

Charta Krymenesiae



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Concerning that the wilderness
of the Krymenesian Waters is in danger, measures must be taken,
or some species will become extinct.

Charta Krymenesiae

(16 September 1221, Krymenesia, Port Ulagos)



reamble – In regard to Krymenesia being the ancient holy territory of fishing, and the fact that the hunger of some species is immense, today we, The Wise Fishermen, here at Port Ulagos proclaim the Krymenesian Charter. By this charter we entrust 35 sea monsters – Dragonfishes, Gladiatorfishes, Giant Octopuses, Sea Mustangs and Mermaids to defend the wilderness of the Krymenesian waters.

§ 1. We accept every whale, but it may only hunt on a territory that is between three islands.

§ 2. Article 1. may not be applied to the orca king, Orcano. He is the hungriest of them all. Whenever he shows up on a territory, a sea monster must show up and instantly chase him away to another territory.

§ 3. As a whale shows up on a hunting territory, a sea monster must show up alongside, to guide the following whale to another territory.

§ 4. If a whale remains stuck between three islands, therefore it is closed off from the open sea, disregarding whoever surrounded it; it must leave Krymenesia together with its team.

§ 5. Every sea monster has the permission to ignore Article 1. and to eat the whale that infringes Article 4.



Charta Krymenesia - Battle of the orcas

Strategy game for 2-4 players, recommended age: 9+ years, game time 15 minutes

Components: 1 start card, 35 territory cards (4 of each 1-3 tailed Dragonfishes, 4 Dragon Kings, 4 Gladiatorfishes, 5 Giant Octopuses, 4 Sea Mustangs, 5 Mermaids and 1 Jokerfish), 4 Caller and 4 Silence tokens.

The players must lead their orca family to victory by taking over territories of Krymenesia and closing off one of the opponent's whale from the open sea. Their task won't be easy at all, as the 35 sea monsters are there to protect those territories, and only they can tell you on which territories you are allowed on.

Set-up

In a two player game, you will play against the other player; in a three player game, the dealer will be by himself while the others make a team and in a four player game two teams will play against each other (teammates must sit on opposite sides of the table).

(1) The dealer hands out the orca meeples and the tokens:

- 2 players - each gets 18 orca meeples, 2 caller and 2 silence tokens,
- 3 players - the dealer gets 18 orca meeples, 2 caller and 2 silence tokens, while the team gets 18 orca meeples (for common use), and each team member gets 1 caller and 1 silence tokens,
- 4 players - each team gets 18 orca meeples (for common use), and each player gets 1 caller and 1 silence tokens.

(2) Starting hand: The dealer takes out the start card (the one with the open sea) from the deck, then shuffles the deck, and deals as following:

- 2 players - 5 for his opponent, and 4 for himself
- 3 players - 4-3-3 cards starting to the left
- 4 players - 3-2-2-2 cards starting to the left

The dealer then places the deck face down on the side of the table. The players place the dealt cards face up in front of them, so their opponents can see them.

Gameplay

(1) The orcas head to Krymenesia: The dealer places the start card in the middle of the table, and places one of his orca meeples on it in a standing position.

The card spaces around the start card are the hunting territories of Krymenesia. During the game you will occupy these territories by placing cards and orca meeples on them, until a whale gets surrounded.



(2) The orcas arrive to Krymenesia:

The player on turn (who received the most cards) places any card (except the Sea Mustang) next to the start card, and places one of his meeples on the card. Every card must be placed so they face in the same direction and the axles on them continue in a straight line.

The first territory card already marks the Waters of Krymenesia, which is protected by the 35 monsters. From now on each player can only place cards by the Charta's rules:

THE MONSTER ON THE LAST PLACED CARD ALWAYS DETERMINE THE POSITIONS WHERE THE NEXT CARD CAN BE PLACED.

