

NEW BEASTS IN TOWN

by Stefan Kloß
and Anna Oppolzer



Object of the Game

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

Materials

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



If you already know "Beasty Bar," please observe the following rule changes and notes...



2 overview sheets

2 Heaven's Gate/Exclusion cards



1 Beastly Bar card



1 THAT'S IT card

...before the first game:

- Animals that land on the **THAT'S IT card** are no longer placed there face down, but, from here on, **face up**.
- If you send **several** animals to the THAT'S IT card on your turn, you choose in what **order** to stack them there.
- The vulture is the only exception to the rule that all animals that land on the THAT'S IT card have to stay there until the end of the game.
- In case of a **tie** at the end of the game, use the table at the bottom of the overview sheet as an aid. It allocates a certain number of victory points to the different animals (especially for the game variant described on page 3). Among the tied players, the one who scores the most points with his party guests in the Beastly Bar wins.

... before any additional games:

- Once you are familiar with all the species, you can combine the card sets (all animals) of "Beasty Bar" and "New Beasts in Town." Each player puts his 12 animals together as he wishes, with each card value (from 1 to 12) represented **once** in his card set.
- After one game, real party people immediately play a "return game" in which each player uses the previously sorted-out animals (of both card sets).
- The **Heaven's Gate/Exclusion** cards have two different sides. This doesn't actually change anything about the game; it's just an aid in case a seal swaps the entrance and exit once again. In this case, you can simply turn over these cards instead of exchanging them.

**If you are experienced regulars of the Beastly Bar,
you can now jump to page 11 (Ending and Winning the Game).**

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 two Heaven's Gate/Exclusion cards in the middle of the table – one as **Heaven's Gate** and the other as the **Exclusion**. 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** next to this area, allowing some distance.
- Before you start playing, read the **overview sheet** and the explanations of the animal actions (from page 12 on).

Course of the Game

The player with the wildest laughter 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. Five-animal check: Open Heaven's Gate and enforce the Exclusion
5. Draw another card

1. Play a card

Add **one animal** from your hand face up to the **end of the waiting line** in the Jostling area (exception: vulture). If the Jostling area is empty, the animal played opens a (new) waiting line in front of Heaven's Gate.

The Jostling area: This is where all laid-out animals – put face up **next to one another** – form a "waiting line." Each newly played animal first has **to go to the end of the line**. The Jostling area can **never** contain **more than 5 animals**. Every time spaces become empty in the Jostling area during the course of the game, the succeeding animals move up in unchanged order, thus closing the gap that has come up.

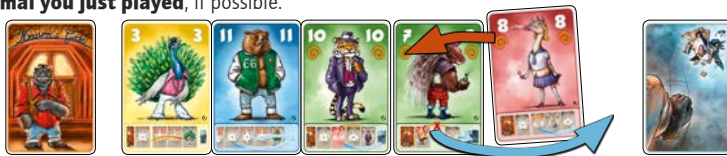
Example 1: You place your llama into the Jostling area. It has to go to the end of the line.



2. Execute the animal action of the played card

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

Example 2: You use the llama you have played to spit at the porcupine in front of it; the latter is grossed out and bolts to the end of the waiting line.



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

Three species show this card symbol: 🌀. The animal action of the porcupine has to be carried out "recurringly," that means, on every subsequent game turn of each player, if possible. This applies also to the tiger and the llama – but only if they have not been played (and consequently have already been moved) on the current turn. You begin with the animal closest to Heaven's Gate and end with the animal that is closest to the Exclusion card..

Example 3: On each turn of each player, the tiger jumps onto the animal after next once, provided this animal is weaker than the tiger. Here, the tiger jumps over the (stronger) bear and eats the peacock. The red llama doesn't spit again; when it has been laid out during the current turn, it has already spit at the porcupine.



If you send **several** animals to the THAT'S IT card on your turn, you choose in what **order** to stack them there.

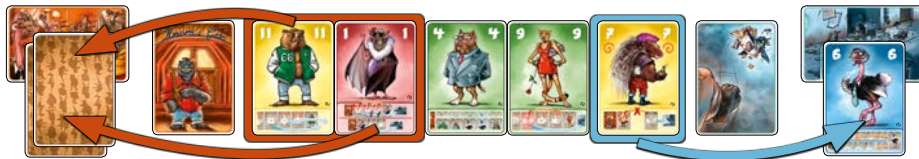
4. Five-animal check: Open Heaven's Gate and enforce the exclusion

After **carrying out all animal actions**, you now check whether the waiting line consists of **exactly 5 animals**. If there are fewer than 5 animals in line, nothing happens. (Play 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** manage to gain admission to the bar. Put them **face down** on the **Beasty Bar card** and leave them there until the end of the game.
- The **last** animal in the waiting line is **excluded**. Put it **face up** on the **THAT'S IT card**.

