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2022

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By Joseph Andrew Mance
2022

INTRODUCTION

GENERAL INFORMATION & REQUIREMENTS OF ANNO



FIGURE 1 "APRIL MONTH CARD"

ANNO CAN BE PLAYED BY TWO TO FOUR PLAYERS. IF MORE PLAYERS ARE ADDED THE SCORING BEGINS TO COME IN DRASTIC SWINGS THAT CAN MAKE THE GAME OVERLY ONE SIDED.

A COMPLETE ANNO DECK OF CARDS (HEREAFTER REFERRED TO AS THE "DECK") CONTAINS 73 CARDS. THE BACK SIDE OF THE CARD IS THE UNIFORM THROUGH THE DECK. THE FRONT OF THE CARD IS ONE OF 42 DIFFERENT TYPES, SEE 2. ANNO CARDS FOR THE EXPLANATION OF THE DIFFERENT TYPES OF CARDS.

A LARGER TABLETOP SURFACE IS NEEDED TO ARRANGE AND MOVE THE CARDS EASILY AND IN A WAY THAT KEEPS THEM ORGANIZED. WRITING MATERIALS ARE NEEDED TO KEEP SCORE.

THERE ARE SEVERAL TYPES OF CARDS THAT HAVE LATIN WORDS ON THEM. THE MEANINGS WILL BE COVERED LATER ON. LIKE TRADITIONAL BICYCLE CARDS, ANNO CARDS RELY ON SIMPLE SYMBOLS THAT DO NOT REQUIRE FLUENCY IN ANY PARTICULAR LANGUAGE.

THE MINIMUM AGE FOR ANNO IS VAGUE AND QUALITATIVE. THE CARD MATCHING ASPECT OF THE GAME CAN BE GRASPED BY VERY YOUNG CHILDREN IT COMES DOWN TO THE CHILD'S ABILITY TO UNDERSTAND THE RULES OF THE GAME, NOT THE MECHANICS OF THE SCORING.

OBJECTIVE

ANNO IS PLAYED BY MATCHING PRIMARY CARDS TO THEIR MONTH CARDS. EACH TIME A CARD IS MATCHED THE PLAYER SCORES.

THERE ARE TWELVE ROUNDS. AT THE END OF EACH ROUND THE PLAYERS' SCORES ARE TABULATED AND RECORDED. AT THE END OF TWELVE ROUNDS OR MENSISES, THE PLAYER WITH THE MOST TOTAL POINTS WINS.

Month	Quarter	Days	Zodiac	Seasons
January	1	31	Capricorn & Aquarius	Winter
February	1	28/29	Aquarius & Pisces	Winter
March	1	31	Pisces & Aries	Spring
April	2	30	Aries & Taurus	Spring
May	2	31	Taurus & Gemini	Spring
June	2	30	Gemini & Cancer	Summer
July	3	31	Cancer & Leo	Summer
August	3	31	Leo & Virgo	Summer
September	3	30	Virgo & Libra	Fall
October	4	31	Libra & Scorpio	Fall
November	4	30	Scorpio & Sagittarius	Fall
December	4	31	Sagittarius & Capricorn	Winter

DEDICATION

IF YOU ARE DEALING WITH SUBSTANCE OR ALCOHOL ABUSE

REBEMEBER:

YOU ARE NEVER TOO OLD

YOU ARE NEVER TOO FAR GONE

YOU ARE NEVER NOT WORTH IT

RECOVERY DOES WORK IF YOU LET IT.

SAMHSA NATIONAL HELPLINE

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MONTH CARDS

PURPOSE AND USES OF MONTH CARDS

THERE ARE TWELVE TYPES MONTH CARDS, OF WHICH THERE ARE ONE OF EACH IN THE DECK. EACH MONTH CARD REPRESENTS A MONTH FROM THE WESTERN CALENDAR I.E. JANUARY – DECEMBER. ON THE MONTH CARDS YOU WILL SEE DIFFERENT SYMBOLS THAT REPRESENT GENERAL AND SPECIFIC QUALITIES OF THAT MONTH. THESE QUALITIES ARE EXPRESSED BY THE PRIMARY CARDS.