(3) Now it's the dealer's turn again (in case of four players, it's the dealer's team mate's turn), then you take turns. In a four player game you take turns clockwise, while in a three player game the team and the dealer take turns (Team member 2. - Dealer - Team Member 1. - Dealer - Team member 2. and so on).

On your turn you may choose one action from the following:

- To occupy a territory by placing a card,
- To draw a new territory card,
- To change any number of cards in your hand.

At the end of your turn, you may place a Caller or Silence token on the last placed card.

 **Caller token:** You force the next player to occupy a territory. He cannot draw or change cards. He must place a card! You may only place this token if you have placed a card (occupied a territory) and the player before you hasn't used a Silence token.

 **Silence token:** You forbid the player on turn to use a Caller token. Silence tokens may be used at all three actions, but only if the previous player hasn't placed a Caller token.

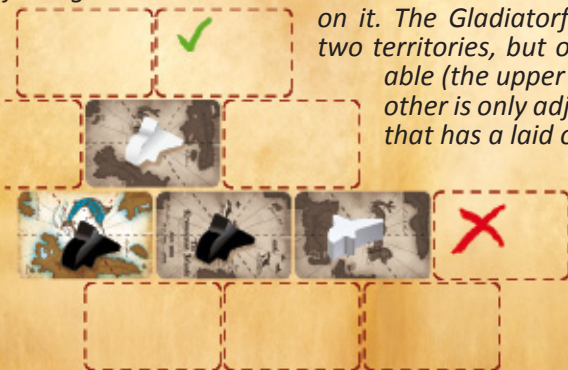
I. Taking over a territory - placing cards and orcas

You take over a territory by placing a card on an empty card space together with an orca meeple on top of it. The orca meeple can be placed in a standing and in a laid position. Laid orcas are tactical elements, and a player or a team can only have two of them during a game.

(1) If you have cards, you may occupy a territory by the Charta's rules—the card must be adjoining with another that has a standing orca on it and you must place it where the last monster guided you.

(2) Only cards that will assure at least one valid position for the next player may be placed. The axles on the cards must continue in a straight line.

Attention! A card can only be placed on a card space that is adjoining with at least one other card that has a standing meeple on it. The Gladiatorfish guides you to two territories, but only one is occupiable (the upper one), because the other is only adjoining with a card that has a laid orca on it.



II. Drawing a new card

If you have less cards than the maximum number allowed (2 players - 5 cards, 3 players - 4 cards, 4 players - 3 cards), and you have more unused meeples than cards in front of you, you may draw a new card. You place this in front of you face up.

Note: If the drawing deck is depleted, the game continues with placing the remaining cards.

III. Changing the cards

If you have less cards than the maximum number allowed, and you haven't changed cards in the past round, you may change any number of cards in front of you by placing them underneath the drawing deck and drawing the same number from the top.

Guiding of the monsters

From their position, each of the eight sea monsters and the Jokerfish will guide the next orca to another territory.



Gladiatorfish, Mermaid, Giant Octopus, Sea Mustang, 1-2-3 tailed Dragonfish, Dragon King, Jokerfish

The shape of the monsters represent the way in which they guide:

- The **Dragonfish** swirls around the other cards
- The bill of the **Gladiatorfish** points through a row of cards to the first empty space
- The **Mermaid** guides you behind a card with the opponent's meeples
- The **Mustang** leaps in a "J-shape"
- The **Giant Octopus** has its arms pointed from the first and last cards of a row

The **Dragonfish** guides you around cards with standing orcas on them, with the same number of territories as the number of tails they have. The one tailed guides you one, the two tailed two and the three tailed three territories further.

The **first** territory is counted around a neighboring card with the Dragonfish (the one tailed guides you here).

When choosing the **second** and **third** territories you follow the same steps, but you always count from the new position.

You cannot count the same space twice (cannot backtrack), and you cannot count around cards with laid orcas on them, nor around himself.



The **Dragon King** and the **Jokerfish** can guide like any of the three Dragonfishes (one-, two-, or three tailed).

