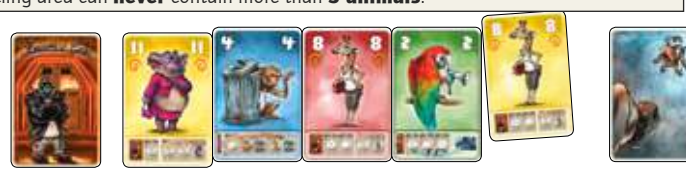
1. Play a card
2. Execute the animal action of the played card
3. Carry out "recurring" animal actions
4. Open Heaven's Gate and enforce the exclusion
5. Draw another card

1. Play a card

Choose one animal card from your hand and place it **face up** at the **end of the line** in the **Jostling area**. If the Jostling area is currently empty, the animal played opens a (new) waiting line in front of Heaven's Gate.

Explanation: In the Jostling area, all played cards – **put next to one another** face up – form a "waiting line". Each newly played animal first has to **get in line**, that means, **further away from Heaven's Gate** than all the animals already laid out (see example 1). The Jostling area can **never** contain more than **5 animals**.

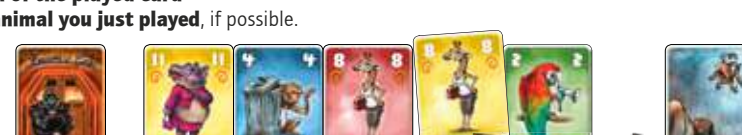
Example 1: You place your giraffe into the Jostling area; it has to get at the end of the line.



2. Execute the animal action of the played card

Now execute the **action of the animal you just played**, if possible.

Example 2: You move the giraffe you just played past the parrot, according to its animal action.

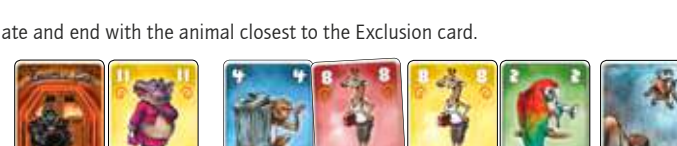


3. Carry out "recurring" animal actions ( ).

Four kinds of animals show this card symbol: . Actions of hippo, crocodile, and zebra have to be carried out again **on every subsequent game turn of each player**, if possible. The same is true for the giraffe, as long as it has not been laid out on the current turn.

You begin with the animal closest to the gate and end with the animal closest to the Exclusion card.

Example 3: The "recurring" action of the hippo has no effect. The red giraffe jumps over the monkey. The yellow giraffe doesn't, since it has just been laid out on the current turn.



4. Open Heaven's Gate and enforce the exclusion

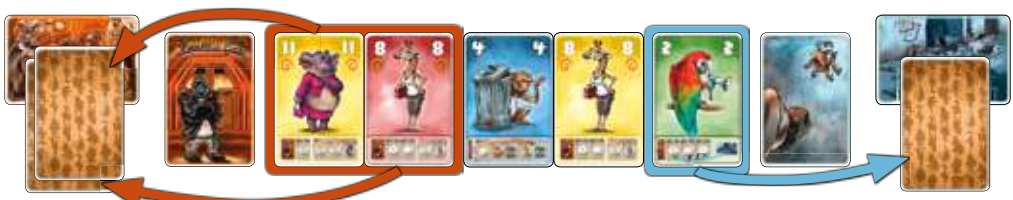
After carrying out **all** recurring animal actions, you now check whether the waiting line consists of **5 animals**.
If there are **less than 5 animals** in line, nothing happens. Play immediately goes on with action 5: "Draw another card."

If the waiting line consists of **5 animals**, Heaven's Gate opens; and the exclusion takes place as well:

- The **two animals** that are **closest to Heaven's Gate** have managed to gain admission to the bar: Put them **face down** on the **Beasty Bar card**! They stay there until the end of the game.
- The **last** animal in the waiting line is **excluded**: Put it face down on the **THAT'S IT card**. It stays there until the end of the game. Bad luck – the party takes place without this animal!
- The animals remaining in the Jostling area are (in unchanged order) shoved toward Heaven's Gate.

Please note: Animals can also have to go "directly" from the Jostling area to the THAT'S IT card thanks to the actions of other animals. In this case, too, the remaining animals in the Jostling area are shoved toward Heaven's Gate.

Example 4: After all "recurring" actions have been carried out, there are **5 animals** present in the Jostling area. Heaven's Gate opens for the hippo and the red giraffe and allows them to enter the bar. The parrot is excluded since it is the last of the 5 animals waiting in line, and it lands on the THAT'S IT card.



5. Draw another card

At the end of your turn, you take the topmost card of your draw pile into your hand. If your draw pile has already been depleted, this action is omitted.