A PLAYER CANNOT SCORE UNTIL THEY HAVE PLAYED A MONTH CARD.

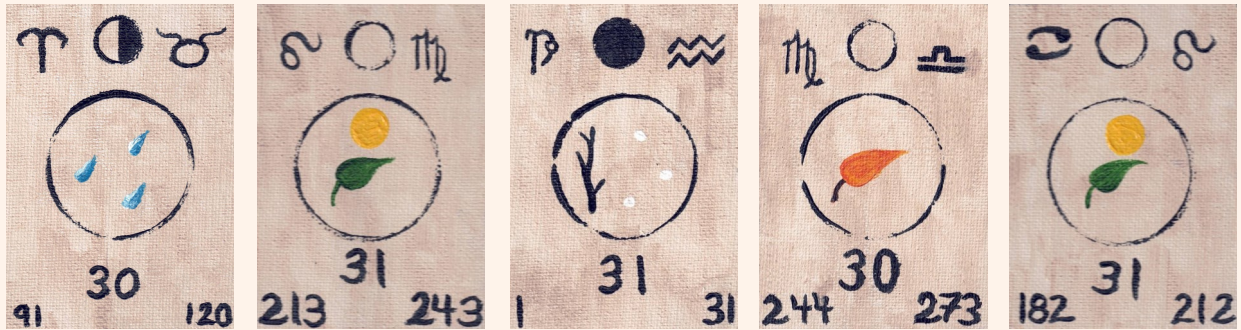


FIGURE 2 "ASSORTED MONTH CARDS"
(FROM LEFT TO RIGHT: APRIL, AUGUST, JANUARY, SEPTEMBER & JULY MONTH CARDS)

NOTE: THERE ARE TWO NUMBERS ON THE LEFT AND RIGHT BOTTOM OF MONTH CARDS THAT REPRESENT THE DAY OF THE YEAR THAT THE MONTH BEGINS AND ENDS WITH. THIS IS ONLY USED FOR BREAKING TIES AND REFERENCE AND IS NOT USED IN THE NORMAL COURSE OF THE GAME.



PRIMARY CARDS

GENERAL INFORMATION

THERE ARE 24 DIFFERENT TYPES OF PRIMARY CARDS FOR WHICH THERE ARE A TOTAL OF 49 IN A DECK. THE 24 DIFFERENT TYPES CAN BE FURTHER SORTED INTO FOUR GENERAL CATEGORIES. THESE CATEGORIES REFLECT FOUR DIFFERENT WAYS TO DESCRIBE MONTHS.

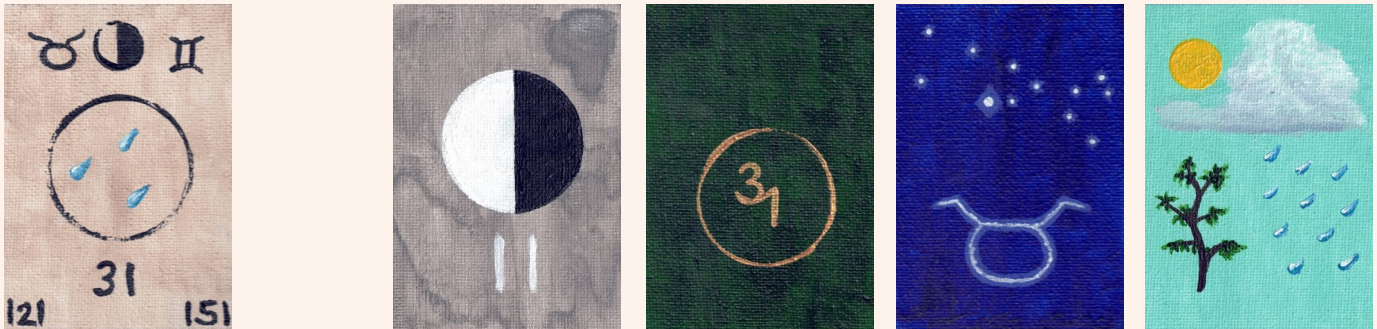


FIGURE 3 "MAY MONTH CARD & ONE OF EACH TYPE OF MATCHING PRIMARY CARD FOR MAY"
(FROM LEFT TO RIGHT: THE MAY MONTH CARD; PRIMARY CARDS: 2ND QUARTER CARD , 31 DAYS CARD, TAURUS ZODIAC CARD AND SPRING SEASON CARD.)