The **Gladiatorfish** guides you along one of the axes straight through a row of occupied territories (cards) on the first empty territory. A row can consist of any number of cards, even 1.



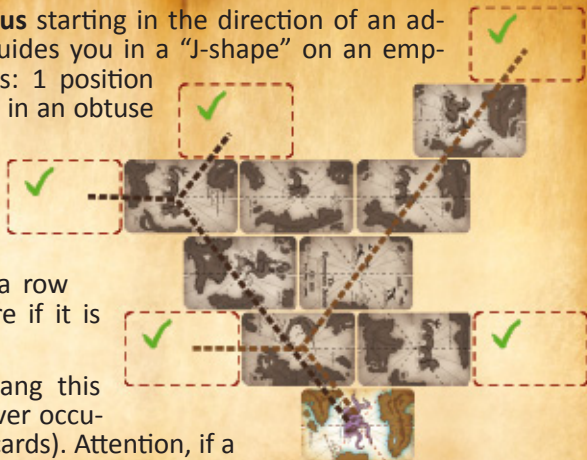
The **Sea Mustang** guides you in a “J-shape” to a distance of three cards on an empty space like this: 1 position straight, you turn in an obtuse angle, then 2 more in another direction, or the other way around, 2 position in a direction, than after turning, 1 more space. It can guide over unoccupied territories.



The **Mermaid** guides you behind a neighboring card, if that space is empty, and the whale on that card is of the opposing color then the one on the Mermaid. If there is no such space, and only then, it guides like a one tailed Dragonfish.



The **Giant Octopus** starting in the direction of an adjoining card, it guides you in a “J-shape” on an empty space like this: 1 position straight, you turn in an obtuse angle, then to the first empty space, or you turn in an obtuse angle from the last card of a row and place it there if it is empty.



Unlike the Mustang this can only guide over occupied territories (cards). Attention, if a row has only one card it is considered as the first card.

End of game

As soon as an orca is surrounded, no matter what colors are around it, or whether if it's a standing one or a laid one the game ends.

(1) The winner is the player (team) who surrounds the opponent's whale, or forces the other to occupy a territory that is already surrounded. **In case that you surround an opponent whale, but at the same time yours also gets surrounded, you lose.**

(2) If the draw deck is depleted, and the players have no more cards in front of them, and none of the whales were surrounded, the game ends with a draw.

(3) If a player cannot place a card that can ensure a valid position for the next player, the player loses.

Charta Krymenesiae – Orcano, the orca king

Solitaire logic game, recommended age: 9 years, game time: 3-15 minutes per puzzle

Components: start card, 1 of each Dragonfish, 1 Dragon King, 1 Gladiatorfish, 1 Giant Octopus, 1 Sea Mustang, 1 Mermaid, 1 Jokerfish

You are Orcano, the orca king and you must explore all 48 territories from the puzzles. Each time you discover a territory (place a card), the sea monster on it guides you to the next territory.

Gameplay

Choose a puzzle and place the specified cards in front of you.

The objective is to choose the right order and place for the cards so that at the end you will end up with the shape shown in the puzzle!

You must always place the start card **first** (this is the open sea, you arrive from here). Then place a **second** card, on one of the 6 card spaces around it, but BE CAREFUL the monster on this already determines the locations where you may place the third card. After placing the third one, the monster on it shows the possible territories for the fourth card, and so on. You continue the game like this until you run out of cards.

ATTENTION - you must place the cards next to each other so their axes continue in a straight line!

Guiding of the monsters

Except for the **Jokerfish**, each monster guides you similar to how they did in *Battle of the Orcas*.

The Dragon King, Gladiatorfish, Sea Mustang and Giant Octopus are exactly the same. Because in the solitaire game you don't need to place any meeples on the cards, in the case of the Dragonfishes you don't have to look out for the laid orcas, while in the case of the Mermaid you don't need to watch out for the color of the meeple on the adjoining card. This simplifies like this: if there is an empty card space behind the adjoining card with the Mermaid, it

guides you there. If there isn't, and only then, it guides like a one tailed Dragonfish.

