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Aramini Circus

TM

Game Rules



★ Overview

Your circus is about to move to another city, and you want to be the quickest to load enough animals to leave first.

Pick the good Animal cards and use them to get train cars, then hitch your wagons to your locomotive.

Each wagon gives 1 to 4 points. The more cars you add to your train, the higher your score!

★ Goal of the game

The first player to reach the point goal wins.

An exact score is not needed.

Use the chart below to determine the number of points to reach:

Number of players

2 & 3

4

Points to win

18

16



★ Contents

This box contains all the components you need to play:



- 40 Wagon cards
(10 in 4 different colors : four 1s, three 2s, two 3s and one 4)



- 48 Animal cards
(Giraffe, Bear, Fish, Tiger)



- 4 Locomotive cards



- 4 Exchange Tokens



- 10 Bonus cards



- 1 Ringmaster token
- This rulebook

★ Setup

- 1 Each player takes a Locomotive card, placing it in front of them. Remove any extra locomotives from the game.
- 2 Shuffle the 4 Exchange tokens and deal one Token to each player, placing it face up in his/her play area. If playing with 2 or 3 players, place the extra Exchange token(s) face up in the center of the table.
- 3 Shuffle the Wagon deck and turn the top 4 cards face up in the center of the table. They are the available Wagons.
- 4 Set the rest of the Wagon deck face down to the left of the available wagons. It's the Wagon draw pile.



- 5 Shuffle the Animal deck and deal each player 5 Animal cards, face down.
- 6 Set the rest of the Animal deck face down above the available wagons. It's the Animal draw pile.
- 7 Turn over the top card from the Animal draw pile and place it face up next to the pile to form a discard pile.
- 8 Determine the first player randomly.
- 9 Give the Ringmaster token to the player to the immediate right of the first player, who places it in his/her play area with the "Ringmaster" face up.



★ On your turn

You may take any two actions from the following three options. It may be two of the same or two different actions in any order you choose. When taking each action, announce it to your opponents.



1- Draw a Animal card and add it to your hand :

You may draw either the top face-down card from the Animal draw pile (blind draw) or the top face-up card from the Animal discard pile. You can't draw the top card of the discard if it is empty or if the top card is a Bonus card (see variant: Bonus cards). There is no limit to the amount of Animal cards a player may have in his/her hand.

2- Fill-up an available wagon :

You may buy any one of the face-up wagons available, but only if you have the right kind of animal. To fill-up a Wagon card, discard Animal cards from your hand matching the animal and number on the wagon you want to buy. Place the Animal cards face up on the animal discard and take the Wagon card that you chose. Immediately replace the Wagon card by turning over a new Wagon card from the Wagon draw pile so there is always four Wagons available. You may only fill-up one Wagon card per action.



You may discard 1  in order to take the 1-Giraffe Wagon or 3  in order to take the 3-Giraffe Wagon.




3 - Swap Exchange tokens :

You may spend an action to swap Exchange token with another player of your choice or with a token from the center of the table (note: in a 4-player game, there are no tokens in the center). A player may never have more or less than one Exchange token in his/her play area, nor can a player refuse to swap Exchange tokens.

Using your Exchange token :

There are 4 Exchange tokens in the game, each picturing one of the 4 Animal types. Whenever you fill-up a Wagon card, the token in your play area allows you to discard two Animal cards of the type shown on the token as a substitute to one Animal card of another type. You determine the order in which Animal cards are discarded. After using the token, keep it in your play area. You may use it as many times as you wish on your turn.



If you have this Exchange token, you may discard 2  in order to take the 1-Giraffe Wagon or 2  and 2  in order to take the 3-Giraffe Wagon.

Complete your train :

After you fill up a Wagon card, you must hitch it behind your locomotive to score. But you only do so if the Wagon matches the color or value of the Wagon card before it. Because your locomotive has no color or value, the first Wagon card you hitch may be of any color or value.



Behind a 2-Giraffe Wagon, you may put a "2" Wagon or a "Giraffe" Wagon.

Pending Wagon :

If you fill up a Wagon card that does not match the animal or the value of the last Wagon card in line, it must instead be placed face-up in your Pending wagon area, below your train.



The 3-Bear Wagon has neither the same number nor the same color of the last card of the train; it is now pending.

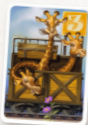
Your pending wagons are not taken into consideration for your score.

Whenever you add a new Wagon card to your train, check if any of your pending wagons can be hitched as a result. If so, then you may move any eligible wagons from your pending wagon area to your train. This is a free move (it does not take an action).

You may move as many Wagon cards as you want from your pending wagon area to your train on the same turn, as long as each Wagon card matched the color or value of the Wagon card it is hitched to. Wagon cards that do not match the color or value must remain pending.

There is no limit to the number of Wagon cards you may have pending.

IMPORTANT : If you fill up a Wagon card that can legally be hitched to your train, then you must hitch it.



The point value of this train is 6. The pending card does not count in this number. If the player put a 3-Tiger Wagon or a 1-Giraffe Wagon after the 1-Tiger Wagon, he may immediately add the pending card (which has the same number or the same animal).

Ringmaster token :

The role of Ringmaster moves from player to player throughout the game.

If you have the Ringmaster token, then you are allowed to take one additional action on your turn (i.e. three actions total). After taking your turn, pass the Ringmaster token to the player on your right (counterclockwise), who places the token face up in front of his/her locomotive to assume the role of Ringmaster on his/her next turn. A player may not keep the Ringmaster token longer than one turn.

Two players exception :

In a two-player game, pass the Ringmaster token face down to your opponent, who does not assume the Ringmaster role on his/her next turn. Instead, your opponent takes the turn as normal (i.e. two actions), after which he/she flips the Ringmaster token to activate it for his/her next turn.

★ End of the game

The first player to reach the point goal wins. An exact number is not needed. Only Wagons card that have been actually hitched to your train are scored.

★ Variant: Bonus cards

(This variant is recommended by Crash Games, the American publisher of the original game)

You can make your games a little more hectic by using Bonus cards.

Set up the game as usual and then shuffle the 10 Bonus cards into the Animal card deck. If you draw a Bonus card, it goes into your hand (just like an Animal card). You cannot draw a Bonus card from the discard pile; it just prevents players from drawing from the discard pile.

Playing a Bonus card doesn't take an action. You can play a Bonus card on the same turn you drew it, or keep it in your hand to use it later. If you drew a Bonus card as your last action, you must wait your next turn to play it.

When you are ready to play a Bonus card, place it face up on the Animal discard pile and apply the bonus listed on the card. You may not play a Bonus card on an opponent's turn. After playing a Bonus card, if you have not yet taken all of your actions, you may still do so.

Effects of Bonus cards :

Draw 2 Animal cards

Draw two Animal cards then discard this Bonus card. You may draw these cards in any combination from the Animal draw pile or the Animal discard pile.

Pay 1 less

Discard this Bonus Card to pay one Animal card less when you fill up a Wagon card. If the value of the wagon is "1", you pay nothing. Filling up the Wagon card still costs you one action.

Take 1 discarded card

Discard this Bonus card to take any 1 Animal card from the Animal discard pile, including Bonus cards.

Plus 1 action

Discard this Bonus card to take an additional action on your turn.

Exchange 1 : 1

Discard this Bonus card to pay 1:1 with your current Exchange token for one purchase. For example, if you have the Bear Exchange token and you play the 1:1 exchange Bonus card, all the Bear Animal cards in your hand are basically wild cards for your next purchase.



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