QUARTER CARDS

IN THE QUARTER CATEGORY, THERE ARE FOUR TYPES OF QUARTER CARDS, OF WHICH THERE ARE THREE OF EACH IN THE DECK. EACH QUARTER CARD REPRESENTS THE QUARTER OF THE CALENDAR YEAR. FOR INSTANCE, JANUARY, FEBRUARY AND MARCH ARE THE FIRST QUARTER OF THE YEAR. OCTOBER, NOVEMBER AND DECEMBER ARE THE FOURTH QUARTER OF THE YEAR. THEY HAVE A GENERALLY GREY BACKGROUND WITH A CIRCLE AND ROMAN NUMERALS.. THE CIRCLE IS A REPRESENTATION OF THE MOON IN FOUR DIFFERENT PHASES THAT IT GOES THROUGH. ON THE TOP AND CENTER OF MONTH CARDS YOU WILL SEE A CORRESPONDING MOON IN THE PHASE THAT CORRESPONDS WITH THE QUARTER OF THE YEAR THAT THE MONTH IS IN.

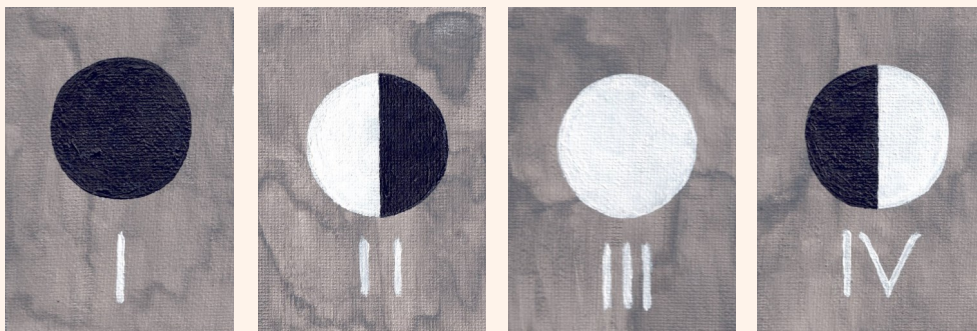


FIGURE 4 "THE FOUR TYPES OF QUARTER CARDS"

PRIMARY CARDS (CONT.)



DAYS CARDS

THERE ARE FOUR TYPES OF DAYS CARDS OF WHICH THERE ARE A TOTAL OF THIRTEEN IN THE DECK. THEY ARE IN A GENERALLY DARK GREEN BACK GROUND WITH A NUMBER AND A CIRCLE IN GOLD. THEY REPRESENT THE NUMBER OF DAYS THAT ARE IN EACH MONTH. EACH MONTH CARD IN THE DECK HAS A CARD FOR ITS NUMBER OF DAYS.

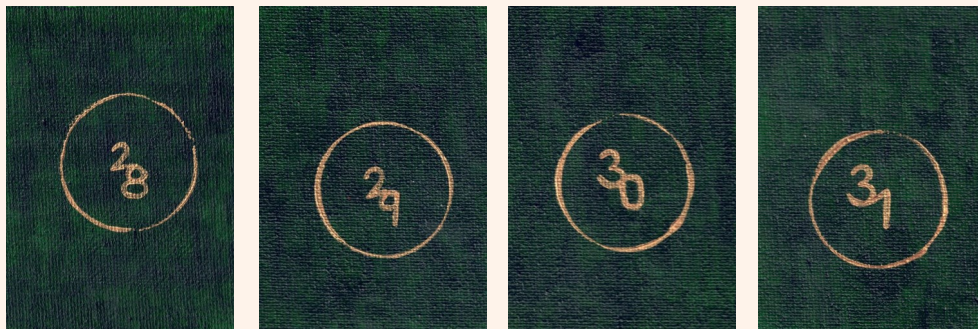


FIGURE 5 "THE FOUR TYPES OF DAYS CARD"