The Jokerfish

On level 5 it has the role of a bait

You place the bait like any other card, but once you place it, it swims away, and lures the surrounding monsters with him. That's why once it is placed, it is picked up right away together with the cards that were around him. These cards are out of the game.



On level 6 it's a Mimic Octopus

You place it as any other card, but because it is a Mimic Octopus it can mimic any sea monster that is around him. For example if it has a Gladiatorfish and a 2-tailed Dragonfish around him, it can guide like any of those two.



On level 7 it's a Jellyfish

The Jellyfish is the only creature that cannot be placed on empty card spaces, but on top of already placed cards. After placing, it takes over the capabilities of the creature underneath, and it will guide you like that (in this case like a 3-tailed Dragonfish).



ATTENTION - Only three creatures are capable of guiding you on top of other cards: the Sea Mustang, the Giant Octopus (from the last card in the row in front of it), and the Mermaid in case there is an occupied territory behind the card next to it.

Intro

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King

PUZZLE 1



Boat

Intro

- Start card
- Gladiatorfish
- Mermaid
- Giant Octopus

PUZZLE 2



Rope fish

Intro

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- Mermaid
- Giant Octopus

PUZZLE 3



Square knot

Intro

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Mermaid

PUZZLE 4



Bermuda triangle

Intro

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Sea Mustang
- Giant Octopus

PUZZLE 5



Bowsprit

Easy

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Mermaid
- Giant Octopus

PUZZLE 6



Flag

Easy

PUZZLE 7

- Start card
- 1-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Harpoon

Easy

PUZZLE 8

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Bomb

Medium

PUZZLE 9

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus

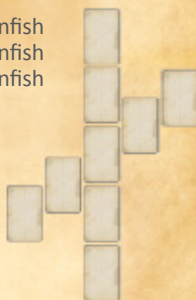


Flag

Medium

PUZZLE 10

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Kayak

Medium

PUZZLE 11

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Krokodile

Medium

PUZZLE 12

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Ship

Medium

PUZZLE 13

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Ship

Medium

PUZZLE 14

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Dolphins

Medium

PUZZLE 15

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Hammerhead shark

Medium

PUZZLE 16

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Pirate hat

Medium

PUZZLE 17

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Waves

Medium

PUZZLE 18

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Reef knot

Medium

PUZZLE 19

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Fishing net

Medium

PUZZLE 20

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Swimbelt

Hard

PUZZLE 21

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Catamaran

Hard

PUZZLE 22

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Lobster

Hard

PUZZLE 23

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Telescope

Hard

PUZZLE 24

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Buoy

Hard

PUZZLE 25

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Tortoise

Hard

PUZZLE 26

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Light tower

Hard

PUZZLE 27

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Turtle shell

Master

PUZZLE 28

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Jolly roger

Master

PUZZLE 29

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Anchor

Master

PUZZLE 30

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Giant Octopus



Cutlass

Master

PUZZLE 31

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Cliff

Master

PUZZLE 32

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Flintlock pistol

Master

PUZZLE 33

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus



Cruiser ship



Bait

PUZZLE 34

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Bomb



Bait

PUZZLE 35

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- Giant Octopus
- Jokerfish

NO CARDS
SHOULD
REMAIN



Bait

36

PUZZLE

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Fish

**Bait****PUZZLE 37**

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish

**Pirate hook hand****Bait****PUZZLE 38**

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish

**Calipers****Mimic Octopus****39****PUZZLE**

- Start card
- Gladiatorfish
- Sea Mustang
- Giant Octopus
- Jokerfish

**Square knot****Mimic Octopus****40****PUZZLE**

- Start card
- 3-tailed Dragonfish
- Gladiatorfish
- Sea Mustang
- Giant Octopus
- Jokerfish

