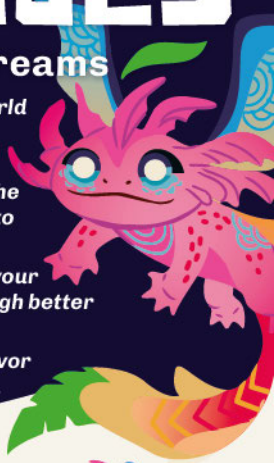
ALEBRIJES

Guardians of dreams



Welcome to the vibrant and magical world of the **ALEBRIJES**!

In this climbing card game, use clever sets and your **ALEBRIJE** *wild cards at the right moment to be the quickest player to empty your hand of cards.*

Watch your rivals' cards and organize your hand to be ready to outrank them through better colors and numbers.

Will the bright and tricky **ALEBRIJES** *favor you for the win? Perhaps, but only if you offer up the cleverest plays!*

COMPONENTS

60 fluorescent Alebrije number cards in 4 colors, valued 1 to 5

RODENTS *(blue ●)*



BIRDS *(green ●)*



FELINES *(pink ●)*



CANINES *(orange ●)*



20 fluorescent Alebrije wild cards, valued 1 to 5 ◕



6 overview cards



HOW TO PLAY

OVERVIEW

ALEBRIJES is played over three rounds in which players take turns playing singles or sets of cards. Cards can only be played if they outrank the most recent play with higher numbers or a better color.

When a player can't outrank, they must pass and may exchange some cards to improve their hand. When all players pass but one, the ranks reset and the last player gets to start again.

When a player empties their hand, the round immediately ends. All other players score negative points for their remaining cards. After three rounds, the player with the fewest negative points wins!

SETUP



1. Give each player an overview card, then return any extra overview cards to the box.



2. Shuffle all the other cards together (number and wild cards) and deal ten to each player. (For 5 or 6 players, deal eight cards per player.)
3. Place the shuffled deck face down in the middle of the table to form the draw deck.
4. Get a pen and paper ready to keep track of scores (or scan this QR code for our online score sheet).
5. The player who most recently dreamed of a spirit animal starts the first round!

SCORING SHEET

PLAY

To start a round, players may **exchange up to two cards** from their hand in clockwise turn order. Discard the chosen cards to a face-up discard pile and draw that number of cards from the deck.

The first player starts by playing one card (called a single) or multiple cards (a set) from their hand. Plays may consist of any number of cards. Always play face up onto the play stack in the middle area.

To play a single card, any card may be played. But to play a set of two or more cards, all the played cards must be of both the same number and the same color.

After the first single or set is played, players take turns playing in normal clockwise order. On each turn, a player must choose to either play outranking cards or pass (explained below).

WILD CARDS



Alebrije wild cards may be played by themselves or combined with other cards of the same number. When combined, they take on the color of the other cards. If you play only wilds, announce the color they represent.

OUTRANKING CARDS

To play outranking cards, you must **beat the value or color** of the last-played cards.

To beat the **value**, play the same number of cards in the same color, but with a higher number value.



Example: *to beat two blue 2s, play blues of a higher number (like two 4s).*

To beat the **color**, play the same number of cards in any number value, but in the next-higher color.



Example: *to beat two blue 4s, play two greens of any single value (like two 1s).*

COLOR RANKING



Colors are ranked on the overview cards in front of every player. The ranking is circular, meaning that every color is outranked by another.

The order of the color ranks is:
BLUE ← GREEN ← PINK ← ORANGE and back to BLUE.

The starting cards played by the first player are not required to be blue (you may start with any color).

Once starting cards have been played, you may not skip a rank when playing a higher-ranking color.

Example: *Ana starts a round by playing two green 1s. If Bart wants to outrank them by color, the only option is to play two pinks (two oranges won't work – no skipping).*



Beating ORANGE by Color:

Because the color ranking is circular, orange can also be beaten – by **BLUE**! However, it requires one extra card to do so. To outrank orange by color, play a set of blue cards of any single value containing one more card than the orange cards.

Example: *to beat three orange 4s, play four blues of a single value, such as four blue 1s. (Remember, you can also beat orange by value; three orange 5s beat three orange 4s.)*



PASSING

If you do not play cards, you must pass. You may now **exchange up to two cards** from your hand. (*Hint:* exchange cards that don't have matching colors or numbers in your hand.)