Card	31 Day	30 Days	29 Days	28 Days
# of Card in the Deck	7	4	1	1

IF A PLAYER IS TRYING TO PLAY A JANUARY MONTH CARD THERE ARE SEVEN, 31 DAYS CARDS FLOATING AROUND IN THE DECK. IF A PLAYER WAS TRYING TO PLAY APRIL, THERE ARE FOUR 30 DAYS CARDS FLOATING IN THE DECK THAT THEY COULD USE. FEBRUARY IS AN EXCEPTION TO THE SYSTEM AS IT IS IN THE ACTUAL CALENDAR. THERE IS ONLY ONE 28 DAY CARD IN THE DECK AS THERE IS ONLY ONE MONTH IN THE YEAR WITH 28 DAYS. THERE IS ALSO ONE 29 DAYS CARD IN THE DECK THAT PLAYS EXACTLY LIKE THE 28 DAYS CARD. BOTH CAN BE USED INTERCHANGEABLY AND EVEN TOGETHER. THIS **"FEBRUARY EXCEPTION"** BOTH ADDRESSES THAT THERE ARE LEAP YEARS AND HELPS EVEN FEBRUARY'S ODDS WITH THE OTHER MONTHS AS THE ODDS OF GETTING ONE OF THE SEVEN 31 DAYS CARDS ARE MUCH MORE LIKELY THAN THE SINGLE 28 DAYS CARD.

PRIMARY CARDS (CONT.)

SEASON CARDS



FIGURE 6 "THE FOUR TYPES OF SEASONS CARD"

(FROM LEFT TO RIGHT: WINTER CARD, SPRING CARD, SUMMER CARD AND AUTUMN CARD)

THERE ARE FOUR TYPES OF SEASON CARDS, OF WHICH THERE ARE THREE OF EACH IN THE DECK. THEY ARE IN A GENERALLY SKY BLUE BACKGROUND WITH A TREE BRANCH GOING THROUGH THE FOUR PHASES OF FOLIAGE GROWTH DURING A YEAR. THERE IS ALSO REPRESENTATIONS OF PRECIPITATION THAT HELP DIFFERENTIATE SYMBOLICALLY THE FOUR SEASONS. EACH SEASON CARD HAS THREE DIFFERENT MONTHS THAT IT CAN BE MATCHED TO. SEE ABOVE FOR THE LISTING OF WHICH SEASON CAN BE MATCHED TO THE TWELVE MONTH CARDS.

THE SEASON CARDS MATCHING TO THE MONTH CARDS IS BASED ON THE SEASONS OF THE NORTHERN HEMISPHERE. WINTER IS REPRESENTED BY SNOW AND A BARE TREE LIMB. SPRING AND SUMMER HAVE GROWTH ON THE LIMB BUT SUMMER BY CONTRAST HAS THE SUN ALONE IN THE SKY, REPRESENTING DRY AND HOT WHILE SPRING HAS RAIN. FALL REPRESENTED BY THE DRY, COOL END OF THE CYCLE.



PRIMARY CARDS (CONT.)



ZODIAC CARDS

THERE ARE TWELVE TYPES OF ZODIAC CARDS, OF WHICH THERE ARE ONE OF EACH IN THE DECK..

