



**T**he good king wants a new mascot for his kingdom. He looks for the best wizard of the realm who will create the most wonderful chimera. To find him, he organize a huge tournament of magic where all the wizards of the realm will compete. You are one of them and this tournament is the chance you were waiting for to show what you are capable of. But the fight promise to be hard !

**The tournament lasts for 3 years (Rounds).**

**Each year, there will be four Contests, one for each Season, and the wizards will have to create the chimera that fits the best for each contest.**

## COMPONENTS

- 1 circular Contest board with the 4 seasons.
- 20 Season Board (5x4 seasons).
- 15 Contest main tiles.
- 15 Contest secondary tiles.
- 10 Queen's Award tiles.
- 40 Animal Head tiles.
- 40 Animal Body tiles.
- 40 Animal Tail tiles.
- 1 People's Champion sandtimer (30 seconds).

# SETTING UP THE GAME

- Put the **Contest Board** in the center of the table.
- Each **wizard** takes **4 Season Boards**, one for each season. He puts them in front of him.

*Tip : place them coherently with the way you see the Contest Board, as shown below.*



- Shuffle the **Animal Tiles** by type : **Head, Body** and **Tail**. To make the game easy for all the players, split the tiles to make one pile of each type in front of each player. The tiles must be face down so each player can see a complete sheep.

**Animal tiles in 3 piles face down in front of each player**



- Shuffle the **Contest Main Tiles** and the **Contest Secondary Tiles** separately in order to create a pile of each.
- Shuffle the **Queen's Award Tiles** and create a pile next to the Contest Tiles.

Contest main tile



Contest secondary tile



Queen's Award



## THE YEAR

**A- Start the year by creating the four contests of this year, one for each season :**

- Associate on each season of the **Contest Board** a **Contest Main Tile** and a **Contest Secondary Tile** (as shown on the next page). Draw the first tile of each pile and the combination of these tiles gives you the name of the contest, the skills to win the contest and the victory points (VP) for the two first chimeras.

To win a contest, you will have to create a chimera with a maximum of the skills of the contest (one or two skills) shown on the Contest Tiles :

**Agressiveness Beauty Weight Protection Speed**



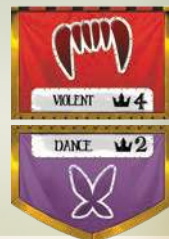
**Exemple of Contest**

**Name : Violent Dance**

**Skills : Agressiveness and Beauty**



**Victory points : 5VP for the 1st chimera, and 2VP for the 2nd one.**



**B- Create your chimeras in 3 Phases :**

**1- the Research Phase**, to find the best animal parts and to give bad one to your opponents.

**2- the Creation Phase**, to merge this parts and summon the most powerful chimeras.

**3- the Contest Phase**, to fight your opponents, win the contests and the Queen's Award.



Queen's  
Award pile

Sandtimer

Contest Main  
Tiles pile

Contest  
Secondary  
Tiles pile

## EXAMPLE : SETUP FOR 4 PLAYERS



The 4 Season Boards of one player

### Animal Tile Face Up



◀ Symbol and  
Name

◀ Part of the  
Animal

◀ Skills

In the center, the Contest Board  
with the 4 contests of the year.

In this example,  
the 4 contests of the year are:

- Spring : Deadly Feast
- Summer : Titan's Dance
- Autumn : Violent Joust
- Winter : Bloody Sprint

# THE RESEARCH PHASE

**T**o build their chimeras, the wizards will have to find in their spell books the spells of animal parts.

There are 3 piles, one for each part of the future chimeras (Tail, Body or Tail).



Each Season Board also have 3 spaces matching these part of the animals.



- The wizards say, all together, “1, 2, 3... Chimere” and start to draw animal tiles in any piles on the table.
- If the tile suits you, place-it on one of the empty space of one of your Season Board.

**Beware, respect the type of the animal part !**

If it does not suit you, place-it on one empty space of one of your opponent.

Once the tile is placed, if you still have empty space, draw a new tile and go on until filling all your Season Boards.

*Tip : you should be quick in this phase to avoid poisonous gifts from your opponents and to give them the bad tiles you draw.*

**Beware : all the tiles placed on a Season Board cannot be moved until the next phase !**

- Fill all your Seson Boards, at your rythm and respect the Research Rules.