**Bowsprit****Mimic Octopus****41****PUZZLE**

- Start card
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish

**Swimbelt****Mimic Octopus****42****PUZZLE**

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish

**Binocular**



Mimic Octopus

43

PUZZLE

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Giant Octopus
- Jokerfish



Sirate hook hand



Jellyfish PUZZLE

44

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Sea Mustang
- Giant Octopus
- Jokerfish



Bowsprit



Jellyfish

PUZZLE 45

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Fishing reel



Jellyfish PUZZLE

46

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Seagull



Jellyfish

PUZZLE 47

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Light tower



Jellyfish PUZZLE

48

- Start card
- 1-tailed Dragonfish
- 2-tailed Dragonfish
- 3-tailed Dragonfish
- Dragon King
- Gladiatorfish
- Sea Mustang
- Mermaid
- Giant Octopus
- Jokerfish



Cutlass

1

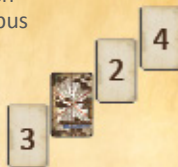
- 1: Start card
- 2: 3-tailed Dragonfish
- 3: 2-tailed Dragonfish
- 4: 1-tailed Dragonfish
- 5: Dragon King



** multiple solutions*

2

- 1: Start card
- 2: Mermaid
- 3: Gladiatorfish
- 4: Giant Octopus



** multiple solutions*

3

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: Giant Octopus
- 4: Mermaid
- 5: 2-tailed Dragonfish



** multiple solutions*

4

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: 2-tailed Dragonfish
- 4: Dragon King
- 5: Mermaid
- 6: 3-tailed Dragonfish



** multiple solutions*

5

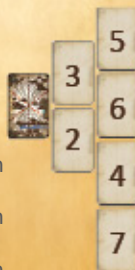
- 1: Start card
- 2: 2-tailed Dragonfish
- 3: 3-tailed Dragonfish
- 4: Sea Mustang
- 5: Giant Octopus
- 6: 1-tailed Dragonfish



** multiple solutions*

6

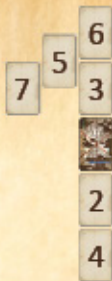
- 1: Start card
- 2: 1-tailed Dragonfish
- 3: Giant Octopus
- 4: 2-tailed Dragonfish
- 5: Mermaid
- 6: 3-tailed Dragonfish
- 7: Gladiatorfish



** multiple solutions*

7

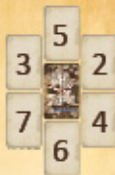
- 1: Start card
- 2: 3-tailed Dragonfish
- 3: Gladiatorfish
- 4: Giant Octopus
- 5: 1-tailed Dragonfish
- 6: Mermaid
- 7: Sea Mustang



* multiple solutions

8

- 1: Start card
- 2: 2-tailed Dragonfish
- 3: Gladiatorfish
- 4: Giant Octopus
- 5: Mermaid
- 6: 1-tailed Dragonfish
- 7: Sea Mustang



* multiple solutions

9

- 1: Start card
- 2: 3-tailed Dragonfish
- 3: Gladiatorfish
- 4: Dragon King
- 5: Giant Octopus
- 6: 2-tailed Dragonfish
- 7: 1-tailed Dragonfish
- 8: Sea Mustang
- 9: Mermaid



* multiple solutions

10

- 1: Start card
- 2: Mermaid
- 3: Giant Octopus
- 4: Sea Mustang
- 5: Dragon King
- 6: 3-tailed Dragonfish
- 7: 2-tailed Dragonfish
- 8: Gladiatorfish
- 9: 1-tailed Dragonfish



* multiple solutions

11

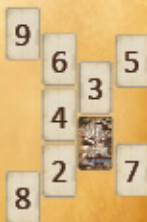
- 1: Start card
- 2: Mermaid
- 3: Giant Octopus
- 4: Sea Mustang
- 5: 2-tailed Dragonfish
- 6: Gladiatorfish
- 7: 3-tailed Dragonfish
- 8: 1-tailed Dragonfish
- 9: Dragon King



