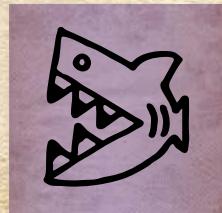
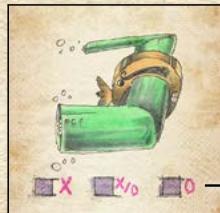


# Before You Start

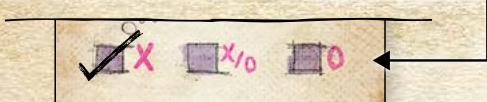
This box contains 140 erasable boards in 7 colours: the **Beast** cards. You can use them to replace the paper pads that comes with **The Strange Forgeries Of Mr. S.C.Rheber** box.



Front:  
Drawing



Back:  
Solution



The 69 additional cards and 140 illustrations on the dry erase boards will be needed in the game **The Bestiary**.

## THE BESTIARY • RULES

### Introduction

Abramelin the Egyptian, a learned sorcerer of the rank of arch-temporary of Magoria, it was this one who, in the ninth century, according to Agobard of Lyons, ruined the French harvests by conjuring up various storm demons. And it is today, my esteemed colleagues, that his Goetia, missing for a millennium, has been rediscovered by me, the great Jean-Marie Duvalier: here is the legendary Bestiary of Abramelin the Wizard. Here are written the names of the same 140 spirits that we will use once and for all to dispose of those damned French countrysides. We'll see if they still have the gall to sell us those terrible imported tomatoes!

There is, however, between us and the honest continuation of local agriculture, a small problem with the Abramelinian graphemes: what the heck do they mean?

**The Bestiary** is a ciphering and deciphering game for 3 to 8 players in which Duvalier's assistants know a technique to encode words into magical symbols and try to communicate it to him, without being decoded by their rivals.

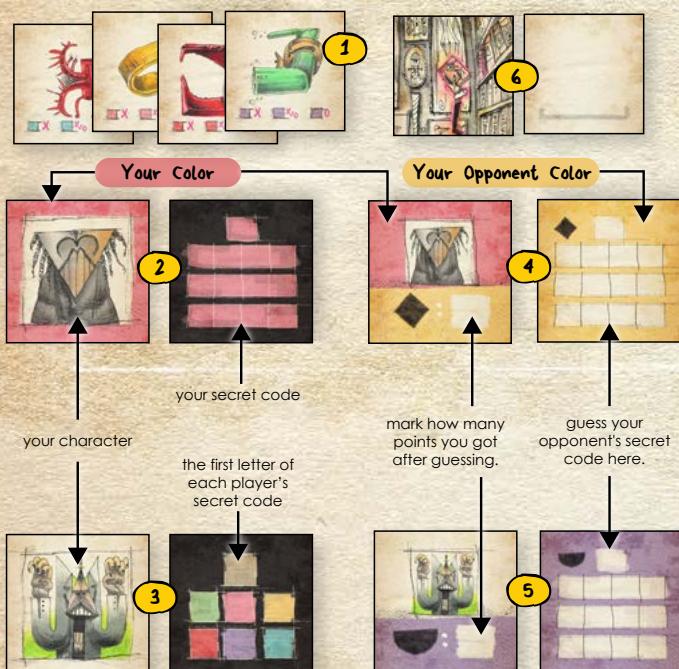
### Goal Of The Game

Each **Assistant** invents a secret code: the cypher. Using this code they will have to encrypt hand-drawn symbols proposed by Jean-Marie Duvalier, alias the **Curator**. The **Curator** who knows part of the code will have to guess the missing part by studying the proposed encryptions. The **Assistants** must cooperate with the **Curator** without allowing their opponents to understand the code.

