Here we are on November 2 and it's *el Fiesta de los Muertos*.
On this sacred day, the dead come back to life! And they have only one fear:
being forgotten! As long as we remember them, a dead person isn't really dead, but
if we forget them, they will wander eternally...

Will you be able to remember all the deceased present this evening?
Good luck, or rather "Buena suerte"!

4-8

12+

15'

OBJECT

Fiesta de los Muertos is a **cooperative** game in which players will have to guess each deceased character used in the game.

SETUP

Give a Skull board, an Answer board and an erasable marker to each player.
Shuffle the Character cards (except for the blank cards) and stack them face-down.

Take the Number cards corresponding to the number of players and keep them aside.
Example: If you are 5 players, take the 1 to 5 Number cards.

| Skull board | Answer board | erasable marker | Character cards | Number cards |

Take as many Memory Bone Tokens as shown below:

4 PLAYERS	5 PLAYERS	6 PLAYERS	7 PLAYERS	8 PLAYERS
No bone	*1 bone*	*2 bones*	*3 bones*	*4 bones*

"Death is the beginning of something."

Edith Piaf

# STEP 1: DRAW A CHARACTER

HERCULES

Each player will draw a **Character card** that they will read secretly. Then, they will place their card **face-down** in front of them.

Each player will then open their **Skull board**, discreetly write the name of their **Character** inside and close their **Skull**.

Caution: From this moment, until the « Appease the dead » step, the Skull board should never be opened again!

Note: If a player does not know the Character they have drawn, they may discard it and draw another.

HERCULES
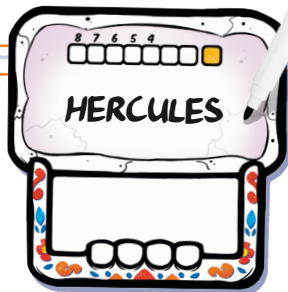
STEP 2: GUESS THE CHARACTERS

WRITE ONE WORD, COLOUR A TOOTH AND PASS IT ON TO YOUR NEIGHBOUR

In the blank space of the **Skull**'s jaw, each player will secretly write one word (and no more!) which makes them think of their **Character**.

Example: Kyle has the Character "Hercules", so he writes the word "STRENGTH" on his board.

Once a player has written down their word, they will colour in one **Tooth** on the bottom of their **Skull**. Then, they will pass their **Skull** to the neighbour on their left.

Caution: While passing your Skull to your neighbour, pass it face-down and in a way that the other players can't see the word you have written on the other side.

STRENGTH

"Death is not death, my friends, it is transformation."

Plato

2

GET A WORD, ERASE IT AND START AGAIN

Each player will take the **Skull** passed to them, read the word written on it, erase it, and replace it with another word. This new word should make them think of the word they just erased.

Example: Mary reads "STRENGTH". She erases this word and writes "ENERGY".

Once again, when each player writes their new word, they colour in a **Tooth** on the bottom of their **Skull** and pass it on to the neighbour on their left.

Important: This is not about trying to guess which Character the player drew, but to simply write a word that reminds them of the word they just received.

ENERGY

FOUR TIMES IN TOTAL

You will get again a **Skull** and do the same every time: erase the word, write another word, colour in a **Tooth** and pass on the **Skull**. Repeat this process until all four **Teeth** in each **Skull** are coloured in – so once each player has written four words.

After colouring in the fourth **Tooth** of a **Skull**, place the **Skull** face-down in the middle of the table so that the last word that was written is hidden.

When all the players have placed their **Skull** in the middle of the table, move on to step 3 « **Deduction** ».

RULE FOR WRITING A WORD

It is forbidden to write the name of any character, nor real neither fictional.

Example: During the game, a player cannot write "Snow White" or "Michael".

Note: It is also forbidden to write a word that is already on the Character card (as the first word) or a word sharing the same root as the word you received (for the following words).
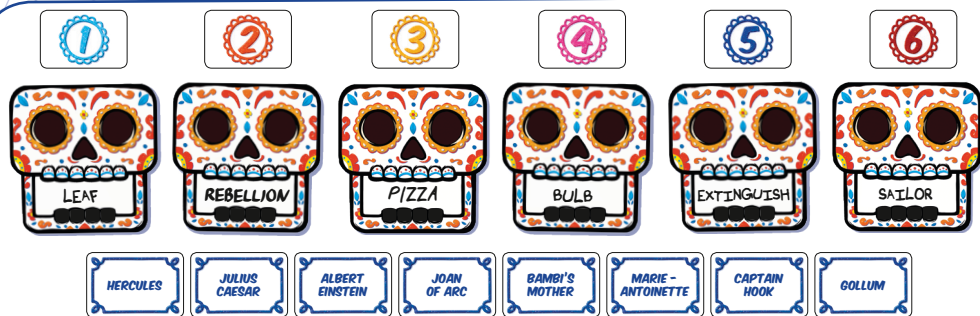
Note: You may not write more than one word, but compound words are allowed.

3

STEP 3 : DEDUCTION

ARRANGE THE SKULLS AND THE CHARACTER CARDS

1 Place the **Number cards** in a line across the table. Collect all the **Skulls, face-down**.

2 Shuffle the **Skulls**, keeping them **face-down**, then place each **Skull face-up** below a **Number card**.

3 Without looking at them, collect the **Character cards** from each player. From the stack of **Character cards**, add more **cards, face-down**, until there are a total of 8 **Characters**. Shuffle all 8 **Character cards**, then place them face-up below the **Skulls**.

Note: In an 8-player game, so don't add in extra Character cards.

