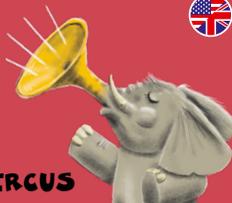




DER TROTOFANTEN ZIRKUS*

Robert Heller



*THE TOOTOPHANTS CIRCUS

INTRODUCTION

Look and be amazed: the world's largest elephant circus is in town!

All the great elephants want to thrill the spectators with their tricks – but the tootophants are the real stars! You've never heard of tootophants? They are a very rare breed of elephants with golden trumpet noses that are much louder than their fellow elephants with trunks. Now the elephant circus is looking for a new circus director, because every animal would like to have the ring to itself – and there's a lot of confusion!

Which one of you can collect the most elephants and tootophants and play the "trumpet" to his fellow players?



GAME COMPONENTS

The base game includes 88 playing cards:

- 64 x elephant: 16 x the number 1, 12 x the numbers 2, 3, 4, 5 each
- 20 x tootophant: 5 x the numbers 2, 3, 4, 5 each
- 3 x mouse, 1 x mousetrap



The game also includes 11 playing cards for two

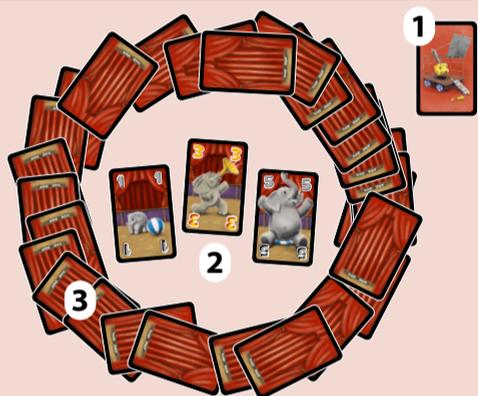
→ game expansions.

- 6 x lasso
- 5 x tamer
- 1 x overview



GAME PREPARATION

Put the **mousetrap** aside, it will be used later in the game (1). Shuffle the remaining cards well. Then draw any three cards and place them **face up** in the middle of the table (2). These animals are currently training. Make sure that there are three animals with different numbers (1-5). And that there is **no mouse**. Around these three cards, arrange a large ring with the rest of the cards **face down**. The cards may overlap, they form the edge of the **ring** (3).



GOAL OF THE GAME AND GAMEPLAY

Goal: Build your own elephant circus! To do this, at the → **end of the game** you must have as many elephants and tootophants in front of you that are happy with you as circus director and follow you voluntarily. In the → **scoring**, each animal lying open in front of you counts as **+1 POINT**.

Game round: At the beginning of each game round, each player draws a card from the edge of the ring and keeps it **face down in his hand**. The game should work without any major breaks. In a clockwise direction, each player now takes a turn. Only when the player to your right has completed his turn, you show your card to your fellow players and take your action.

You can now start playing directly while you read the instructions!

The oldest player begins. Show your card to your fellow players. You can now **TOOT, MATE, TRAIN** or **STROLL**. Only one of these actions is possible!

Have you **drawn a mouse**? Then special rules apply. Read on at → **the mouse**.

TOOT

*In the very first turn of the game, the starting player does not have this option yet. Continue reading at **MATE**.*



You have just drawn a **tootophant** (with a yellow number and trumpet) from the edge of the ring? Then you can steal a pile of animals that lies **open in front of another player** by tooting loudly.

Conditions: (All must be fulfilled.)

- You shout "**TOOT**" loudly when it is your turn.
- Your tootophant must have a number that is **higher by 1 than the top card of the pile** you want to steal from the other player. It does not matter whether the top card of the pile is an elephant or a tootophant. The pile can also consist of different animals.

Procedure: When all conditions are fulfilled, all the animals in the pile follow your tootophant and join your circus. The tootophant has convinced the other animals with his loud "**TOOT**". You now place your tootophant as the new top card on the pile you stole. You place the pile in front of you and **next to your other piles**. The game continues immediately.

This pile can now also be stolen by other players if the above conditions are fulfilled.

If **TOOT** does not work, you can **MATE**.

MATE

You can lure an elephant or tootophant in the ring with your animal.

Condition: The animals **must have the same number** – then they form a pair. An elephant can also attract a tootophant and vice versa.

Procedure: You take the animal from the centre

of the ring and place it and your animal **on top of each other** in front of you. They now form a **pile**. Each new pair forms its own new pile – **even if there are piles with the same number already in front of you**.

The animal that has been taken from the centre of the ring is not replaced for the time being.

If **MATE** does not work, then your animal can **TRAIN**.