* multiple solutions

12

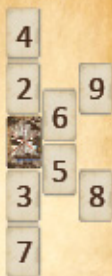
- 1: Start card
- 2: Giant Octopus
- 3: 1-tailed Dragonfish
- 4: Gladiatorfish
- 5: 2-tailed Dragonfish
- 6: Sea Mustang
- 7: 3-tailed Dragonfish
- 8: Dragon King
- 9: Mermaid



* multiple solutions

13

- 1: Start card
- 2: Mermaid
- 3: Gladiatorfish
- 4: Sea Mustang
- 5: 1-tailed Dragonfish
- 6: Giant Octopus
- 7: 2-tailed Dragonfish
- 8: Dragon King
- 9: 3-tailed Dragonfish



* multiple solutions

14

- 1: Start card
- 2: Mermaid
- 3: Gladiatorfish
- 4: Giant Octopus
- 5: Dragon King
- 6: Sea Mustang
- 7: 3-tailed Dragonfish
- 8: 1-tailed Dragonfish
- 9: 2-tailed Dragonfish



* multiple solutions

15

- 1: Start card
- 2: Mermaid
- 3: Gladiatorfish
- 4: 1-tailed Dragonfish
- 5: 3-tailed Dragonfish
- 6: 2-tailed Dragonfish
- 7: Dragon King
- 8: Giant Octopus
- 9: Sea Mustang



* multiple solutions

16

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: Giant Octopus
- 4: 2-tailed Dragonfish
- 5: Mermaid
- 6: Gladiatorfish
- 7: Dragon King
- 8: 3-tailed Dragonfish
- 9: Sea Mustang



* multiple solutions

17

- 1: Start card
- 2: Mermaid
- 3: Giant Octopus
- 4: 3-tailed Dragonfish
- 5: Sea Mustang
- 6: 2-tailed Dragonfish
- 7: Gladiatorfish
- 8: Dragon King
- 9: 1-tailed Dragonfish



* multiple solutions

18

- 1: Start card
- 2: 3-tailed Dragonfish
- 3: 1-tailed Dragonfish
- 4: 2-tailed Dragonfish
- 5: Mermaid
- 6: Sea Mustang
- 7: Gladiatorfish
- 8: Dragon King
- 9: Giant Octopus



* multiple solutions

19

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: 2-tailed Dragonfish
- 4: Sea Mustang
- 5: Mermaid
- 6: Gladiatorfish
- 7: Giant Octopus
- 8: 3-tailed Dragonfish
- 9: Dragon King



* multiple solutions

20

- 1: Start card
- 2: Giant Octopus
- 3: Mermaid
- 4: 2-tailed Dragonfish
- 5: Gladiatorfish
- 6: 1-tailed Dragonfish
- 7: Sea Mustang
- 8: Dragon King
- 9: 3-tailed Dragonfish



* multiple solutions

21

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: Giant Octopus
- 4: 2-tailed Dragonfish
- 5: Mermaid
- 6: Gladiatorfish
- 7: 3-tailed Dragonfish
- 8: Sea Mustang



* multiple solutions

22

- 1: Start card
- 2: Giant Octopus
- 3: Sea Mustang
- 4: Mermaid
- 5: Gladiatorfish
- 6: 3-tailed Dragonfish
- 7: 1-tailed Dragonfish
- 8: 2-tailed Dragonfish



* multiple solutions

23

- 1: Start card
- 2: Mermaid
- 3: 3-tailed Dragonfish
- 4: 1-tailed Dragonfish
- 5: Giant Octopus
- 6: Gladiatorfish
- 7: Sea Mustang
- 8: 2-tailed Dragonfish