Example 4: After all animal actions have been carried out, there are five animals present in the Jostling area. Heaven's Gate opens for the bear and the bat and allows them to enter the bar. The porcupine – being the last of the waiting animals – is excluded and is put 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 all their animal cards. **The player who has the most animals in the Beasty Bar wins**. In case of a tie, use the table at the bottom of the overview sheet as an aid. It allocates a certain number of victory points to the different animals. Among the players involved in the tie, the one who scores the **most points** with his party guests in the Beasty Bar wins.

Variant for Advanced Players

At the bottom of the **overview sheet**, you will find the table that allocates points to the animals.

The number after the respective animal corresponds to the stir that it causes in the Beasty Bar. This number indicates how many victory points the owner of this animal gets if it reaches the Beasty Bar.

Before the game begins, each player **sorts out 4 animals (card values) of his choice**. 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 (card values) per player** are then used for play according to the normal rules. The player who scores the **most points** with his party guests in the Beasty Bar **wins**.

The Animal Cards (explanations of all animal actions)

The card value indicates the strength of the animal.



Strength 12: The rhino ... mutates from a pointed youngster into Rambo:

The rhino rams the **strongest** animal present (highest card value) out of the Jostling area and **takes its place**. This can also be another rhino. If the respective species is represented there with more than one animal, the active player chooses which of these animals he sends to the THAT'S IT card.



Example 5: The ostrich currently is the strongest animal in the Jostling area. Consequently, the rhino rams it onto the THAT'S IT card. The rhino takes the ostrich's place



Strength 11: The bear ... shows its power paws with claws:

The bear drags the **two weakest species** (lowest card values) out of the waiting line, provided they are weaker than the bear itself. These animals then go **back to the end of the line, their order unchanged**.



Example 6: The peacock and the two dogs leave their places in the waiting line and go back to the end of the line.



Strength 10: The tiger ... leaps and eats:

A tiger jumps onto the animal **after next** in front of it and eats it, provided it is weaker than the tiger and **takes its place**. In doing so, the tiger can jump over a stronger animal.



Example 7: The tiger jumps over the rhino and eats the llama.

G The tiger carries out its action "recurringly" – on every subsequent turn of each player. Every time, it jumps only once.



Example 8: The animal after next is a bear. The bear is stronger than the tiger; therefore, the tiger stays where it is.

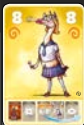


Strength 9: The cheetah ... makes a whole meal out of a half-pint:

The cheetah eats the **weakest** animal present (lowest card value), provided it is weaker than the cheetah itself, and **takes its place**. If the respective species is represented there with more than one animal, the active player chooses which of these animals he sends to the THAT'S IT card.




Example 9: The cheetah eats one of the two penguins.



Strength 8: The llama ... can be a real "spitfire":

The llama spits at the animal right in front of it – but **not if** this animal's card value is **higher than 7**. The spit-at animal is grossed out and bolts **to the end** of the waiting line.

 The llama carries out its action "recurringly" – on every subsequent turn of each player (see example 2.).




Strength 7: The porcupine ... sticks strong aggressors away:

If the porcupine is in danger of being sent to the THAT'S IT card by a **stronger** animal (card value > 7), it defends itself with its quills and **stays** (unchanged) in the Jostling area. Instead, the **attacker** lands on the **THAT'S IT** card.



attacker lands on the **THAT'S IT** card.

 **This applies recurringly, on every subsequent turn of each player.**

Example 10: The tiger recurringly eats the animal after next, if this animal is weaker than the tiger itself. Here, the tiger jumps onto the porcupine but then is the one that lands on the THAT'S IT card. The porcupine stays put.



Strength 6: The ostrich ... always runs (un-)evenly:

From the end of the Jostling area, the ostrich either **runs past** animals with an **even** card value or runs past animals with an **uneven** card value – but not both on the same turn. If the ostrich passes animals with an uneven value, it stops in front of the next even card – or vice versa.



