

# LEMUR TAILS

## COMPONENTS

- 40 White tail cards
- 40 Black tail cards
- 4 Double sided Lemur cards
- 4 Double sided Tail start cards
- 12 Sun worshipping Lemur cards
- 8 Joker cards
- 1 End card
- 1 Overview card

## SETUP



- Both players receive two sets of Lemur cards. Ensure that both players have a Tail start card that ends with a white ring, and one that ends with a black ring.
- Both players receive two Sun worshipping Lemur cards with the present side up. The remaining Sun worshipping Lemur cards are set aside for later in the game.
- Shuffle all tail cards, including the Joker cards, into a deck.
- Deal both players eight cards (face down) from the deck.
- Draw eight more cards from the deck and form an open face up market.
- Take the bottom ten cards from the deck and shuffle the End card amongst them. Next place these cards back at the bottom of the deck.
- Place the Overview card in the middle of the table, allowing both players to take it when they need it.
- Leave room for a discard pile.

## AIM OF THE GAME

You want to create the longest tails. Both players try to make both tails as long as possible, because you only score points with the shortest of the two. The player whose shortest tail is the longest at the end of the game wins.

## GAME PROCEDURE

Select the starting player. On your turn there are two different types of actions: 1) playing tail cards, or 2) using Sun worshipping Lemurs. There is no limit to how many times, or in which order, you can use these actions.

## PLAYING TAIL CARDS

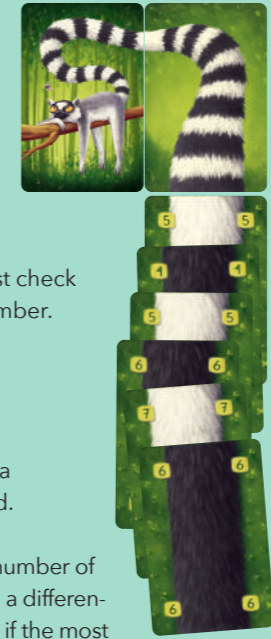
Whenever you want to play a tail card, you must check two variables: the color of the card and the number.

## ADDING CARDS TO YOUR OWN TAILS

When adding a card to your own tail, the new card must be the opposite color of the one before. Meaning that if the most recent card is a black tail card, you have to play a white tail card.

The other variable also needs to be correct: the number of the card you're playing must be equal to, or have a difference of +1 or -1, to the previous card. Meaning that if the most recent card is a white 6, you can play a black 5, 6 or 7.

You can play as many tail cards as you want. You can play tail cards on one or on both tails.



## ADDING CARDS TO YOUR OPPONENT'S TAILS

You are allowed to add tail cards to your opponent's tails. You still need to play the right color and number. For every tail card that you add to your opponent's tail, you get to take two new tail cards from the deck and add them to your hand. You can do this once per opponent's tail.

*Note that the 0 is adjacent to both the 1 and the 9.*



## SUN WORSHIPPING LEMURS

A Sun worshipping Lemur can only be used when the present side is face up. You can use them to perform one of four special actions. If you have used a special action, you must turn the Sun worshipping Lemur face down to have the empty side up. You can only use the card again after you've activated it. You are allowed to use as many Sun worshipping Lemurs in your turn as you want, if they are present.

## REACTIVATING A SUN WORSHIPPING LEMUR

To reactivate a Sun worshipping Lemur, you must add an uninterrupted series of at least three tail cards to one of your tails in one turn. You can then turn a Sun worshipping Lemur from the empty side to the present side.





## GETTING MORE SUN WORSHIPPING LEMURS

In addition to the two you start with, you can get more Sun worshipping Lemurs to a maximum of six. If all your Sun worshipping Lemurs are already present and you add an uninterrupted series of at least three tail cards to one of your tails in one turn, you can take an extra Sun worshipping Lemur from the cards set aside at the start of the game. The new card starts with the present side up.

## SPECIAL ACTIONS

When you have a present Sun worshipping Lemur, you can use it to perform one of these four special actions:

- Take a tail card from the open market. Either play it directly or add it to your hand.
- Take the most recent card from one of your opponent's tails. Either play it directly or add it to your hand. Available once per turn.
- Blindly draw a tail card from your opponent's hand. Either play it directly or add it to your hand.
- Discard 1 to 3 tail cards and draw the same number of new tail cards.

## JOKERS

The Joker cards are tail cards with a star instead of a number. This means that you can play them instead of any number, but you still need to use the correct color. When the most recent card in a tail is a Joker, the next tail card must be the correct number. Meaning that if there is a black 4 followed by a white Joker, the next tail card has to be a black 3, 4 or 5.

## EXCHANGE

Any Joker in a tail (yours or your opponent's) is available to be exchanged for the correct number and color. Meaning that if there is a black 4, a white Joker and a black 5, the Joker can be exchanged for a white 4 or 5.



## NOT BEING ABLE TO PLAY

If you are not able to play any tail card, you must pass. In this case you get to discard one to three of your hand cards.

## END OF A TURN

When you've finished your turn, you replenish your hand until 8 tail cards. You also replenish the open market until 8 tail cards if it has been used.

## END OF THE GAME

If a player draws the End card from the deck, the round should still be completed. Meaning that both players have had the same number of turns. Both players now count the length of their shortest tails. The player with the longest short tail wins. In case of a tie, the players count their longest tail and the player with the longest long tail wins. If there still is a tie, the player with the least number of Jokers in their short tail wins.



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## CREDITS

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QUESTIONS ABOUT THE  
GAME OR THE RULES?