## RESEARCH RULES

- You can draw from any **pile you want** on the table, even in front of an other player.
- You can draw a tile of a **type** (Head, Body or Tail) **provided that you have at least on empty space** of that type on one of your Season Boards. If you draw a tile without a space for it, put it back in the pile you drawn it.

*Example : If I have filled the heads of my four Season Boards, I cannot draw a new head tile !*

**Beware : If your 4 Season Boards are full, you cannot draw new tiles to place it on your opponents' boards.**

- You cannot draw a new tile as long as you have one tile in hand.
- Once a tile is placed on a boards, by you or one opponent, you cannot move it until the next phase: the Creation Phase.

• As soon as all Season Boards of all the wizards are full, the Research Phase is over. Move to the next phase, the Creation Phase.



# THE CREATION PHASE

Once the wizards got all the spells they need, it is time to use them to summon wonderful chimeras.

- Start the phase by turning the sandtimer.
- Now, all the wizards can move the animal parts from their Season Board.

Swap the different parts of your chimeras, two tiles of the same kind at a time, and be sure they always have one Head, one Body and one Tail.

*Example : If you take the Head of one of your chimeras, you can switch it with the Head of another chimera or replace it at the same place.*

**Beware : You cannot swap with an opponent, swap parts only between your 4 Season boards and try to find the best layout!**

## CREATION RULES

These swaps allows you to find the best chimeras to fit with the skills required in the different contests.

- The three parts of the same chimera must come from **three different animals**.
- A contest require one or two different skills. The distribution between this two skills does not matter, **it is the sum of the two skill that will determined the winner**.
- **If you play with the advanced rules** : The Extraordinary Gifts are valid only if the chimera does not have a point of the forbidden skill.



Swapping Heads between the chimeras of spring and summer.

## THE PEOPLE'S CHAMPION

- As soon as a wizard is glad about his creations, he takes the sand timer in front of him and become the "People's Champion". He can no longer change his chimeras.
- If the first sand timer is not over, he must wait until it is finished. As soon as it is empty (or if it was when the player took it), **the People's Champion turn it again, his opponenents get 30 seconds to end their chimeras**.
- From the moment he has turned it, he gets the length of the sand timer to **draw the first tile of the Queen's Award tile and place it on one of his chimera** (usually the one that fits the best with the adjective on the tile). The Queen's Award election will be held latter on between the chimeras in the chosen Season.



- As soon as the second sand timer is over, the wizards can no longer move and change their chimeras. if a wizard still got tiles in hand, they are placed randomly on empty slots. **The Creation Phase is now over. Move on to the Contest Phase.**

# THE CONTEST PHASE

**T**ime of competitions has come. the wizards must compare their creations in front of the King, the Queen and the People.

You will now **compare your chimeras in all the contests.**

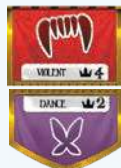
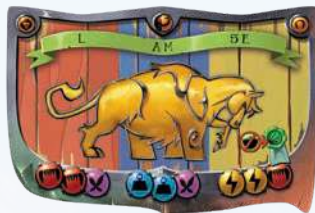
• First, you must check that all the chimeras respect the **Rules of approval.**

• Once all the chimeras have been checked, **compare them by following the seasons' order:**

**SPRING ► SUMMER ► AUTUMN ► WINTER**

In each seasonal contest, compare the power of the competing chimeras. To know the power of a chimera, just add up the number of symbol of the required skills of the contest.

*Example : The contest "Violent Dance" require Aggressiveness and Beauty*



*The power of the Lamse is 5 :*

*3 Aggressiveness (3 red icons) + 2 Beauty (2 purple icons)*

• The wizard with the **most powerful chimera** wins the **Main Contest tile**, the second one wins the **Secondary Contest tile.**

• If **two chimeras have the same power**, the one with the most of the Main Skill wins (the skill on the Main Contest Tile).

*Example : Aggressiveness in Duel de Bouffons.*

If they are still tied up, it is the **People's Champion** (player who took the sand timer) who choose the winner.

• Wizards who wins tiles keep the tiles in front of them, face down.