EACH ONE REPRESENTS ONE OF THE TWELVE SIGNS OF THE WESTERN ZODIAC (NOTE: THE USE OF ZODIAC SYMBOLS IN ANNO IS ONLY FOR THE PURPOSE OF DIVIDING UP THE MONTHS OF THE YEAR INTO ANOTHER CATEGORY. IT DOES NOT REPRESENT ANY STATEMENT FOR OR AGAINST ANY RELIGIOUS OR SPIRITUAL BELIEFS. IN ANNO THEIR REPRESENTATIONS ARE USED PURELY IN THEIR CONTEXT AS CONSTELLATIONS IN ASTRONOMY. IT IS THE CONSTELLATION THAT THE SUN, FROM OUR VIEW ON EARTH, RISES INTO DURING THAT TIME OF THE YEAR.)



FIGURE 7 "ASSORTMENT OF ZODIAC CARDS"
(LEFT TO RIGHT: ARIES CARD, CANCER CARD, GEMINI CARD, PISCES CARD, SCORPIO CARD)

ZODIACS CARDS WORK DIFFERENTLY THAN THE OTHER TYPES OF PRIMARY CARDS. MOST MONTH CARDS (OTHER THAN THE "FEBRUARY EXCEPTION" ALREADY ADDRESSED) ONLY HAVE ONE TYPE OPTION FOR EACH CATEGORY OF PRIMARY CARDS. FOR INSTANCE, JANUARY ONLY USES QUARTER 1 CARDS, ONLY WINTER CARDS AND ONLY 31 DAYS CARDS. WITH THE ZODIAC PRIMARY CARDS, EACH MONTH CARD HAS TWO MATCHABLE ZODIAC CARDS AND ZODIAC CARDS HAVE TWO MONTH CARDS THEY COULD BE MATCHED TO IN THE DECK. FOR INSTANCE, JANUARY CAN MATCH WITH THE AQUARIUS OR THE CAPRICORN CARDS. ZODIAC CARDS THEMSELVES HAVE TWO MONTHS THEY ARE ASSOCIATED WITH. FOR EXAMPLE, TAURUS CAN BE MATCHED TO EITHER AN APRIL OR MAY MONTH CARD. THIS IS BECAUSE ZODIACS BEGIN AND END IN THE MIDDLE OF MONTHS.

SECONDARY CARDS

GENERAL INFORMATION

THERE ARE 6 TYPES OF SECONDARY CARDS, OF WHICH THERE ARE A TOTAL OF 12 IN THE DECK. SECONDARY CARDS ARE USED IN CONJUNCTION WITH PRIMARY AND MONTH CARDS TO ADAPT OR CHANGE THEIR POSITION ON THE BOARD OR TO ALTER THEIR MATCHING PATTERN.

WHEN THEY ARE USED IN THE PLAYER'S HAND TO MATCH THEY ARE WORTH THE SAME POINTS AS ANY OTHER CARD.

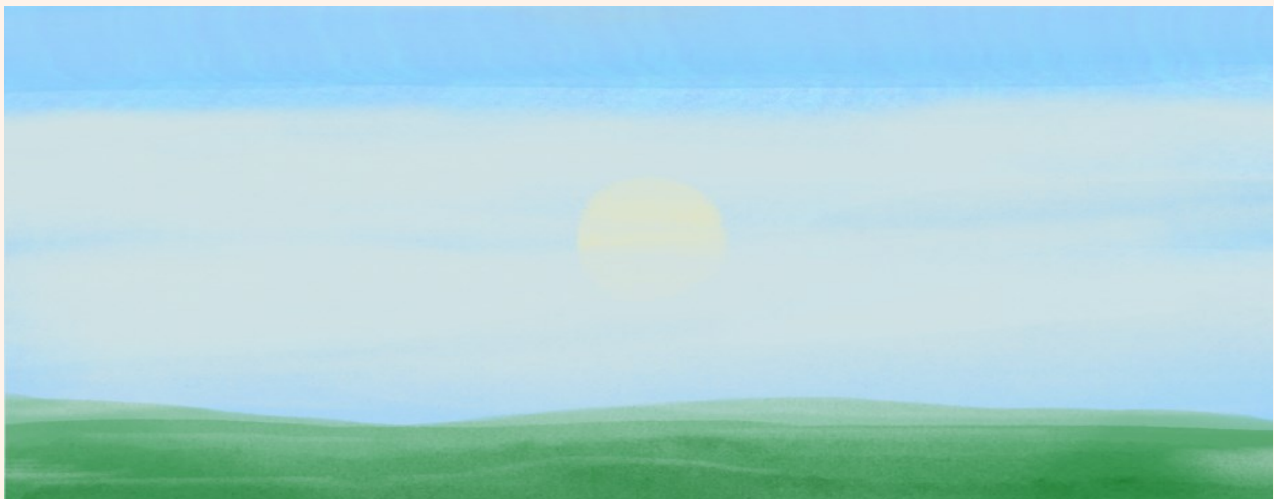
THE MECHANICS OF HOW SECONDARY CARDS ARE USED WILL BE COVERED LATER IN 3. PLAYING ANNO. THE FOLLOWING SEGMENT IS JUST FOR FAMILIARIZATION AND IDENTIFYING THE DIFFERENT KINDS OF SECONDARY CARDS.