### Components

From this box:

- 1 140 Beast Cards (20 per each of the 7 Assistants' colors)
- 2 7 Assistant's Cypher Cards (front and back)(1 per Assistant)
- 3 1 Curator's Cypher Card (front and back)
- 4 42 Assistant's Guessing Cards (front and back)(6 per Assistant)
- 5 7 Curator's Guessing Cards (front and back)
- 6 12 Alphabet Cards (front and back)



From the box of **The Strange Forgeries Of Mr. S.C.Rheber**

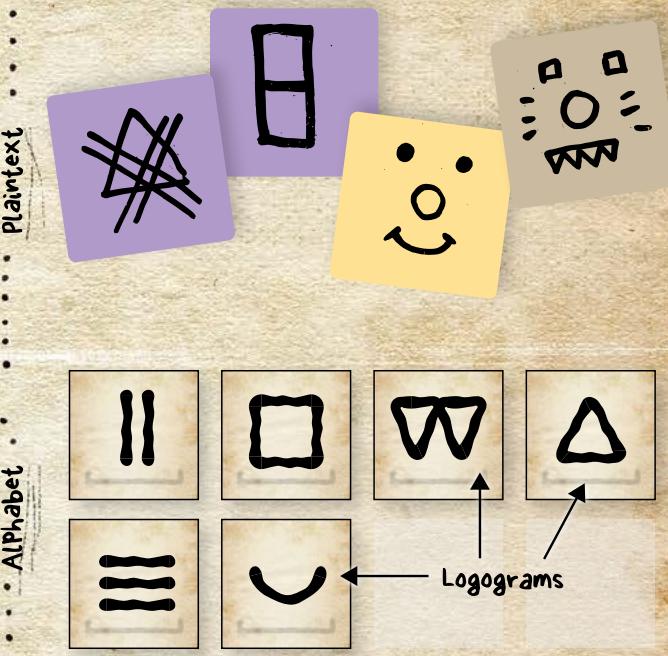
- 7 7 erasable board **markers** (or any white board marker of choice).
- 8 The drawings of an old game stored in a **Masterpiece Box**. Alternatively, you can use a print-and-play version of other players' drawings available at <https://beyondwords.games/riddles/>. They are used to randomise your game setup, but they are just like any other doodle.

### Game Flow

- 1 Each player chooses a character and takes the corresponding **Guessing** and **Cypher Cards** depicting it. 1 player must be the **Curator** and 2-7 other players will be their **Assistants**.
- 2 With the **Beasts** cards construct a tableau of 7 **Rows** (indicated by letters)

and a chosen number of **Columns** (3 to 12, indicated by numbers): the **Book** of Abramelin. The difficulty of the game increases as the number of columns increases. Each **Beast** is, therefore, determined by a number and a letter. Give the remaining **Beasts** to the player of the corresponding color.

- 3 The **Curator** chooses drawings from the **Masterpiece Box** equal to 2/3 of the **Columns** (approximate to the nearest unit: 2 drawings for 3 columns, 3 for 4, 3 for 5, 4 for 6 and so on). They are the **Plaintext**: word-like symbols of a language known by Duvalier.
- 4 For each **Column** of the **Book**, the **Curator** draws a symbol (called a **Logogram**) on an **Alphabet Card** so that it is present as an element of the **Plaintext** drawings (in this way the **Plaintext** drawings are words written with letters, the **Logograms**). Place the **Logograms** in a 3x4 grid to form a sequence: Duvalier's **Alphabet**.

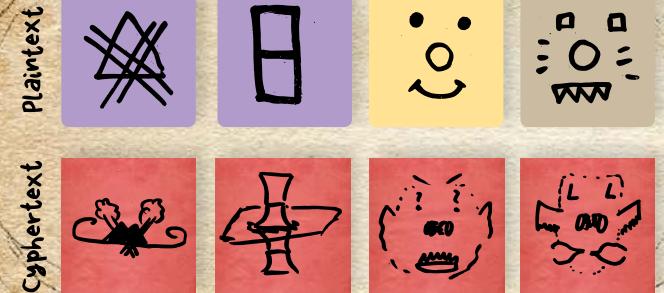


4 The **Curator** secretly chooses a **Row** for each **Assistant** by writing the corresponding letter in the appropriate box of the **Curator's Cypher Card**. Each **Assistant** is secretly informed of their **Row** and notes it in the top box of their **Cypher Card**.

5 Each **Assistant** secretly creates a dictionary in which each **Logogram** represents a different **Beast** of the **Row** assigned to them. To do this, they write on their **Cypher card** the **Column** of the chosen **Beast** in the box corresponding to the position of the **Logogram** in the **Alphabet**. In this way they have created their own secret code of letters and numbers.