①	②	③	④	⑤	⑥
LEAF	REBELLION	PIZZA	BULB	EXTINGUISH	SAILOR

HERCULES	JULIUS CAESAR	ALBERT EINSTEIN	JOAN OF ARC	BAMBI'S MOTHER	MARIE-ANTOINETTE	CAPTAIN HOOK	GOLLUM

Example with 6 players.

GUESS WHICH CHARACTER MATCHES EACH SKULL

① Bambi's Mother
② Marie-Antoinette
③ Julius Caesar
④ Hercules
⑤ Joan of Arc
⑥ Captain Hook
⑦
⑧

The players must attempt to match a **Character** to the last word written on each **Skull**.

When you think you have correctly matched a **Character** to a **Skull**, write their name on your **Answer board** next to the number corresponding to the **Skull**.

Tip: To correctly match each Character, try to connect similar ideas or think back to words you erased during the round.

Caution: During the « Deduction » step, it is forbidden to communicate with other players.

Once each player has written down their answers, move on to **step 4 « Appease the dead »**.

"The dead are all good guys."
Georges Brassens

*"The dead are the invisible ones, but they are not the absent ones."*
Victor Hugo

STEP 4 : APPEASE THE DEAD

CHECK THE ANSWERS

Open the first **Skull** and compare the name of the **Character** inside with each player's answer.

For each correct answer, check off a box in the strip inside the **Skull**. Start from the box corresponding to the number of players, then continue to the right.

HERCULES

BULB
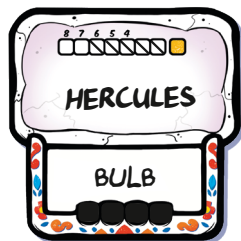
Example: In a 6-player game, start from the box under the number 6. So it would be enough to get 5 correct answers to appease a **Character**.

RESTLESS CHARACTER
If you have not checked off all the <u>white boxes</u> from the start box onward, leave the Skull open. You will need to wait a bit before knowing if the dead is appeased...

APPEASED CHARACTER
If you have succeeded in checking off all the <u>white boxes</u> from the starting box onward, close the Skull Board. The dead is appeased!

USING THE MEMORY BONES

If you succeed in checking off the extra yellow box in a **Skull**, meaning all the players had the right answer, you win a **Memory Bone**. Place it on the side of the game, along with those you may already have.

8 7 6 5 4 →

After checking all the **Skulls**, use your Memory Bones. Each Memory Bone you have can be used to check off a white box from a restless **Skull** to try to close it.

Note: You can use multiple **Memory Bones** *for one* **Skull**.

Example : In a 6-player game, where **Skull** *number 1 has only three correct answers, there are two white boxes left to be checked off to appease this dead. So you can use two* **Memory Bones** *to close and appease this* **Skull**.

8 7 6 5 4 + → 8 7 6 5 4

FIESTA DE LOS MUERTOS

You have now completed the game. The more characters you managed to appease, the better the party will be. The number of closed **Skulls** can be used to determine your success. Were you able to appease all the dead? Buena suerte, and above all, hurray for the Fiesta de los Muertos!

NEXT LEVELS

TO EACH WORD ITS CONSTRAINT

In **Fiesta de los Muertos**, we offer multiple levels of difficulty. If the game feels too easy, move on to the next level. You will see that the dead have some surprises saved just for you!

Setup: Begin with the same setup as a normal game. Then take the **Restriction cards**, shuffle them and stack them face-down.

?

Note: When you begin a new game, discard any Memory Bones won during the previous game. Take only the amount of Memory Bones allowed for the number of players (see page 1).

LEVEL 1 : Reveal 1 **Restriction card** at the start of the game.
The first word written by each player must abide by this **Restriction**. *The following words will be without restriction.*

LEVEL 2 : Reveal 2 **Restriction card** at the start of the game.
The first word written by each player must abide by the first **Restriction**. *The second word must abide by the second* **Restriction**. *The following words will be without restriction.*

LEVEL 3 : Reveal 3 **Restriction card** at the start of the game.
The first word written by each player must abide by the first **Restriction**. *The second word must abide by the second* **Restriction**. *The third word must abide by the third* **Restriction**. *The final word will be without restriction.*

LIST OF RESTRICTIONS

THEME: The word that each player will write must relate to the selected theme.
If the restriction is **Object**, *players can write, for example: Sword, Glass, Hat, etc.*
If the restriction is **Place**, *players can write, for example: Paris, Forest, Bathroom, etc.*
If the restriction is **Nature**, *players can write, for example: Rock, Dog, Blood, etc.*

FORM: The word that each player will write must relate to the selected form.
If the restriction is **No more than 5 letters**, *players can write, for example: Laugh, Guide, Bed, etc.*
If the restriction is **Word without E**, *players can write, for example: Idiot, Hour, Mitt, etc.*
If the restriction is **Rhymes with E**, *players can write, for example: Electricity, Pretty, Chilly, etc.*

FIRST LETTER : The word each player will write must start with the selected letter.
T, A, O, I, W ou **C**.

"I peel death like a banana."

King Kong

PLAYING WITH YOUNGER PLAYERS

For a game with younger players, use the **Character cards** with **yellow Flowers** on them.

*DRACULA

TO PLAY BETWEEN REGULARS AND BEGINNERS

If you want to continue playing with **Restrictions** while teaching the game to new players, limit the **Restrictions** to regulars and let beginners play without it.

EDITOR'S NOTE

The blank **Character cards** are there for you to choose your own characters and preserve their memory by playing with them! Enjoy!

"No me llores, no, no me llores, no
Porque si lloras me muero.
En cambio si tú me juegas
Yo siempre vivo, y nunca muero..."

"Don't cry for me, no, don't cry for me, no
Because if you cry, I'll die.
Instead, if you play with me
I will live forever and never die..."

Adapted from «La martiniana», a traditional mexican song.

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