

ANANSI

TWO-PLAYER RULES

The usual rules apply with the following changes: at the beginning of each round deal 14 cards to each player. Put the 14 remaining cards as a face-down supply next to the trump display. Do not place 2 cards in the trump display, yet.

Each round is played in 7 tricks, with each player playing 2 cards per trick.

Before leading a trick always reveal the top 2 cards of the supply and set them aside, so that each card is visible. These cards are common knowledge to all players and are out of the game for this round.

Important: For the first trick of each round only, place those 2 cards in the trump display!

For each trick players take turns in the following order (with "Player A" representing the player who leads the trick):

Player A → **Player B** → **Player B** → **Player A**

Only 1 player per trick may choose to gain followers in one of their turns. As usual, a player may never gain followers when leading a trick but may choose to gain followers in their second turn of the trick – if still possible.

SOLO RULES

The solo rules are similar to the two-player rules with the following changes: you play against "**Anansi**", a virtual opponent replacing the second human player. Deal 14 cards to **Anansi** and place his cards as a face-down deck on the table.

Anansi will always lead the trick and always plays the last card to the trick (i.e. he is always "**Player A**"). He will never gain followers and does not have to follow the suit rules when playing a card: on his turn, simply reveal the top card of his deck.

At the end of a round, try to achieve:

- a **victory** if you have exactly as many Follower cards as story stacks.
- a **grand victory** if you have 5 Follower cards and 5 story stacks.
- a **heroic victory** if you have 6 Follower cards and 6 story stacks.
- a **legendary victory** if you have 7 Follower cards and 7 story stacks.

If you achieve 3 victorious rounds in a row, this is considered a **triumph**.

VARIANT: RACE FOR POINTS

(FOR 3 TO 5 PLAYERS)

For a longer game, play up to a set number of points (e.g. whoever reaches 20 points first wins). The usual rules apply with the following changes:

- The Trickster Bonus is now 3 points in each round.
- At the end of a round, only the player (or players in case of a tie) who obtained the most points (including the Trickster Bonus) in that round scores their points. All other players score no points at all for this round.
- Note the points on a sheet of paper instead of keeping the cards on your scoring stacks.



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