6 Using the backs of unused **Beast Cards** in their own color, the **Assistants** will use their dictionary to encrypt each drawing in the **Plaintext** in a new encrypted drawing. They place these drawings in front of them in random order. These constitute the **Ciphertext**: Abramelino's secret enchantation. Read **Tips - Encryption** to learn more.

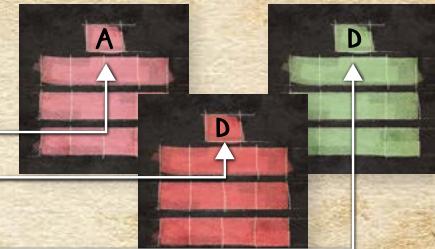
7 When they are all done proceed with **Scoring**.



**Curator's Cypher Card**



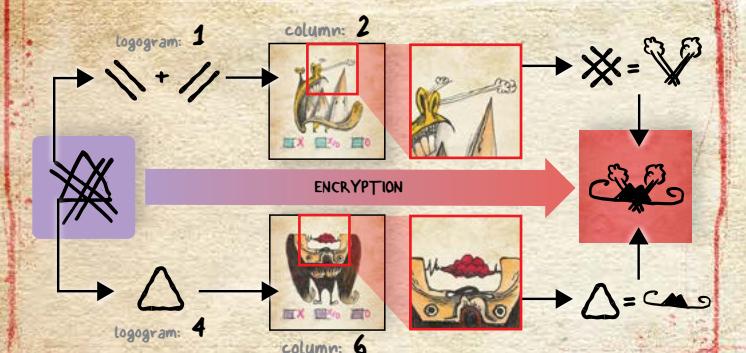
**Assistants' Cypher Cards**



## Tips - Encryption

To encrypt a **Plaintext** drawing into **Ciphertext**, **Assistants** must try to identify **Logogram**-like elements in the **Plaintext** doodle and replace them one by one with elements of the corresponding **Beast**. In doing so, they must try to make it clear to the **Curator** which **Beasts** they had been portrayed, without revealing it to the other **Assistants**. Remember, the **Curator** knows part of the code! You must use this to your own advantage.

Example: consider the Book/Alphabet/Plaintext above: the red **Assistant** translates the 1st and 4th **Logograms** into features of, respectively, **Beast D2** and **D6**.



A more sophisticated encryption could make use of the fact that, since the **Curator** knows the **Row**, there would be no need to replace the **Logograms** with features of the **Beasts** from the correct **Row**. In fact, it is sufficient to identify a characteristic that is exclusive to the **Beasts** in the correct **Column**, whatever **Row** they are in.

Example: consider the Book/Alphabet/Plaintext above: the green **Assistant** translates the 2nd **Logogram** into a mix of features from column 4 ("droplets" and "eyes"). To avoid confusion with the "droplets" of **Beast B1**, the player encrypted the 4th **Logogram** into a "cane", a feature exclusive to column 1.

## Scoring

1 players will have to use their **Guessing Cards** to secretly guess the secret code hidden behind the other **Assistants' Cypher Cards**. Players must use the back of their **Guessing Card** which is bearing that **Assistant's** color.

2 When all players are ready they reveal their **Guessing** and **Cypher Cards**. Each player earns 1 point for each correctly identified **Column** (the numbers) in the **Assistants'** secret codes. If they have correctly guessed the **Row** (the letter) of an **Assistant** they earn an extra point for each correct **Column** of that **Assistant**. (The **Curator** always earns 2 points for each correctly identified number).

3 Each **Assistant** earns points equal to those obtained by the **Curator** while guessing their secret code.

4 Each **Assistant** loses points equal to those gained by the best opponent while guessing their secret code. (The best opponent of a **player** is that **Assistant** who scored the most points while guessing that **player's** secret code. This score is reported in the front of **Assistants' Guessing Cards**).

The player with the most points wins.

If there is a tie between the **Curator** and **Assistants** the **Assistants** win.

If there is a tie between **Assistants** they share the victory.

