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BEASTY COUNCIL

Rulebook

**Foxes, lions, and elephants gather
as the Beasty Council comes to order.**

**Choose which animals will serve as your Representatives
and which will remain your Supporters.**

Build your coalition and take control of the council.



2-4



20'



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I. Components

54 Cards



Chair
Points

Animal
Type



Card Color

(Card colors can also be identified by the leaf pattern in the background and the shape at the top of the card.)

Representative
Scoring
Condition

(3 colors. Each color has 7 Fox cards, 6 Lion cards, and 5 Elephant cards.)



3 Animal Tokens



1 First
Player Token



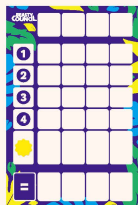
2 Reference
Sheets



4 Round Tiles



1 Pencil



Score Sheets

II. Game Overview

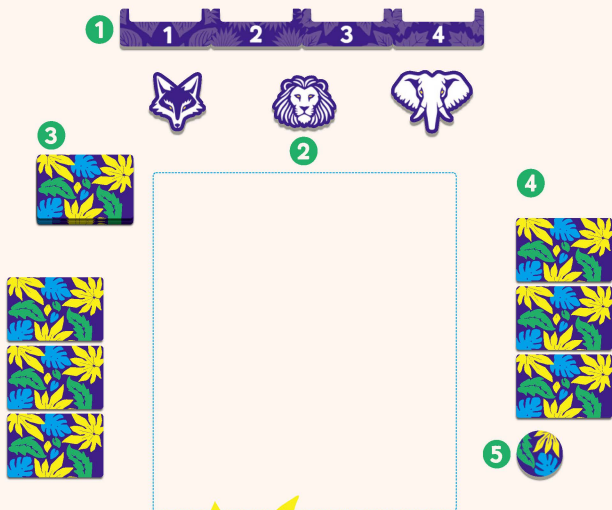
Over 4 rounds, collect Fox, Lion, and Elephant cards in three different colors. Play the cards in front of you as Representatives or keep them in your hand as Supporters.

The last animal remaining in the Plaza becomes the Chair for the round. Representatives matching its animal type score Chair Points. At the end of the game, score each Representative according to its scoring condition and the Supporters in your hand.

Combine your Chair Points and Representative Points. The player with the highest total wins. Choose carefully which cards will lead and which will support!

III. Setup

- 1 Connect the Round Tiles to form the Round Track, with Round 1 on the far left and Round 4 on the far right.
- 2 Place the 3 Animal Tokens below the Round Track. The area below the Animal Tokens is called the Plaza. Cards will be placed here at the start of each round. Leave enough space between the Animal Tokens to place the cards.
- 3 Shuffle the cards and place them face down to form a deck.
- 4 Deal 3 cards to each player. Keep your cards hidden from the other players.
- 5 Choose the first player at random. That player takes the First Player Token.



IV. Gameplay

The game is played over 4 rounds. Each round follows these steps:

- 1 Reveal Cards**
- 2 Player Turns**
- 3 Score Chair Points**

After scoring Chair Points in Round 4, proceed to Representative Scoring.

1 Reveal Cards

Based on the player count, reveal the appropriate number of cards from the deck. Place them face up in the Plaza, with each card below the matching Animal Token.

Players	Cards Revealed
2 Players	6 Cards
3 Players	8 Cards
4 Players	10 Cards

2 Player Turns

Starting with the first player, take turns in clockwise order until only 1 card remains in the Plaza. On your turn, you must perform 1 of the following 2 actions.

A Add a Supporter - Take 1 Card

Choose 1 card from the Plaza and add it to your hand. Cards in your hand are called Supporters. You may have no more than 6 Supporters.

Note If you have 6 cards in your hand, you cannot take a card.

Example Take the green Fox card from the Plaza and add it to your hand as a Supporter.



B Appoint a Representative - Play 1 Card

Choose 1 card from your hand and place it face up in front of you. A card played this way is called a Representative.

Note You can score Chair Points and Representative Points only from cards that you have played in front of you.

Bonus Action

After appointing a Representative, you may take 1 card from the Plaza and add it to your hand as a Supporter.

This card must match either the animal type or the color of the Representative you just played. If there are no eligible cards, you cannot perform the bonus action.

Example You play the red Elephant card in your hand as a Representative ①. For your bonus action, you may take either the green Elephant or the red Lion from the Plaza and add it to your hand as a Supporter. You choose the red Lion and add it as a Supporter ②.