Ending and Winning the Game

The game ends as soon as all players have completely played out their animal cards. **The player who has the most guests (his own animals) in the Beasty Bar wins**. If several players end up in a tie, these players add up the **card values** of their bar guests; then the player whose guests have the **lower** overall value wins. There can be more than one winner.

Variant for Advanced Players

The overview cards are placed with their **backs up**. The number of points indicates how many points the owner of an animal gets if this animal reaches the Beasty Bar.

In this game variant, **differing** from the normal game rules, each player **sorts out 4 animals of his choice** before the game begins. He does **not** tell the other players what these animals are, and puts them face down back into the game box. The remaining **eight animals per player** are then used for play according to the normal rules. The player who scores the most victory points with his party guests in the Beasty Bar wins.

The Animal Cards (The meaning of the actions and examples)

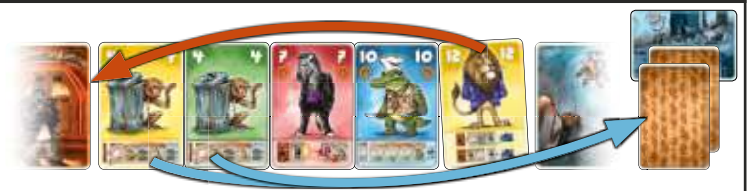
The card value indicates the strength of the animal.



Strength 12: The lion … considers itself the only true number 1:

If the played lion doesn't encounter a member of the same species, it scares off all monkeys onto the THAT'S IT card. Then it positions itself ahead of **all** the other animals.

If there is already a lion in the Jostling area, the newly played lion lands on the THAT'S IT card.



Example 5: THAT'S IT for the two monkeys! The lion positions itself directly at Heaven's Gate.



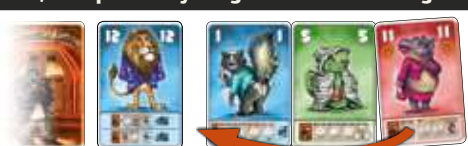
Example 6: There's already another lion! The new arrival immediately lands on the THAT'S IT card!



Strength 11: The hippo … thick-skinned, tramples everything aside that tries to get out of the way:

A hippo pushes toward the front of the line in the direction of the gate. However, it is not able to pass a member of its own species, stronger animals (lions) or zebras (see "The zebra").

The hippo carries out its action "recurringly" – on every subsequent turn of each player.



Example 7: The hippo passes all animals except for the lion.

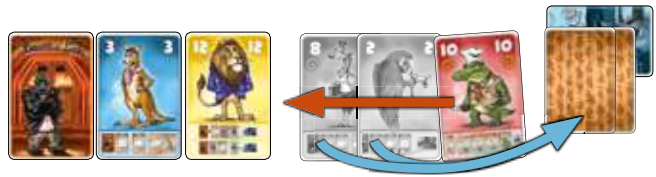


Example 8: A kangaroo jumps over two hippos. The two hippos promptly pass the kangaroo again, since they execute a "recurring" action.



Strength 10: The crocodile … likes to eat its way through the line at the expense of other animals:

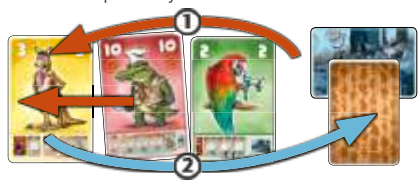
A crocodile eats all **weaker** animals that are placed **in front of it**. If it encounters a stronger animal or zebra while eating, the crocodile immediately stops. Eaten animals are discarded on the THAT'S IT card.



Example 9: The crocodile eats all weaker animals that are standing in line in front of it – with the exception of the kangaroo. The (stronger) lion cannot be passed by the crocodile.

The crocodile carries out its action "recurringly" – on every subsequent turn of each player.

Example 10: A not particularly smart kangaroo jumps over a parrot and a crocodile. The crocodile immediately eats the kangaroo, since the crocodile carries out its action "recurringly". The parrot is not affected since it is sitting **further down the line** than the crocodile.





Strength 9: The snake … loves order – simply because it likes long lines:

A snake has the effect that all animals in the Jostling area are immediately sorted by strength: Place the strongest animal next to Heaven's Gate. The other animals are positioned behind it, according to their strength. Members of the same species don't change the order among them.



Example 11: The green snake makes for order: Now the strongest animal is sitting next to the gate – the hippo. The already laid-out blue snake remains in front of the (new) green one. Since the parrot has the lowest card value, it is the last in line.



Strength 8: The giraffe … smugly strides over smaller animals:

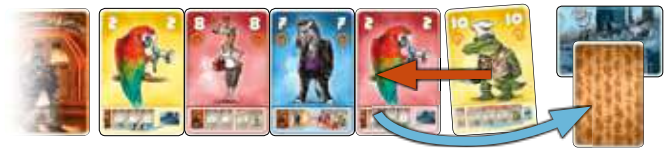
A giraffe passes one weaker animal that stands directly in front of it in line. If there is no weaker animal there, the giraffe stays where it is.