## RULES OF APPROVAL

- A chimera must have a Head, a Body and a Tail.
- A Chimera must be composed of **3 different animals**. Use the symbols on the top of the animal tiles to help you :

*Example : Lion*   *Shark*

If a chimera gets two tiles of the same animal, his owner must turn one of the problematic parts on sheep side, weakening the chimera.



*Here, the Lamons have two lions parts, it loses one and becomes a Shamon (Shamon him).*

**Snalon : Power 7**

**Camamon : Power 7**



*Example : In the Contest "Violent Dance", between the Lamse, the Snalon and the Chamamon :*

• **The winner is the Snalon, Power 7** (3 red icons + 4 purple icons), its owner gets the banner .

• **The 2<sup>e</sup> is the Chamamon, Power 7** (2 red icons + 5 purple icons) also but it has less aggressiveness , the main skill, and its owner gets the second banner .

• **The Lamse with Power 5** (3 red icons + 2 purple icons) is last and its owner gets nothing.

## THE QUEEN'S AWARD

- At the end of each year, the Queen's Award happens.
- the theme of the award is given by the Queen's Award tile drawn and placed by the People's Champion in the Creation Phase.
- Each wizard shows to the others the chimera of the season chosen by the People's Champion for the Queen's Award.



*Example : if the People's Champion has chosen his summer chimera for the Queen's Award, all the wizards show their summer chimera to one another.*

- The wizard are incited to speak in favor of their chimera to explain why it is the best for the given theme (adjective, using for instance its look, its name or anything you want.
- Then, when all the wizards have made their decision, count "1,2,3...For the Queen !" and point at the one chimera you want to vote for. (the one that best fits the adjective.)
- Beware : you cannot vote for your own chimera, you must choose an opponent's one!**
- The chimera with the most vote wins. Once again, the People's Champion pick the winner from the chimeras tied up in vote. The owner of the winning chimera wins the Queen's award tile (2 victory points).
- The year is now over, the wizard put all the animal parts back under the piles (the one in front of you or your neighbours ones). Now you can start a new year !

- If you've reached the end of the third year, the tournament is over. It is time to count your point and finally know the winner of it all.

## ADVANCED RULE

(for confirmed player)

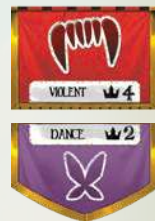
### The extraordinary Gifts

Some animal tiles gets **Extraordinary Gifts** in addition to their skills :



They are linked to a forbidden skill. **The extraordinary Gift is Valid** if none of the three tiles composing the chimera bears that forbidden Skill.

**For each different valid extraordinary Gift, the chimera Increase its power by 1. This bonus is applied to the Main Skill** (to sort out draws.)



*Example :*

- The Dragise gets the Gift Hairy on its Head, but it has Protection (🛡️) on the Tail, so, the Gift is not valid.
- On the other hand, it gets the Gift Flying on its Tail and does not have any Weight (🏋️). This Gift is valid and the Dragise can fly !
- Its main skill, Aggressiveness (👊), is increased by 1 and gets to 4. Its Power is 5 (4👊 + 1👊) for the Contest "Violent Dance".



# END OF THE TOURNAMENT

**The King gives the title of "Royal Wizard" to the winner and entrust him with the important task of creating the new mascot of the kingdom.**

The wizards count the victory points of the Main and Secondary Contest tiles, and of the Queen's Award tiles they earned.

**The wizard with the most points is declared winner of the tournament and best wizard of the realm.** If two wizards get the same amount of points, the one with the most Queen's Award is the winner. If they are still tied up, the one with the most tiles of any kind is the winner.

## CRÉDITS

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And all the persons who trusted in us, who makes us going further and further in this first publishing adventure. And, this is not over !

## RULES FOR 2 PLAYERS

- The games takes also place in three years of four contest; each year gets the same three phases.
- **The Queen's Award is removed.**
- the setup is slightly different : **Put two neutral Season Boards next to the Contest Board.**
- **During the Research Phase**, you can place the animal tiles on your boards, your opponent's boards or the two neutral boards. All the Season Boards must be filled during the phase, even the neutral one.
- **This will create two neutral chimeras** that cannot be moved during the Creation Phase. These chimeras will compete in all the contests and you will have to beat them !
- **If a neutral chimera wins a tile in a contest (first or second position)**, discard the tile it won.

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