* multiple solutions

24

- 1: Start card
- 2: Giant Octopus
- 3: 2-tailed Dragonfish
- 4: 1-tailed Dragonfish
- 5: Gladiatorfish
- 6: 3-tailed Dragonfish
- 7: Mermaid
- 8: Sea Mustang



* multiple solutions

25

- 1: Start card
- 2: 1-tailed Dragonfish
- 3: Gladiatorfish
- 4: 2-tailed Dragonfish
- 5: Sea Mustang
- 6: 3-tailed Dragonfish
- 7: Mermaid
- 8: Giant Octopus



* multiple solutions

26

- 1: Start card
- 2: Mermaid
- 3: Sea Mustang
- 4: Giant Octopus
- 5: 3-tailed Dragonfish
- 6: 2-tailed Dragonfish
- 7: Gladiatorfish
- 8: 1-tailed Dragonfish



* multiple solutions

27

- 1: Start card
- 2: Giant Octopus
- 3: 1-tailed Dragonfish
- 4: 3-tailed Dragonfish
- 5: Sea Mustang
- 6: Mermaid
- 7: 2-tailed Dragonfish
- 8: Gladiatorfish



* multiple solutions

28

- 1: Start card
- 2: 3-tailed Dragonfish
- 3: 1-tailed Dragonfish
- 4: Dragon King
- 5: Giant Octopus
- 6: Sea Mustang
- 7: 2-tailed Dragonfish
- 8: Gladiatorfish
- 9: Mermaid



* multiple solutions

29

- 1: Start card
- 2: Dragon King
- 3: Gladiatorfish
- 4: Giant Octopus
- 5: 2-tailed Dragonfish
- 6: Sea Mustang
- 7: Mermaid
- 8: 3-tailed Dragonfish
- 9: 1-tailed Dragonfish



* multiple solutions

30

- 1: Start card
- 2: Gladiatorfish
- 3: Giant Octopus
- 4: 2-tailed Dragonfish
- 5: Sea Mustang
- 6: Dragon King
- 7: 3-tailed Dragonfish
- 8: 1-tailed Dragonfish



* multiple solutions

31

- 1: Start card
- 2: Giant Octopus
- 3: 3-tailed Dragonfish
- 4: Dragon King
- 5: Mermaid
- 6: Gladiatorfish
- 7: Sea Mustang
- 8: 1-tailed Dragonfish
- 9: 2-tailed Dragonfish



* multiple solutions

32

- 1: Start card
- 2: Mermaid
- 3: 2-tailed Dragonfish
- 4: 3-tailed Dragonfish
- 5: Giant Octopus
- 6: Sea Mustang
- 7: Gladiatorfish
- 8: 1-tailed Dragonfish



* multiple solutions

33

- 1: Start card
- 2: Giant Octopus
- 3: 3-tailed Dragonfish
- 4: Dragon King
- 5: Mermaid
- 6: Sea Mustang
- 7: 1-tailed Dragonfish
- 8: Gladiatorfish
- 9: 2-tailed Dragonfish



* multiple solutions

34

- 1: Start card
- 2: 3-tailed Dragonfish
- 3: 2-tailed Dragonfish
- 4: Mermaid
- 5: Sea Mustang
- 6: 1-tailed Dragonfish
- 7: Gladiatorfish
- 8: Giant Octopus
- 9: Jokerfish



* multiple solutions

35

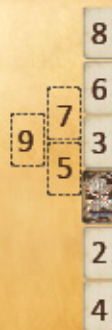
- 1: Start card
- 2: Giant Octopus
- 3: 2-tailed Dragonfish
- 4: Dragon King
- 5: 1-tailed Dragonfish
- 6: Jokerfish



* multiple solutions

36

- 1: Start card
- 2: Mermaid
- 3: Gladiatorfish
- 4: 3-tailed Dragonfish
- 5: 2-tailed Dragonfish
- 6: 1-tailed Dragonfish
- 7: Giant Octopus
- 8: Sea Mustang
- 9: Jokerfish