WEATHER CARDS



FIGURE 8: "WEATHER CARDS"
(LEFT TO RIGHT: CALIDUM ANTE CARD, GRAVIS TEMPESTATIS, CARD IMPAR VENTIS CARD & NIVIS CARD)

THERE ARE 4 TYPES OF WEATHER CARDS, OF WHICH THERE ARE 2 OF EACH. WEATHER CARDS REPRESENT WEATHER PATTERNS THAT AS IN REAL LIFE, ALTER THE CURRENT SEASON. EACH HAS A NAME WRITTEN IN LATIN THAT CORRESPONDS TO THE WEATHER PATTERN. THEY ARE USED IN CONJUNCTION WITH SEASON CARDS.



PLAYING ANNO

SETUP

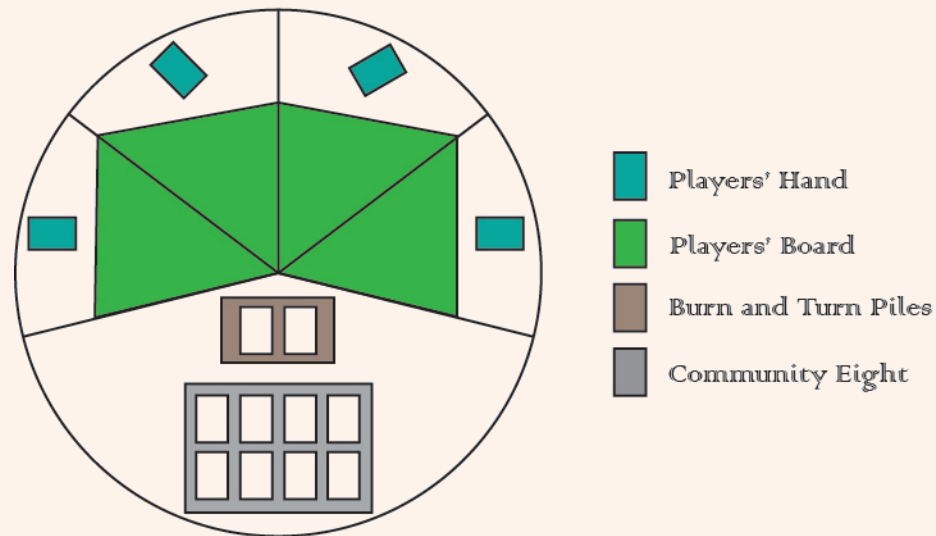
THE LARGE SURFACE THAT YOU CHOOSE TO PLAY ANNO ON WILL HEREAFTER BE REFERRED TO AS THE "TABLETOP".

THERE ARE FOUR MAIN AREAS OF THE TABLETOP. TWO AREAS ARE COMMUNAL, USED BY ALL PLAYERS. THE OTHER TWO ARE NOT COMMUNAL AND EACH PLAYER HAS THEIR OWN SET.

