

2 to 6

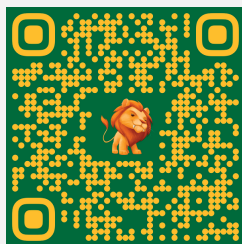
6+ years

15 min

# The THRONES is mine!

## Contents

24 Animal Cards  
6 Amulet Cards



See how to play here!



In the jungle, everybody knows who the King is!

One night, the little mouse, tired of always being the weakest of all, asked the Spirits of the Jungle for help.

The Spirits listened and created an enchanted amulet. When it is revealed, the mouse becomes the most powerful animal.

To be fair, each animal also received one amulet.

Now, everybody can claim the THRONES!

Illustration: Juliana Iasi  
Art Design: Caio Bezerra

## Set up

1 Shuffle the animal cards and give three to each player

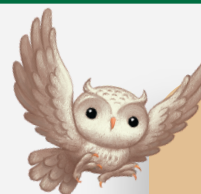
2 Shuffle the amulets and reveal one

Set up next battle

4 Battle for the Throne!

3 Claim the Throne (or not)

Learn how to claim later in this manual



"The Throne is Mine" is a game of rounds and fast battles.

Each round has 3 battles.  
Win 2 out of 3 battles to win the round.

Each player starts the round with 3 cards.  
Only ONE card is played per battle.

After 3 battles, the round ends. The winner of the round takes the points and a new round starts.

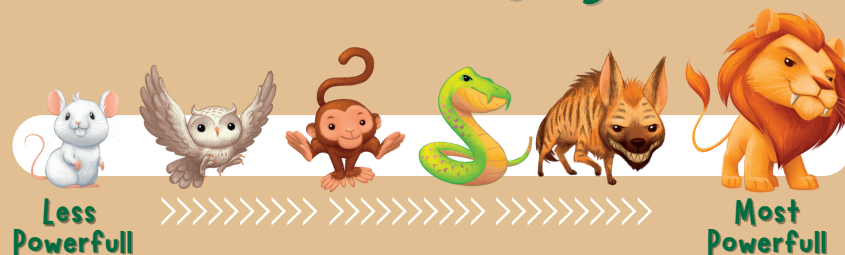
1 game = many rounds  
1 round = 3 battles  
1 battle = 1 card

## How to win a battle?

**Rule:** The most powerful animal wins the battle

To win a battle, your animal needs to be the strongest played.  
To see which animal is the strongest, check the chart below:

### Who is who in the jungle?



## Enchanted Amulets

When an amulet is revealed the enchanted animal becomes the most powerful in the jungle!

The revealed amulet will affect all the three battles of the round.



# How to Play

## The Throne is Mine!

The player on the left of the dealer, starts playing. (Player A)

**Player A** Before starting the round, study your cards and think:  
Can I win 2 out of 3 Battles?

If YES, say: "The Throne is Mine!!!" **OR** If NO, say: "The Throne is not mine."  
And try your luck on the round And forfeit

**Other Players** Clockwise and after studying their own cards, say:  
"The Throne is Mine!" or "The Throne is not mine..."  
Only the players that claim the throne play the round.  
The other players should wait for the next round.

### Battle 1

**Player A** Choose ONE card from your hand to play.  
If Player A has forfeit the turn, the player to his/her left plays the first card.

**Other Players** Clockwise, each player plays one card from their hand.  
The first battle ends when all players have played one card.  
The most powerful animal wins.

### Battle 2

**Winner of Battle 1** The winner of the Battle 1 is the first player to play a card on the table.

**Other Players** Clockwise, each player plays one card from their hand.  
The battle ends when all players have played one card.  
The most powerful animal wins

### Battle 3

Only the winners of the Battle 1 and Battle 2 will play the Battle 3.

Both players place their card on the table at the same time.  
The most powerful animal wins the battle.

The winner of the battle 3 wins the round and take the points.

The player that started this round (Player A) will deal the cards for the next round, and the player on his/her left will start playing a card on the table.



Be the first to get  
12 battle points to  
win the game.



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## Round Example

- Enchanted animal of the round: OWL
- Player C forfeits
- Round worth 2 points (See Counting Points)

Player B wins the round

## Same Animals?

If two or more players use the same animal, the winner is defined by the colour (or the power bar)



## Counting Points

The number of players claiming the throne defines the number of points for the round. 1 Player = 1 Point

If ALL players claim the throne, the winner of the round gets an extra point. (# of players + 1)

If all players forfeit the round, the last one standing takes 1 free point.

Remember to use a pen and paper to mark the points

## TIPS:

- Always alternate who deals the cards and who starts the rounds, it changes the results of them.
- Is 12 points not enough? Go for 20 for more fun!