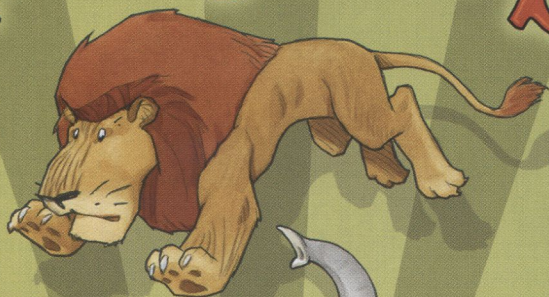


crazy CIRCUSES



Dominique Ehrhard

GAME
WORKS

The Zababa circus is recruiting a new trainer for its company, why don't you try your luck!

But the competition will be tough... Who will be the best with the animals?

Aim of the game

Collect the most objective cards. Round after round, you will try to be the first trainer to find a sequence of commands that puts the animals into the required position.

Game material and set-up

- 1 Shuffle the 24 objective cards and form a face down deck.
- 2 Turn over the top card from the deck.
- 3 Place the 3 animals on the 2 podiums as shown on the card.
- 4 Return the card to the game box.
- 5 Arrange the 5 orders as shown.

You're now ready to start!

Playing the game

At Crazy Circus, all trainers play simultaneously, so there is no individual game turn. Each of the 23 game rounds takes place in the same way:

- 1 A new objective card is revealed. It tells the trainers which new position the animals should occupy.
- 2 It's now a matter of finding a sequence of commands that puts the animals into this position, and as quickly as possible!
- 3 The first trainer who thinks he has found the solution yells it out to the others.
- 4 The proposed sequence is verified.
- 5 Two possibilities:
 - A) the trainer has found a correct sequence: he collects the objective card and puts it in front of him (face up).
 - B) the trainer was mistaken: he puts the animals back as they were at the beginning of the round and is now forbidden to speak in this round until all the others have also had a chance to propose a solution.
- 6 When the correct sequence has been found, the animals remain as they are and a new objective card is drawn... and that's the new challenge!

End of the game and victory

The game ends when all the cards have been resolved. The trainer who has the most wins. In the event of a tie, the trainers concerned share the victory.

The 5 orders and their effect

NI The lowest animal on the red podium climbs to the top of the red pile.

MA The lowest animal on the blue podium climbs to the top of the blue pile.

KI The animal on the top of the red podium jumps to the top of the blue pile.

LO The animal on the top of the blue podium jumps to the top of the red pile.

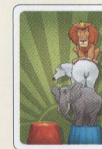
SO The two animals on the top of the two piles swap places.

! Variant for experts or to balance the game between players of different levels: **The more experienced do not have the right to use "SO"!**

An example of a round



The animals are in this position.



An objective card is turned over, and off you go!

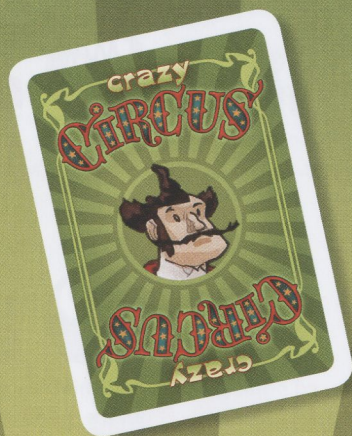
KI-KI-MA!

One of the trainers has found a solution, he shouts it out to the others.



The proposed sequence is then checked. To do this, the animals are moved according to the order stated:

KI + **KI** + **MA** = ✓



crazy CIRCUS

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