COMMUNAL AREAS

THE "**DECK & BURN PILES**" AREA OF THE TABLETOP IS A CONVIENT PLACE FOR ALL PLAYERS TO REACH. IT IS A COMMUNAL AREA THAT HAVE TWO PILES OF CARDS IN THEM. THE "DECK" PILE IS THE SOURCE OF ALL CARDS NOT YET IN PLAY AND THE "BURN" PILE IS THE DISCARD PILE WHERE ALL DISCARRED CARDS ARE PLACED.

THE "**COMMUNITY EIGHT**" AREA OF THE TABLETOP IS A LARGE COVIENT PLACE FOR ALL PLAYERS TO REACH. IT IS A COMMUNAL AREA THAT CONTAINS EIGHT CARDS DEALT WITH THEIR FACE SIDE UP. AS THE NAME IMPLIES, THEY ARE EIGHT CARDS THAT ARE COMMUNAL AND CAN BE USED BY ANY PLAYER. THEY ARE ARRANGED IN 2 ROWS OF FOUR COLMUNS. **THEY ARE REPLENISHED FROM THE "DECK" PILE WHENEVER USED AND BEFORE A PLAYER MOVES ON WITH THEIR TURN.**



"DIAGRAM OF A TABLE TOP"

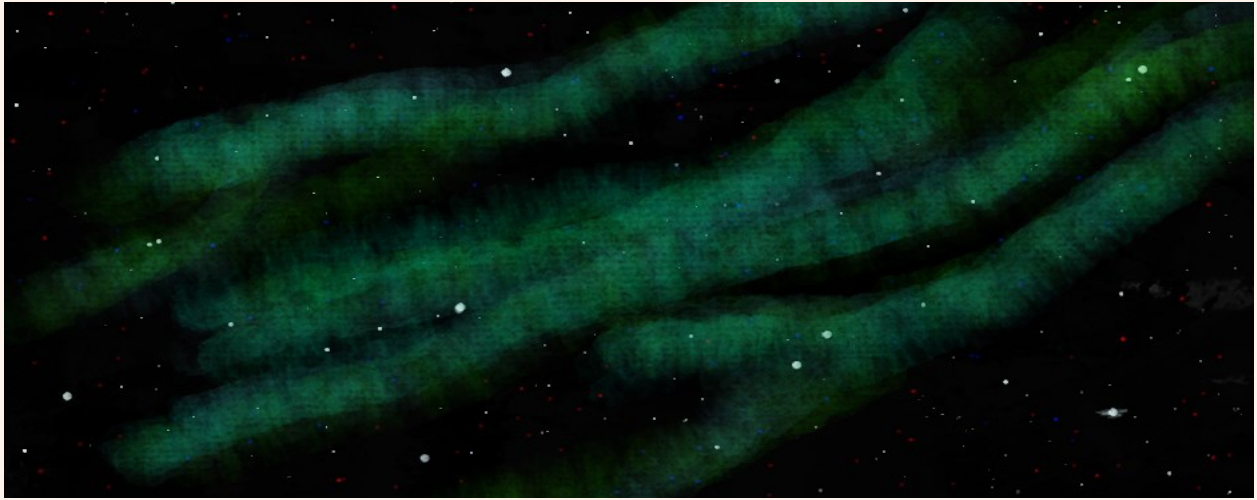
A GENRAL SUGGESTION OF THE LAYOUT FOR THE TABLE TOP

PLAYER'S INDIVIDUAL AREAS

THE "**HAND**" IS MADE OF A PLAYER'S CURRENTLY UNUSED CARDS. THEY CAN BE HELD OR PUT FACE DOWN ON THE TABLETOP. THESE CARDS ARE NOT REPLENISHED WHEN USED. **HOWEVER**, AS WILL BE EXPLAINED LATER, EVERY TURN A PLAYER MUST DISCARD OR "BURN" ONE CARD IN THEIR HAND AND PICK UP A NEW CARD FROM THE "DECK". IN OTHER WORDS, AT THE END OF EVERY PLAYER'S TURN THEY **MUST** REPLACE ONE CARD IN THEIR HAND WITH THE TOP CARD OF THE REMAINING "DECK".