The giraffe carries out its action "recurringly" – on every subsequent turn of each player. Giraffes may jump over **only one animal per turn** (see examples 2 and 3).



Strength 7: The zebra … considers its stripes as a great braking signal:

Zebras are **"recurringly" active**. Their action is that they can **never be passed by hippos** and **not be passed or eaten by crocodiles**. Consequently, all animals that are in line **in front of** a zebra are always protected from being passed by hippos or eaten by crocodiles.



Example 12: Here, all displayed animals are weaker than the played crocodile. Nevertheless, the yellow parrot and the giraffe are spared, since the crocodile can't get around the zebra. The crocodile eats only the red parrot.

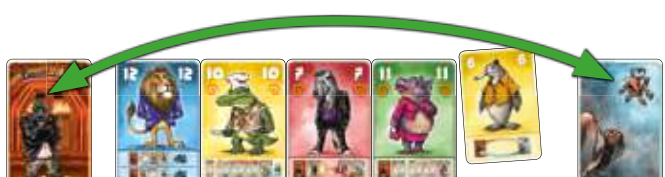
Example 13: If a kangaroo jumps over a hippo and a zebra, the hippo is blocked by the zebra. In this situation, in spite of its "recurring" passing action, the hippo cannot get around the zebra – and consequently, not around the kangaroo either.





Strength 6: The seal … simply makes a new entrance:

A played seal swaps Heaven's Gate and the Exclusion card.



Please keep in mind:
If, through its action, the seal (not protected by a zebra) gets to lie in front of crocodiles and/or hippos, it is eaten/passed.



Example 14: The seal swaps Heaven's Gate and the Exclusion card. Now the hippo moves past it. The crocodile can't get around the zebra so it can't eat the seal.

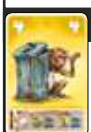


Strength 5: The chameleon … masquerades as a different animal:

The chameleon carries out the **action of a species that is present in the Jostling area**. For this action (only), the chameleon also takes on the strength of the imitated species.
But as soon as the "recurring" animal actions are carried out (even on the same turn), the chameleon goes back to being a chameleon with a strength value of 5.



Example 15: In this situation, it's not smart to use the chameleon as a hippo: After passing the crocodile – acting as a hippo with the strength value 11 – it would be eaten by the crocodile since it would now be a chameleon with the strength value 5 again.



Strength 4: The monkey … is, together with his mates, obnoxious:

A single monkey in line has no effect.

If an **additional monkey** (beyond the first) gets into the Jostling area, this band of monkeys shoos all waiting **hippos and crocodiles** onto the THAT'S IT card.
Then the **just-played** monkey pushes its way past **all** the other animals to Heaven's Gate, gathering its monkey mates that have been waiting in line directly **behind it** – now in reverse order.



Example 16: The just-played red monkey passes all the other animals since there are other monkeys present. The blue monkey and the yellow monkey move up to positions 2 and 3, reversing their previous order in the waiting line.





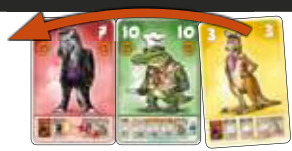
Example 17: The chameleon is played as a monkey. Since there is already a monkey on display, it chases away the crocodile and the hippo, and passes all the other animals, taking its monkey mate with it (see the monkey's animal action). If another monkey is played after that, the displayed chameleon is no longer a monkey mate, but simply a chameleon again.



Strength 3: The kangaroo … is always a big leap ahead:

A kangaroo jumps over the last or (at the player's discretion) the last two animals in line. The strength of the jumped-over animals doesn't play a role in this.

Example 18: The kangaroo jumps over the crocodile and the zebra – and, thanks to the zebra, is safe from the crocodile.





Strength 2: The parrot … annoys all … snitches on everyone … disparages many … chases away any:

A parrot shoos an animal of your choice out of the Jostling area onto the THAT'S IT card.



Example 19: The parrot chases away an animal of the player's choice. The player chooses the zebra (see illustration above). After that, the crocodile eats the monkeys.





Strength 1: The skunk … has a strong smell and finds this swell:

A skunk expels all animals of the **two strongest** currently displayed **species** – but **never** other **skunks**. The expelled animals are put on the THAT'S IT card.



Example 20: The skunk expels the two crocodiles and the hippo.



Please keep in mind: If a **chameleon** is played as a skunk, it remains a skunk (with a card value of 1) until the two strongest species (if present) have been chased away.

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Author: Stefan Kloss
Illustration: Alexander Jung
Translation: Sybille & Bruce Whitehill, "Word for Wort"

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