Example 11: The ostrich passes the cheetah and the porcupine. Both have an uneven card value. Consequently, the ostrich ends his run behind the "even" dog.



Strength 5: The penguin ... always has a few strong friends on hand:

The penguin imitates another **species in the player's hand**; the player shows the animal, keeps it in his hand and carries out **its animal action**

by using the penguin. Throughout the animal action, the penguin also takes on the card value of the chosen species. But as soon as the "recurring" animal actions are carried out (even on the same turn), the penguin is a penguin again with a strength value of 5.



Example 12: The penguin acts as a tiger, eats the cheetah and takes its position.



Strength 4: The dog ... hounds the others in line:

The dog **re-arranges all** animals in the waiting line according to their strength – from the weakest to the strongest one. Put the **weakest** animal next to Heaven's Gate and the other animals behind this one in increasing strength. Animals of the same card value don't pass each other.

Example 13: The green dog establishes order. Now, the weakest animal is sitting closest to Heaven's Gate – that is, the bat (which will burn up there – see the explanation for the bat below). The already-present blue dog is sitting ahead of the new (green) dog. Since the bear has the highest card value, it is now the last in line.

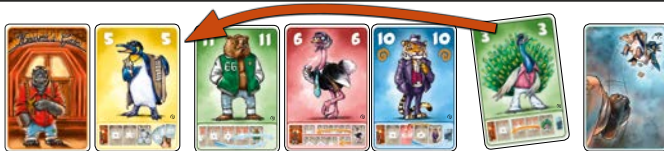
See example 15.



Strength 3: The peacock ... spreads its plucky plume in front of the higher-ups:

The peacock positions itself **in front of the strongest animal** in the waiting line.

If the respective species is represented there with more than one animal, the active player chooses in front of which of these animals he places his peacock.



Example 14: The peacock places itself in front of the strongest animal in the waiting line, the bear.



Strength 2: The vulture ... has good connections to the otherworld:

The vulture is the only species that **never enters the Jostling area**. To begin with, it positions itself next to the THAT'S IT card. Then it brings the **topmost card from the THAT'S IT pile** (back) into the Jostling area and uses this card to carry out the **animal action** of that species. The vulture does this (and makes decisions, if applicable) also if it is another player's animal card. Only at the end, **after all animal actions (also the "recurring" ones) have been carried out**, does the **vulture itself land on the THAT'S IT card**.



Example 15: The yellow vulture brings the blue dog from the THAT'S IT pile back into the Jostling area. The dog re-arranges the animals from the weakest to the strongest. Consequently, the bat gets into first position, where it burns up **1**. Now, the tiger can jump (it had been prevented by the rhino before). The tiger takes the position of the dog and, with this, sends the dog back to the THAT'S IT card **2**. Only after all these (also the "recurring") actions have been carried out is the vulture played put on the THAT'S IT card **3**.



Double vulture: If a vulture takes another vulture off the THAT'S IT card, both vultures immediately and directly **enter the bar together**.



Example 16: The blue vulture takes the yellow vulture off the THAT'S IT card and both go together directly into the bar.



Strength 1: The bat ... bites its way through the dark and burns up in the light:

The bat zooms at **any one animal** in the waiting line and sends it to the THAT'S IT card and **takes its place**. But if the bat ever gets into the first position (i.e., the place directly in front of Heaven's Gate), it **burns up immediately**: THAT'S IT for the bat (see examples 13, 15, 17, and 18).



Example 17: The bat takes the position of the tiger and sends it to the THAT'S IT card. If the bat had taken the place of the dog, it would have burned up after the dog had left its place for the bat.



Example 18: One player uses his blue vulture to take a green penguin off the THAT'S IT card, and carries out the penguin action: He shows a bat from his card hand and carries out the bat action with the penguin: He uses the penguin (in its role as a bat) to lunge at the dog, and replaces it **1**. But since the penguin is still acting as a bat and is then in first position, it burns up and lands on the THAT'S IT card **2**. Finally, the blue vulture played is put on the THAT'S IT card **3**.

You'll find FAQs (frequently asked questions) and answers regarding the combination of card set 1 ("Beasty Bar") and card set 2 ("New Beasts in Town") at www.zoch-verlag.com/beasty-faq

Art. Nr.: 60 110 5093
Authors: Stefan Kloß,
Anna Oppolzer
Illustration: Alexander Jung

English translation:
Sybille & Bruce Whitehill, "Word for Wort"
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Werkstraße 1
90765 Fürth