To **exchange**, discard the chosen cards to the discard pile and draw that many cards from the deck. If the deck runs out, do not make a new one. Players may still pass but may no longer exchange cards.

After passing, turn your overview card to the **dreamy-eyes side** to show that you have passed. Your turn is skipped until all players pass but one and play starts again.



Example: *Ana can't outrank the most recent cards, so she passes. She chooses to discard one card and draws one from the deck. She turns her overview card over and is skipped until play restarts.*



LAST PLAYER "IN" STARTS AGAIN

Play continues among the still-active players until only one player has not passed. That last player earns the prize of playing the next starting cards! (*Note*: this player does not get the opportunity to exchange cards.)

Before playing new starting cards, discard all played cards face up into the discard pile and flip over any overview cards to their active side, showing that nobody has passed yet.

The new first player plays a fresh starting single or set, and play continues normally.

ROUND END

The round ends immediately once any player **plays or discards the last card in their hand**. That player wins the round! All other players earn negative points for the cards still in their hands.

To determine your score, look at every color in your hand separately. For each, find your highest-value number card. This value is your negative score for that color. Lower-value number cards and card duplicates do not count toward your score.

Check every color. Alebrije wild cards count as a separate fifth color, so count your highest-number wild card as well.

Add the values of your highest numbers in all five colors together. This is your negative score. Record each player's score on paper or use the online score sheet.

Example: *Ana plays her last card, so the round ends immediately. Ana has no cards left and thus no negative points.*



Bart has a pink 2, and oranges 2 and 5. Only the pink 2 and the orange 5 count, so Bart scores –7.



Nils has a green 3 and a wild 3. Since wilds count as a separate color, Nils scores –6 points.



Cris has blues 2, 5, and 5. The highest blue value counts only once, so Cris scores –5 points.

VARIANT: ONE TURN PER PLAYER

For a more tactical game, try this variant: after the starting player plays a single card or set, each other player gets exactly one turn to either play outranking cards or pass. None of the players take another turn. Players who pass may still exchange cards as usual. After everyone has played once or passed, the last player who played cards (thus playing the best set) earns the prize of playing the next starting cards. Otherwise, this variant plays the same as the normal rules.

NEW ROUND

After recording the scores, shuffle all the cards together again and redeal as you did in the setup. The player with the most negative points becomes the starting player for the new round. In case of a tie, the first tied player clockwise from the round's winner starts.

As usual, the round starts with players being able to exchange cards. Then starting cards are played and the round continues normally.

GAME END

The game ends after the third round. Add up each player's total points. The player with the fewest negative points wins! In case of a tie, the tied player who won the most rounds wins. If there is still a tie, the tied players share the victory.

OLLIN SPECIALS

Some cards show the **OLLIN** symbol. If you play at least one card with an Ollin symbol, a special effect may occur! The effect depends on how many cards you play, not how many Ollin symbols they show.



All of the effects occur immediately after the cards are played and announced by the active player. The effects:

If you play 1 card and it has an Ollin :

- All other players draw one card from the deck.

If you play 2 cards with at least 1 Ollin, choose one:

- All other players draw one card from the deck.
- You discard one card from your hand.

If you play 3 or more cards:

- No effect occurs, even with Ollin symbols present.

Whenever an Ollin effect makes players draw cards, they draw in turn order. If the draw deck runs out, any remaining players simply do not draw a card.

If you discard the last card from your hand due to an Ollin effect, the round ends. Also, if your play results in you having no cards left, the round ends before any Ollin effect occurs. In both cases, you win the round!

Example: *Nils plays two green 3s and one of them has the Ollin symbol. Nils chooses to discard the last card in his hand. The round ends immediately.*



The Story

ALEBRIJES *are colorful fantasy creatures that combine features of different animals, both real and imaginary, into a single being. Their story traces back to 1936 and Pedro Linares López, a Mexico City artisan who worked in paper and paste.*

One day, Linares became seriously ill, and during a feverish sleep, these fantastic beasts appeared in his dreams. Once he recovered, he began bringing them to life in papier-mâché. *They have since evolved through the work of many artists and have become a recurring motif in Mexican art.*

The **OLLIN** *symbol represents movement and transformation within the* **NAHUA** *worldview, which describes the world passing through a series of ages, each destroyed and remade.*

CREDITS

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In memory of Axel, who now travels freely around the world.

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