* multiple solutions

37

- 1: Start card
- 2: Mermaid
- 3: 3-tailed Dragonfish
- 4: Dragon King
- 5: 1-tailed Dragonfish
- 6: Gladiatorfish
- 7: 2-tailed Dragonfish
- 8: Sea Mustang
- 9: Giant Octopus
- 10: Jokerfish



* multiple solutions

38

- 1: Start card
- 2: Mermaid
- 3: 3-tailed Dragonfish
- 4: Giant Octopus
- 5: Gladiatorfish
- 6: Dragon King
- 7: 1-tailed Dragonfish
- 8: 2-tailed Dragonfish
- 9: Sea Mustang
- 10: Jokerfish



* multiple solutions

39

- 1: Start card
- 2: Giant Octopus
- 3: Gladiatorfish
- 4: Jokerfish
- 5: Sea Mustang



* multiple solutions

40

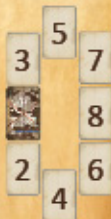
- 1: Start card
- 2: 3-tailed Dragonfish
- 3: Sea Mustang
- 4: Giant Octopus
- 5: Jokerfish
- 6: Gladiatorfish



* multiple solutions

41

- 1: Start card
- 2: Gladiatorfish
- 3: Giant Octopus
- 4: 3-tailed Dragonfish
- 5: Sea Mustang
- 6: Jokerfish
- 7: Dragon King
- 8: Mermaid



* multiple solutions

42

- 1: Start card
- 2: 2-tailed Dragonfish
- 3: Sea Mustang
- 4: 3-tailed Dragonfish
- 5: Mermaid
- 6: Dragon King
- 7: Jokerfish
- 8: 1-tailed Dragonfish
- 9: Gladiatorfish
- 10: Giant Octopus



* multiple solutions

43

- 1: Start card
- 2: 2-tailed Dragonfish
- 3: Giant Octopus
- 4: 3-tailed Dragonfish
- 5: Dragon King
- 6: Sea Mustang
- 7: Gladiatorfish
- 8: Jokerfish
- 9: 1-tailed Dragonfish



* multiple solutions

44

- 1: Start card
- 2: 2-tailed Dragonfish
- 3: Giant Octopus
- 4: 3-tailed Dragonfish
- 5: Sea Mustang
- 6: Jokerfish
- 7: 1-tailed Dragonfish



* multiple solutions

45

- 1: Start card
- 2: 2-tailed Dragonfish
- 3: Dragon King
- 4: 3-tailed Dragonfish
- 5: Sea Mustang
- 6: Jokerfish
- 7: Giant Octopus
- 8: 1-tailed Dragonfish
- 9: Mermaid
- 10: Gladiatorfish



* multiple solutions

46

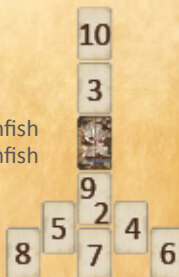
- 1: Start card
- 2: Mermaid
- 3: 3-tailed Dragonfish
- 4: 1-tailed Dragonfish
- 5: Giant Octopus
- 6: Dragon King
- 7: Gladiatorfish
- 8: Sea Mustang
- 9: Jokerfish
- 10: 2-tailed Dragonfish



* multiple solutions

47

- 1: Start card
- 2: Gladiatorfish
- 3: 3-tailed Dragonfish
- 4: 2-tailed Dragonfish
- 5: Sea Mustang
- 6: Dragon King
- 7: Giant Octopus
- 8: Mermaid
- 9: Jokerfish
- 10: 1-tailed Dragonfish



* multiple solutions

48

- 1: Start card
- 2: Gladiatorfish
- 3: Giant Octopus
- 4: 3-tailed Dragonfish
- 5: 2-tailed Dragonfish
- 6: Dragon King
- 7: Mermaid
- 8: Jokerfish
- 9: Sea Mustang
- 10: 1-tailed Dragonfish



* multiple solutions



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