

# anta Yagí



Welcome to the city of a thousand hats!

You look around, and as if it were a cartoon, a large cloud of dust covers the market square. Swirling within it, treasures, dinosaurs, fish, and all sorts of colorful items peek out.


With a quick flick of your wrist, you reach into one of your bags, plunge your hand in, and before you have time to see what you've grabbed, you shout loud and clear: Exchange!

## COMPONENTS

80 cards in total

### GAME OBJECTIV

Become a master merchant by making exchanges with other players. The first player to score **5 points** in games of 3 and 4 players, or **4 points**, in games of 5, 6, and 7 players, wins the game!

Cards with this drawing  in their upper left corner grant one point.

### SETUP

- 1 Shuffle all the cards and deal 3 to each player.
- 2 Place the rest on the table with the AntaYagí side facing up to form the draw pile. Next to it, place the discard pile with the object side facing up. If during the game, the draw pile runs out, shuffle the discard pile to form a new draw pile.
- 3 The person with the most pockets starts as the initial player.

### YOUR HAND

In AntaYagí, each player must hold their cards upside down, meaning no one can see what objects are on their cards, but at the same time, they will be able to see everyone else's. Hold the cards in your hand in such a way that you only see the AntaYagí side, so the other players can easily see the object side of your cards.



### PLAYER'S TURN

- 1 Choose a player to make an exchange with.
- 2 Each player selects a card from their own hand and simultaneously places it on the table with the object side facing up.
  - A. If both cards are the same, the exchange is canceled. Leave the cards in the discard pile without applying any of their special effects.
  - B. If both cards are different, they are exchanged. If the exchanged card has a point, it will become part of your play area and apply its effects. If it does not provide points, the card will go to the discard pile.

- 3 Check if the cards in your area provide you with the necessary number of points to win, **regardless of whether the objects are repeated or not**. If after the exchange a player has achieved the necessary points to win (see above "Objective of the game"), the game ends and that player becomes the winner.

In the event of a tie, that is, when two players achieve their last point in the same exchange, only the player chosen for the exchange wins.

If after the exchange no one has achieved the necessary points, all players replenish their hand to have 3 cards. Your turn ends and moves to the player on your left.



## TYPES OF CARDS AND THEIR EFFECTS

All cards have two main sides: the object side and the AntaYagí side.

### OBJECT SIDE

Objects grant the necessary points to win the game, as well as some special effects.



**Treasure:** Has no special effect.

**Hat:** When adding this card to your area, flip all the cards in your hand (the objects you couldn't see before, you now can, and the ones you could see, you now can't). It only affects the cards you had at the moment you got the hat, any cards you add to your hand later, hold them with the AntaYagí side facing you.



**Musical Lollipop:** When adding this card to your area, you must take another card of your choice from the hand of the player you made the exchange with. Add the card directly to your area and activate its effect. Several lollipops can be chained.

**Muffin:** When adding this card to your area, discard all the cards in your hand.



**T-Rex:** If a T-Rex arrives in your area and you have any of the following cards in it: Fish, Muffin, Musical Lollipop, or Bone, discard the T-Rex and only one of the mentioned cards of your choice. The T-Rex's special effect is the last to apply after the exchange and remains active while it is in your area.

**Bone:** Can be eaten by the T-Rex, has no special effect.



**Toxic Waste:** From now on, you need one more point than the other players to win the game: **6** in games of **3 and 4** players, **5** in games of **5, 6, and 7** players.

**Fish:** Upon receiving this card, if you have the Toxic Waste card in your area, the Fish provides you with 2 points and stays in your area. Otherwise, it provides no points and is discarded after the exchange.



**Wandering Wizard:** Instead of exchanging cards, each player keeps the card they chose from their own hand in their area. After the exchange, discard the wandering wizard.

**Empty Box:** Provides no points and is discarded after the exchange.



### ANTAYAGÍ SIDE

The **AntaYagí** side of the cards provides you with clues or special effects.



**Sabotage:** During step 2 of the "Player Turn," when the cards are revealed on the table, any player (whether or not they are part of the exchange) can play this card to cancel the exchange. Leave all the cards in the discard pile (including the sabotage card) without applying any of their special effects.

A sabotage can also be played to cancel a previously played sabotage, so that the exchange would proceed normally, then discarding only the used sabotage cards.

While there is no limit to the number of sabotages that can be played during an exchange, you cannot sabotage an exchange that has completely finished.

**Small Hat:** When you draw from the draw deck a card with this icon, hold it so that only you can see what object is on the other side. That is, it remains hidden from the rest of the players. Keep it this way until you play it in an exchange or another card triggers the opposite (see "Hat" earlier).



**Treasure and T-Rex:** It's a clue about what might be on the object side of this card. It could be a T-rex or a Treasure.

