

# HERDVANA

## MYTH@LLANEIOUS CREATURES

### EXPANSION OVERVIEW

There are 55 cards in this expansion pack.

**32 Mythollaneious Animal Cards:** All Mythollaneious Animal card groups have 4 herd members and are 6 points each. They can be played individually and do not need to be paired to "Start A Herd." Collect herds of Mythollaneious Animals in your field to accumulate points. Mythollaneious Animals can achieve Herdvana for bonus points, with 4 animals completing the herd. Mythollaneious Animals also have special abilities that you can use during your turn. (SEE NOTE 1)

**Mythollaneious Animal Types:** Phoenixes, Unicorns, Hydras, Basilisks, Chimeras, Dragons, Carbuncles, Manticores

**4 Chameleon Cards:** See base game overview description.

**10 Protector Cards:** Protector cards are worth 20 points each. You can use Protector cards to protect the herds in your field, and are equivalent to 2 regular Farmers, unless noted otherwise. Protectors also have special abilities that you can use during your turn.

**8 Ancient Alien Cards:** Ancient Alien cards have no point value. Ancient Aliens can Abduct 2 Farmers (can be from 2 separate herds in 2 separate fields), or 1 Protector from any field other than your own.

**1 QR Card:** Not used in gameplay, this card provides a link to our website with clarifications and finer points of the Mythollaneious Creatures expansion rules.

### BASE GAME NECESSARY

The Mythollaneios Creatures expansion must be played in tandem with the base game of Herdvana. Unless noted otherwise, all rules and procedures from the base game apply to this expansion. Mythollaneious Creatures can also be paired with the Objective Insanity Expansion for extra chaos.

### OBJECTIVE

Amass points by building "herds" in your "field." Stack, steal, and secure your herds while using the magical abilities of the expansion cards to add chaos and new strategies to the mix. Once all cards have been played add up your scores and see who wins!



# SETUP

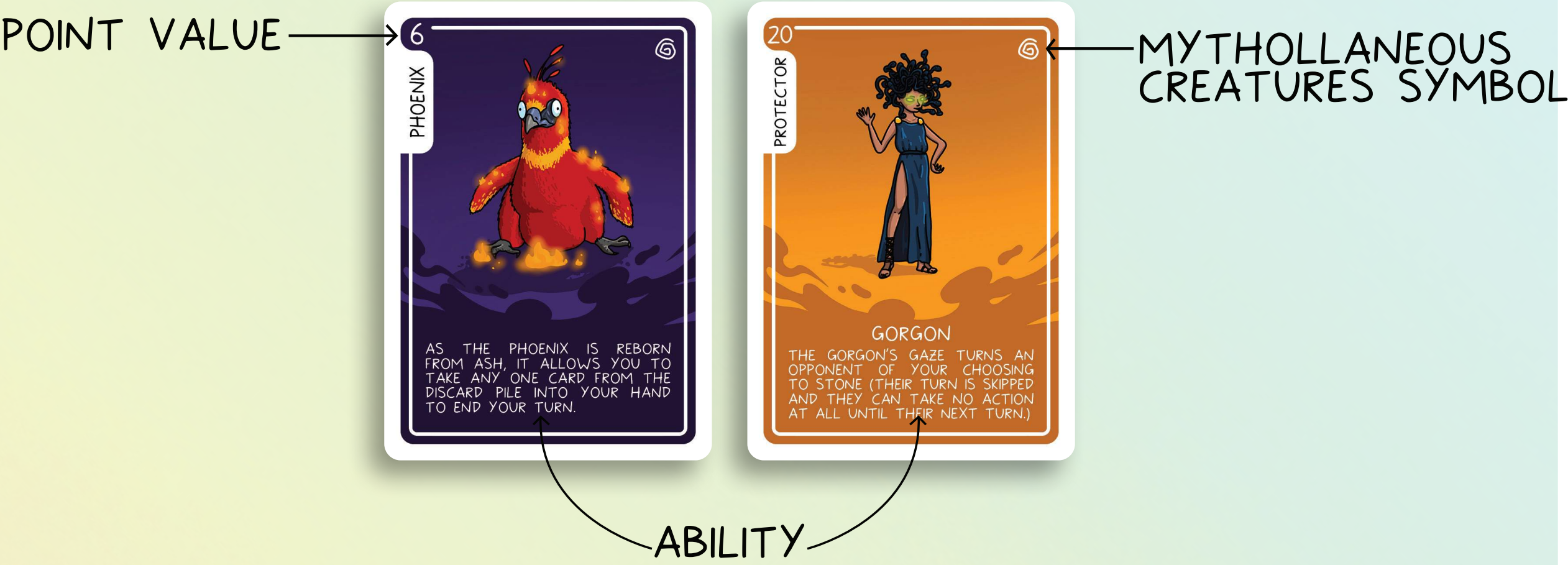
Shuffle the Mythollaneous Creatures deck into the base game deck to create one new deck. All other setup procedures are the same as the base game, **EXCEPT** each player will have 7 cards in hand. If playing in tandem with Objective Insanity, players will have 8 cards in hand.