TRAIN

Condition: If there are **less than 3 animals** in the centre of the ring for training, you can send your animal to **TRAIN**. You must fill a free spot with your animal.

Procedure: Place your animal **face up in the ring**. Your elephant or tootophant can immediately be attracted by all players to **MATE**.

If **TRAIN** does not work, your animal goes for a **STROLL**.

STROLL

Condition: In the centre of the ring there is only room for 3 animals at the same time. If there are **already 3 animals**, then your elephant or tootophant goes for a **STROLL** and looks for a partner somewhere else.

Procedure: Place your animal on the table **outside the ring**. Animals with different numbers are placed **next to each other**. If there is already an animal with **the same number**, then they form a pair. Place both animals **face down in front of you**; they would rather go for a walk and are no longer motivated. They are out of the game. In the → **scoring**, they each count as **-1 POINT**.

Then you set → **the mousetrap**



SETTING THE MOUSETRAP

Is your animal going for a **STROLL**? Then you **have to set the mousetrap!** With it you can steal any of the **other players' piles** – for example, with **→the mouse** as the top card. Or a pile with an elephant or a tootphant with any number – because the animals feel safe near the mousetrap!



Shout **“SNAP”** loudly and take the mousetrap from the table or from a pile. Steal any other player's pile, place it in front of you and put the mousetrap on top. **Note: You have to put the mousetrap on another pile and not on top of the one it was on!** This pile can no longer be stolen as long as the mousetrap is on it. In the **→scoring**, the mousetrap counts as **-1 POINT**.

If there is no pile that you can steal, the mousetrap stays where it is.

THE MOUSE

Of course, there are mice in such a big circus! Both elephants and tootphants are afraid of mice.

If you draw a mouse, you may steal any pile from any player, in which an elephant or tootphant is the top card – no matter what number it has. The only condition is that you have to shout **“SQUEAK”** loudly beforehand.

Place the stolen pile in front of you and your mouse on top of it. This pile can only be stolen by **→the mousetrap**. In the **→scoring**, the mouse counts as **+1 POINT**.

If there is no pile on which you can place the mouse, you must place it **face down in front of you**. It is then out of the game. In the **→scoring**, the mouse counts as **-1 POINT**.



OTHER RULES IN THE ELEPHANT CIRCUS

The animal sounds: Shouting **“TOOT”** or **“SQUEAK”** loudly is important for the atmosphere in the elephant circus – but only when your turn begins. If a player forgets the animal sounds, then he must place his tootphant or mouse **face down in front of him** and the stealing was unsuccessful. The card is then out of the game. In the **→scoring**, this card counts as **-1 POINT**.

My circus, your circus: Collect the different groups of your elephant circus in piles in front of you. These piles must not be touched by your fellow players – otherwise they could check how many animals you have already collected.

END OF THE GAME

The game ends immediately when the last card has been drawn from the edge of the circus ring and applied. Now it is time for the **→scoring**, and the points are counted (see right).

The player with the most points wins!

Would you like to play several rounds?

Then write down your points:

- With 1-4 players up to 100 points
- With 5-8 players up to 50 points

The first player to reach the points wins and has truly earned the title of “circus director”!

SCORING

+1 POINT: for each animal lying open



The number and the type of the animal do not matter.

-1 POINT:



Any card lying face down, the mousetrap



GAME EXPANSIONS

As an experienced circus director, you can now upgrade your elephant circus – and expand the base game with the **tamer** and/or the **lasso**. You can use each expansion separately or combine them with each other. Important: Shuffle the cards well before playing!

TAMER (5*)

Function: If a tamer lies on a pile, **TOOT** is no longer possible. The stack is safe from the mouse and the mousetrap.

Application: If you draw a tamer, ...

- ... put it on one of your piles or on the pile of any player with an elephant or tootphant as the top card.
- If this is not possible, place it **face down in front of you**. It is then out of the game.



Scoring: In the **→scoring**, the tamer always counts as **-1 POINT**. No matter whether it is face down or face up in front of you.

LASSO (6*)

Function: If a lasso lies on a pile, it can only be stolen by another lasso. This is not possible with **TOOT**, the mouse or the mousetrap.

Application: If a player draws a lasso, ...

- ... the player can place it on any pile where the top card is an elephant or a tootphant. **The player places this pile in the centre of the ring immediately** – in addition to the three elephants or tootphants training there.
- ... the player can use it to draw a pile of cards with a lasso as the top card. **He places this pile directly in front of him.**
- If the player cannot place the lasso, he must place it **face down in front of him**. Then it is out of the game.



Scoring: In the **→scoring**, the lasso counts as **+1 POINT** if it lies open in front of the player, and **-1 POINT** if it is face down in front of the player.

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