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2-4 players | 8+ years | 20min

CONTENTS

5 Flag tokens



3 Bottle tokens



Front
(Full bottle)



Back
(Empty bottle)

25 Expedition cards

- 21 cards with a Mountain Climber on the front and the back
- 4 cards with a Mountain Climber on the front and a Sherpa on the back

*Mountain Climber
on the front and the back*



Front



Back

*Mountain Climber on the front
and Sherpa on the back*



Front



Back

GAMEPLAY

You are playing Migos (also known as Yeti) who are collecting equipment to decorate their caves from mountain climbers they have eaten.

A game of MIGO is played in 2 winning rounds.

For the first round, the youngest player starts. For the following rounds, the player who got the lowest score in the previous round starts.

EXPEDITION CARDS

MOUNTAIN CLIMBER

The majority of the Expedition cards show a Mountain Climber. The symbols in the top left corner on a yellow background represent the Equipment collected by the Migo who eats this Mountain Climber.



The symbols in the top right corner on a white background indicate the equipment on the back of the card. If there is no symbol in the top right corner, this card cannot be turned over because there is a Sherpa on the other side.



SHERPA

For each round there are between 0 and 4 Sherpas visible among the Expedition cards. The Sherpas are the Migos' friends. They inform them about upcoming expeditions and do some business with them.

FIRST ROUND

Shuffle the Expedition cards and place them on the table in 4 or 5 columns, called the Rope Teams.

For 2 players, from left to right, the 4 Rope Teams are made up of 6, 5, 4 and 3 cards. For 3 and 4 player games, there are 5 Rope Teams of 7, 6, 5, 4 and 3 cards.

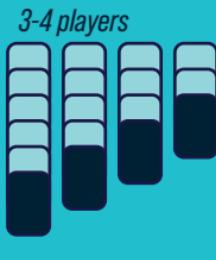
The cards must overlap while leaving the symbols on the top right and top left corners of each card visible.

A Sherpa cannot be face-up on the last card of a Rope Team (Black card on the diagram, at the bottom of the column). If this is the case, turn the card over.

Migo Tip: For 2-player games that last longer, set up for 3-4 players.

Players take turns playing in a clockwise direction.

*2 players
(7 cards are put back in the box)*



On their turn, a player must take the last card in one of the Rope Teams (the card at the bottom of the column, in black on the diagram) and place it face-up in front of them. Cards indicating the same type of Equipment are placed in the same column.



The Sherpa: When a player takes a Sherpa, they must discard it immediately and if they wish they may turn over one of their other cards. They must then place it in the column with the same type of Equipment.



The Bottle: When a player takes a card with a Bottle, they also pick up a Bottle token, with the “full” side face-up. On a future turn, they may turn the Bottle token over to its “empty” side to immediately play again at the end of their turn.

The Sherpa can be used to turn over a card with a Bottle on the back, to then pick up this counter and if desired use it later to play again.



The round continues in this way until all the cards have been taken. When this happens, players calculate their victory points (see below) and move onto the next round.

SECOND AND THIRD ROUNDS

Turn over around half the cards from the previous round, add in the cards that were put back in the box if necessary and shuffle them.

For the second round, arrange the cards in a single inverted pyramid. Rope teams are over, now it's time for mass tourism!

2 players (7 cards are put back in the box)



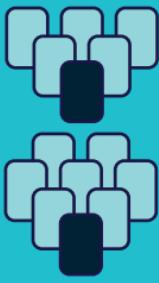
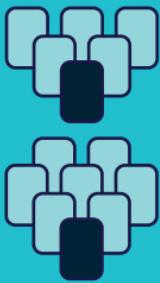
3-4 players



For the third round, arrange the cards in three inverted pyramids as shown on the diagram on the next page.

2 players

[7 cards are put back in the box]



3-4 players [1 card is put back in the box]

The rules are the same as for the first round. A card can only be taken by a player if it is not covered, even partially, by another card.

There cannot be a Sherpa visible on the last card of the pyramid. If this is the case, turn this card over.

The player who scored the fewest points in the previous round starts.

For 3 or 4 players, if a fourth round is necessary to determine a winner, the players choose how to arrange the cards for this fourth and final round.

CALCULATING THE VICTORY POINTS

At the end of each round, players add up their points in the following way:



Ropes, Crampons, Ice Axes, Carabiners:

1 point per piece of Equipment + 4 points for the player who has the most of one type of Equipment. For 3 or 4 players, if 2 players tie for the majority, they each win only 2 points.



Wool Hat: 2 points per Hat. There is no bonus for a majority.



Bottle: -2 points per Bottle counter with the "empty" side face-up.

The player with the most points wins the round and takes a Flag counter. In the event of a tie, the player who played last in the round wins.

The first player to get 2 Flag counters wins the game.



Collection  Feux-Follets

MIGO is a game edited by GHOST DOG in the FEUX FOLLETS collection.

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