

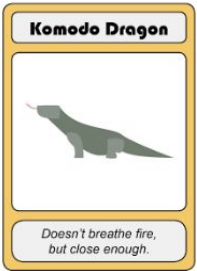



# Royal Menagerie

Welcome to the Grand Vizier's Court, where prestige and power comes from the grandeur of your menagerie!

**Royal Menagerie** is a four player game of gifts, both benign and insidious! Your empty enclosures call for exotic tenants. But beware, your grand menagerie can only hold so much. Overcrowd your fellow council members' pens with gratuitous offerings, or reward your presumed allies with the beasts of their desire. And watch out for stampedes!

## Materials:

4 Role Cards	Play Deck (Total 46 cards)	
	16 Action Cards	30 Animal Cards
		
<b>4 Game Mats</b>		
		

## Setup:

Each player takes 1 game mat. This is your **menagerie**, where you keep your animals.

Shuffle and deal out role cards face-down, 1 to each of the 4 players. There is 1 **Grand Vizier**, 1 **Loyalist**, and 2 **Conspirators**. The player with the Grand Vizier role card reveals it, the other roles remain hidden until the end of the game.

Shuffle the Play Deck and deal out cards face-up from the deck to each player until each player has 2 animal cards. Set aside any action cards dealt out this way, then shuffle all revealed action cards back into the deck. Each player adds their 2 animals to their menagerie.

Deal out 3 cards face-down from the Play Deck to each player. These will be each player's starting hand - players may look at their own hand at any time.

## Objectives:

Each role has a different objective, each of which are checked at the end of the game.



**Grand Vizier:** The Grand Vizier has **two** possible win conditions.

- **Solo victory:** Individually, have the most points at the end of the game (Cannot be tied) **OR**
- **Shared victory:** Combined with the **Loyalist**, have more points than the sum of the two **Conspirators'** points.

**Loyalist:** The Loyalist can only win a **shared victory** with the **Grand Vizier**. They win if:

- The Grand Vizier did not win a **Solo Victory**.
- AND**
- The **Loyalist** and the **Grand Vizier** have more points combined than the sum of the two **Conspirators'** points.



**Conspirators:** The Conspirators win if neither the **Grand Vizier** nor the **Loyalist's** win conditions were met. They win if:

- The **Grand Vizier** did not win a **Solo Victory**.
- AND**
- The sum of the two **Conspirators'** points is more than the **Grand Vizier** and **Loyalists'** points combined.

## Play:

Play happens in turns, starting with the player to the left of the Grand Vizier and proceeding clockwise in a circle. On a player's turn, they draw 1 card and play 1 card. **The Grand Vizier** draws 2 cards and plays 2 cards on their turn.

There are two different types of cards that players may play: **Animal Cards** and **Action Cards**.

- **Animal Cards:**

If a player plays an Animal Card, they must place it in a pen on one of the other 3 players' menageries, 'gifting' it to them. More than 3 of a specific type of animal cannot be in a player's menagerie at the same time. A pen can only hold one type of animal.



- **Stampede:** If a player ever has at least one of each of the 6 animal types in their menagerie, that player immediately discards one of each animal.

- **Action Cards:**

The effects of an action card occur immediately, once it is played. After the effect is finished, it is placed face-up in the discard pile.

- **Nested actions:** If playing an action card causes another action card to be played, complete the effects of the most recently played action card before going back and finishing the effects of the previous action.

E.g. If playing a **Bazaar** card causes a **Windfall** card to also be played, finish the effects of **Windfall** before going back and finishing the effects of playing **Bazaar**.

## End-stage:

Once the Play Deck runs out, the game enters **End-stage**. During this stage, players skip the draw phase of their turn and the Grand Vizier only plays 1 card per turn. The game ends when no one has any cards left in their hand. After this, roles are revealed and scoring occurs to determine the victor(s).

## Scoring:

At the end of the game, all roles are revealed, and players receive points for each animal type that they have left in their menagerie, based on how many of that type they have.



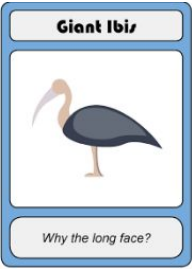


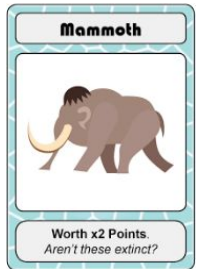
Two's company, three's a crowd when it comes to your exotic beasts! Animals enjoy having some company, but an overcrowded pen isn't good for its inhabitants' temperament.

1 animal of that type: **1 point**





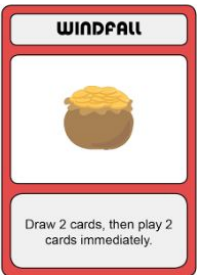
2 animals of that type: **3 points**

3 animals of that type: **0 points**

(The Mammoth is worth double points, i.e 1 is worth 2 points, and 2 are worth 6 points ).

List of Animal Cards			
Galapagos Tortoise	 <p><b>Galapagos Tortoise</b></p> <p>Can't believe something this rare is for shell!</p>	White Tiger	 <p><b>White Tiger</b></p> <p>Beware of cat.</p>
Giant Ibis	 <p><b>Giant Ibis</b></p> <p>Why the long face?</p>	Komodo Dragon	 <p><b>Komodo Dragon</b></p> <p>Doesn't breathe fire, but close enough.</p>
Hiroa Antelope	 <p><b>Hiroa Antelope</b></p> <p>Oh deer...</p>	Mammoth (Worth x2 Points)	 <p><b>Mammoth</b></p> <p>Worth x2 Points. Aren't these extinct?</p>

List of Action Cards

<p><b>Shoot:</b> Discard any one animal from any player's menagerie. (including your own)</p>		<p><b>Steal:</b> Take any one animal from any other player's menagerie and place it on your menagerie.</p>	
<p><b>Trade:</b> Swap any one animal from any player with another animal from another player.</p>		<p><b>Bazaar:</b> Reveal the top 4 cards of the deck and lay them on the table. Starting with the player who played the card, proceeding in turn order (clockwise), each player takes one card and plays it immediately.</p>	
<p><b>Windfall:</b> Draw 2 cards, and then play 2 cards from your hand.</p>		<p><b>SPECIAL CASE:</b> For the Bazaar and Windfall cards, if there are not enough cards remaining in the Play Deck to complete the action, shuffle the discard pile and deal cards from there to complete the action, then place the remainder of the discard pile back face-up.</p>	