You will be able to separate the Mythollaneous Creature cards from the base deck later on by looking for the  symbol in the top right corner of the cards.

# PLAY

Play is the same as the base game, with a few differences.

**I. Abilities** - The first difference is the addition of special abilities. If used, these go into effect after normal play actions and before you draw back to a full hand (unless noted otherwise on the card). Special abilities are found on the bottom of Mythollaneous Animal and Protector cards.

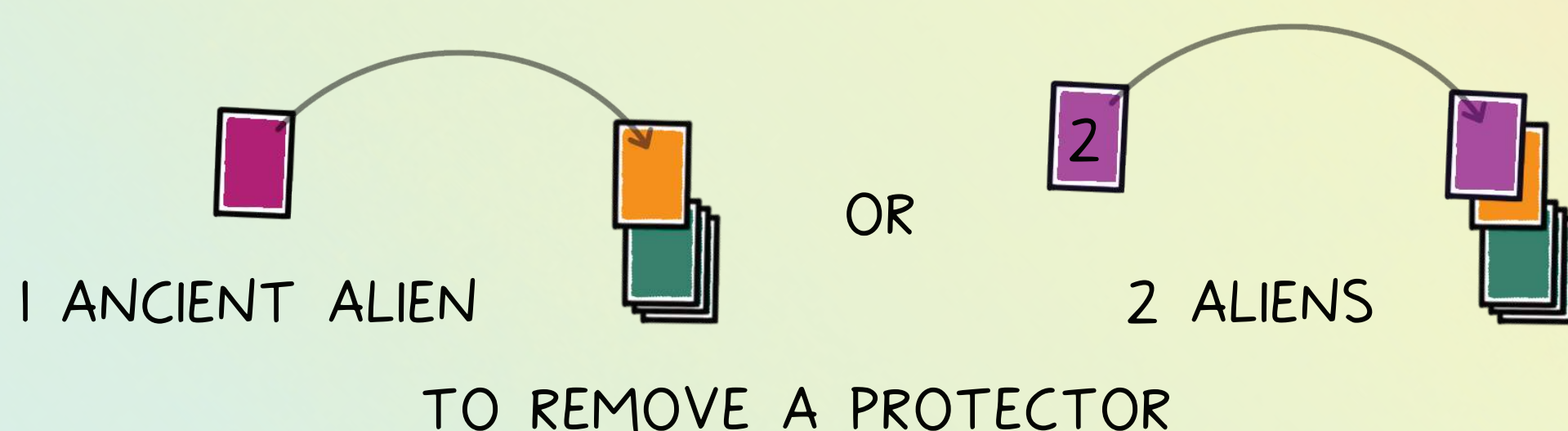


If multiple cards with abilities are played in the same sequence of action, the player in possession of the cards at the end of the turn gets to use all of their abilities, and determines the order in which they are used. If multiple cards played have the same ability, each one's ability can be used independently, giving you more power!

Abilities are always optional to use, but once the turn is over the ability is "dead" and will not be reactivated, regardless of the card's movement around the table. (SEE NOTE II)

