

CREATURE CRÉCHE



A card drafting game
for 2 to 6 players

Designed and illustrated by Andrew Carpenter



*Welcome to **Creature Crèche**,
a daycare centre for
mythological monsters.*

*Your job is to arrange
a room full of creatures
as they arrive,
and keep them happy,
which isn't an easy task --
not all monsters
play nicely with others!*

The player who ends a round
with the most and happiest creatures
is the winner.

Anatomy of a card



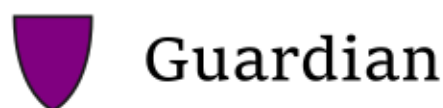
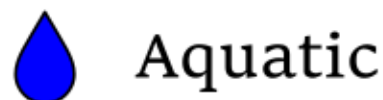
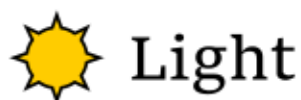
1. Name

3. Effect

2. Type

4. Scoring Value

Creature Types



Creature Effects

Each creature has an effect while in play.

Fears: if this creature finds itself next to a creature of the indicated type, it is immediately discarded.



Scares: if creatures of the indicated type find themselves next to this creature, they are immediately discarded.



Special effect: cards with text have a unique effect as described.

Freezes adjacent creatures.

Star effect: these special effects are resolved only once, as soon as the card is played.



You may swap any two of your creatures.

If more than one player uses a Star effect, resolve them in the numbered order.



Playing the Game

Shuffle the deck of cards,
and deal 8 cards to each player.

Each turn, everyone chooses one
card from their hand, and places it
face down in front of them.



Once all players have chosen their cards,
they are revealed at the same time.

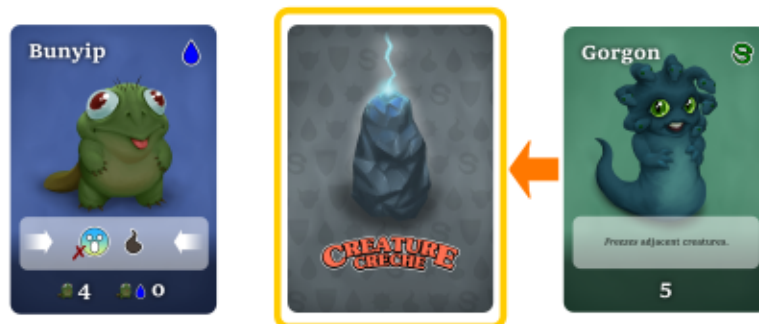


On following turns, the card will then be
played to form a line; cards must be played
to the left or right of all other cards in play.



The effects of the revealed cards, then their adjacent cards, are applied.

- Star effects are resolved first, in numbered order if more than one was played.
- Cards which must be discarded are removed from the line and added to a discard pile. Move cards together to close any gaps, then check those cards' effects as well.
- If a special effect *freezes* a card, it is turned face down in place. Frozen cards have no effect, have no type, and score no points at the end of the round.



Once all effects are resolved, all players pass their hand of cards to the player to their left, and the next turn is played.

On the 8th turn, the last card from each hand is played, and the round is scored.

Scoring

Read the cards in your line one at a time, and determine their scoring value.

Some cards have a fixed value. Otherwise, the creature's value is the most specific condition that is met:

- If no other condition is met, its value is the creature by itself.
- If this creature is next to creatures of the indicated types, *on either side*, use this value.



The Dragon is worth 5 points if next to Guardians on *both* sides, 3 points if next to one on *either* side, or 2 points if it's not next to any.

Total up the values of all your creatures to obtain your score.

The highest score wins the round!

In a two player game, deal a new hand from the remaining deck. For three or more players, reshuffle before dealing.

The first player to win two rounds is the winner of the game!