3 Score Chair Points

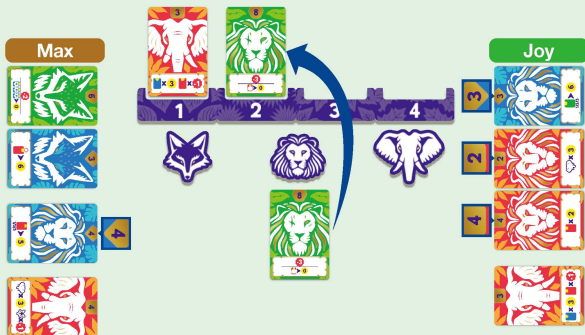
The round ends when only 1 card remains in the Plaza. Pass the First Player Token to the player to the left of the last player. They start the next round. Then score Chair Points as follows.

Scoring Chair Points

- 1 Move the remaining card to the current Chair space on the Round Track. Its animal becomes the Chair. Leave the card there until the game ends.
- 2 Each player adds the Chair Points on all their Representatives matching the Chair's animal type. Record the total on the score sheet.

After Round 4, proceed to Representative Scoring. Otherwise, keep all Representatives and Supporters and start the next round with Step **1 Reveal Cards**.

Example The green Lion is the last card in the Plaza, so move it to the Round 2 Chair space. **Max** has 2 Foxes, 1 Lion, and 1 Elephant as Representatives. Only his blue Lion matches the Chair, earning him 4 Chair Points. **Joy** has 3 Lions and 1 Elephant as Representatives. Her 3 Lions match the Chair, earning her 9 Chair Points in total ($3 + 2 + 4$).



V. End of the Game

After scoring Chair Points for Round 4, resolve Representative Scoring as follows.

- 1 Play a Representative (Optional)** - Each player may play 1 card from their hand as a Representative. This card cannot score Chair Points because Round 4 scoring is already complete.
- 2 Score Representative Points** - Each player scores their Representatives according to the conditions at the bottom of the cards.

Note Use only the Supporters remaining in your hand. Each Supporter may count toward multiple Representatives.

BEASTY COUNCIL				
	Max	Joy	Ruby	
1	4	3	0	
2	4	9	6	
3	13	10	7	
4	4	8	19	
	26	17	22	
=	51	47	54	

Add each player's Chair Points and Representative Points. The highest total wins. Ties are broken by the most Representative Points. If still tied, the tied players share the victory.

Chair
Points

Representative
Points

Representative Scoring Example

The player has the following Representatives and Supporters.

Representatives



Supporters



Use the Supporters in your hand to check each Representative's scoring condition.



The player has a red Fox and a red Elephant as Supporters, so they score 6 points.



The player has no green Supporters, so they score 6 points.



The player has 3 Fox Supporters, so they lose no points.



The player scores 6 points for 2 Elephant Supporters and loses 3 points for 3 Fox Supporters, for a total of 3 points.

How Representatives Score



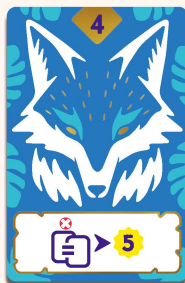
Score 2/4/6 points for having Fox Supporters in 1/2/3 different colors.



Score 3/6/9 points for having blue Supporters of 1/2/3 different animal types.



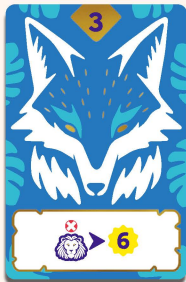
Score 3 points for each pair of Supporters with the same color and animal type: 3 points for 1 pair, 6 points for 2 pairs, or 9 points for 3 pairs.



Score 5 points if you have no pair of Supporters with the same color and animal type.



Score 5 points if you have no blue Supporters.



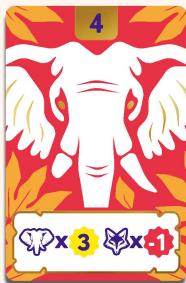
Score 6 points if you have no Lion Supporters.



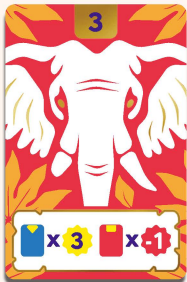
Score 5 points per red Lion Supporter.



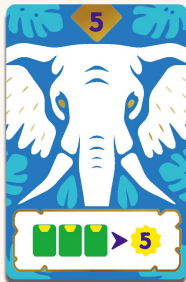
Score 7 points if you have 2 or more green Lion Supporters.



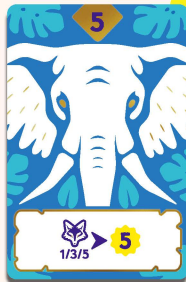
Score 3 points per Elephant Supporter and lose 1 point per Fox Supporter.



Score 3 points per blue Supporter and lose 1 point per red Supporter.



Score 5 points if you have 3 or more green Supporters of any animal type.



Score 5 points if you have 1, 3, or 5 Fox Supporters.



Lose 6 points unless you have 3 or more Elephant Supporters of any color.



Lose 5 points unless you have 3 or more green Supporters of any animal type.



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