

# Stampede

## MINI-EXPANSION

**Credits**  
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For when you can't stop at just one game, this mini-expansion contains rules and components to play a **Stampede tournament**: a series of Stampede games with an overall winner, and a little twist to the normal rules.

### COMPONENTS

- 10 Prize Tokens
- These Rules

### HOW TO PLAY?

The tournament consists of a series of games between the same players. The first game is played with the normal rules. At the end of the game, the winner gets to claim the prize token corresponding to the win condition they won the game with. **Now, in subsequent games, it is no longer possible to win the game with this win condition.**

**An example:** John wins the 1st game with 5 baboons and claims the baboons prize token. In the next game, Anne gets to 5 baboons, but since the baboons prize has already been claimed, the game just continues until someone achieves the win condition corresponding to one of the prizes that has not been claimed yet.

**Note:** The #4 token is for winning with one of each animal.

**Special case:** if a player wins the game by satisfying more than 1 win condition at the same time, they may choose to claim any 1 of the still available prize tokens corresponding to those win conditions.

### STARTING PLAYER

For the first game, choose the starting player with your preferred method of choice. For subsequent games, the starting player is the player to the left of the player that would have won if the tournament would have finished right now.

### WINNING THE TOURNAMENT

At the start, you'll select a set number of games, and can play them in one long session, or over several sessions. You can adjust the length of the tournament to your own preference. We advise:

- Short tournament: 3 games
- Medium tournament: 4 games
- Long tournament: 5 games

After the last game has ended, **the overall winner is the player who has won the most prize tokens.** In case of a tie, tied players must add up the numbers on their prize tokens. Highest total wins. If this is still a tie, the tied player with the highest numbered prize token is the tournament winner.