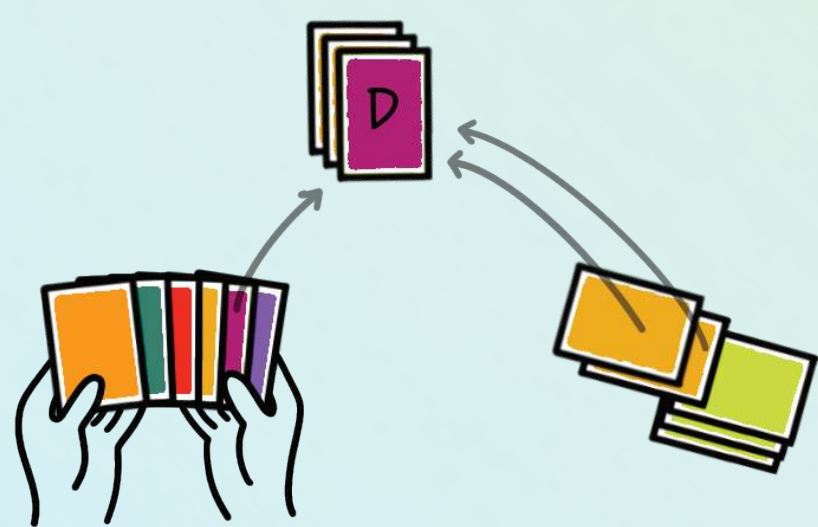


**2. Protectors** - Protectors function the same as a Farmer card with the addition of special abilities. They are also more powerful, and as such can only be removed with 2 regular Aliens or 1 Ancient Alien (unless noted otherwise). If 1 regular Alien is played on a Protector, stack the alien on top of the Protector to indicate that it has one hit against it. Once another Alien is played on that Protector, all 3 cards go to the Discard Pile. (SEE NOTE III)

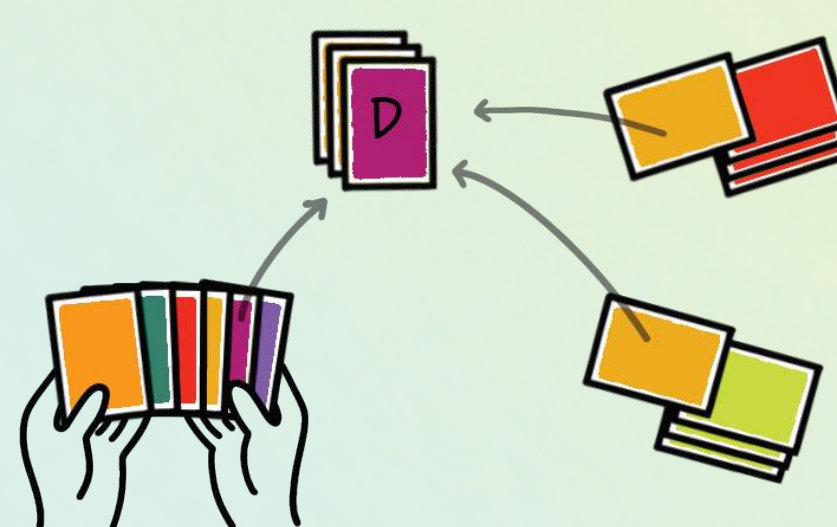


**3. Ancient Aliens** - Ancient Aliens function the same as regular Aliens, except they are more powerful and can be used to Abduct 1 Protector, or 2 Farmers. The 2 Farmers can be from 2 separate Herds, in separate Fields, or from the same stack of Farmers on a singular Herd. If played on a Farmer when no other Farmers or Protectors are in play, both cards go to the discard pile and the extra power of the Ancient Alien is wasted. (SEE NOTE IV)

2 FARMERS FROM 1 HERD



1 FARMER FROM 2 HERDS



OR

-OR-

1 PROTECTOR FROM 1 HERD (NOT ILLUSTRATED)

## END OF TURN

After you have completed one action and use any special abilities in play, draw cards from the draw pile until you hold a full hand again (7 cards, 8 if playing in tandem with Objective Insanity). If your actions have caused another player to play cards, they also draw back to a full hand.

## TEAM PLAY

All the rules of individual play still apply, and team play functions the same as in the base game. Additionally, a card's abilities may be used on either your own or your partner's field or herds.



## ACHIEVING HERDVANA

The only difference between Mythollaneous Creatures and the base game when it comes to achieving Herdvana is that Mythollaneous Animals achieve Herdvana once all 4 of them are in the same herd.

## END OF GAME + SCORING

End of Game and Scoring procedures are the same as the base game. Know that scores will be much higher than the base game, and slightly more complicated to calculate with the addition of expansion cards.

## NOTES

NOTE I: Animals from the base game of Herdvana still require 8 animals per herd to achieve Herdvana. Animals in this expansion only have 4 animals per herd, and thus achieve Herdvana once all 4 are collected in one herd.

NOTE II: If a card with special abilities goes to the discard pile and is later brought back into play, its ability can be used again in the turn in which it is played. After that the ability is once again "dead".

NOTE III: Farmers and Protectors are removed in the order that they were played. This means that if a Protector has one Alien played against it, and another Farmer or Protector is played over top of it, it remains in play. This is the case until the new card(s) on top are abducted, re-opening the original Protector back up to abduction via a second Alien Card.

NOTE IV: If a Protector already has one Alien played against it, an Ancient Alien can be used to Abduct it AND one additional Farmer from any Field or Herd. It is important to think of Ancient Aliens as 2 regular Aliens, played at the same time.

Game play can get complicated with expansions, especially if both Objective Insanity and Mythollaneous Creatures are being played together. Fear not though, we've done our best to outline more specifics for unique situations on our website!