THE "**PLAYER'S BOARD**" DISPLAYS THE CARDS THAT A PLAYER HAS PLAYED, MATCHED AND SCORED WITH. WHEN PLAYED, ALL CARDS ARE LAID FACE UP SO THAT ALL OTHER PLAYERS CAN SEE THEM. THIS ALLOWS OTHER PLAYERS TO KEEP TRACK OF WHICH CARDS HAVE BEEN PLAYED AND WEIGH THEIR OPTIONS STRATEGICALLY. IT ALSO SERVES AS A PLAYER'S PERSONAL SCORE BOARD.

SECONDARY CARDS (CONT.)



CUSP CARDS

THERE IS 1 TYPE OF CUSP CARD OF WHICH THERE ARE TWO OF THEM IN A DECK. THEY ARE USED IN CONJUNCTION WITH ZODIAC CARDS. THE TERM "CUSP" IS USED IN REFERENCE TO "CUSP SIGN". THIS TERM IS GENERALLY USED TO DESCRIBE A PERSON WHO IS BORN ON OR NEAR THE BEGINNING OR THE END OF A ZODIAC SIGN'S ANNUAL TERM. IT IS USUALLY DURING A TIME WHEN THE SUN RISES IN AN AREA THAT COULD BE ASSIGNED TO EITHER ZODIAC CONSTELLATIONS THAT BORDER EACH OTHER IN THE NIGHT SKY.



FIGURE 9: "CUSP CARD"

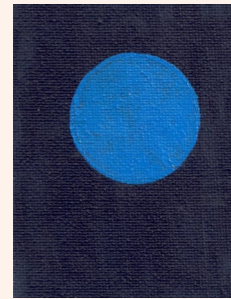


FIGURE 10: "BLUE MOON CARD"

BLUE MOON CARDS

THERE IS 1 TYPE OF BLUE MOON CARD OF WHICH THERE ARE TWO OF THEM IN A DECK. "BLUE MOON" REFERS TO THE TERM "BLUE MOON". THIS TERM IS GENERALLY USED FOR THE SECOND FULL MOON THAT FALLS IN A CALENDAR MONTH. THIS HAPPENS EVERY FEW YEARS, HENCE THE PHRASE "ONCE IN A BLUE MOON" MEANING SOMETHING THAT HAPPENS INFREQUENTLY.

BLUE MOON CARDS ARE THE ONLY CARDS THAT ARE NOT USED TO MATCH . AS SAID AT THE BEGINNING OF THIS SECTION, ITS MECHANICS WILL BE COVERED LATER.

PLAYING ANNO (CONT.)

MENSISES

A GAME OF ANNO IS DIVIDED INTO 12 "MENSISES" OR ROUNDS. MENSIS IS THE LATIN WORD FOR MONTH. THIS WAS USED INSTEAD OF THE TERM 'HAND' AS IS USED IN POKER AND BLACKJACK. THIS WAS TO DIFFERENTIATE THE TERM FROM A PLAYER'S "HAND" AS REFERENCED IN THE PREVIOUS SECTION RELATING TO A PLAYER'S PERSONAL CARDS.

AT THE BEGINNING OF EACH MENSIS THE DECK IS SHUFFLED, AND THE CARDS DEALT. THE MENSIS IS PLAYED UNTIL ONE PLAYER HAS NO MORE CARDS IN THEIR HAND. AT THAT POINT THE SCORES ARE CALCULATED AND RECORDED AND THE MENSIS IS OVER.

THE AMOUNT OF MENSISES THAT ARE PLAYED IS FLEXIBLE AND UP TO THE PLAYERS TO DECIDE. 12 WAS CHOSEN BECAUSE THERE ARE TWELVE MONTHS IN THE YEAR. MORE IMPORTANTLY, STATISTICALLY IT MAKES THE GAME LONG ENOUGH TO SOMEWHAT EVEN OUT EARLY BIG SWINGS IN THE SCORING. TOO FEW AND THE LUCK OF THE DRAW FROM ONE MENSIS CAN DETERMINE OUTCOME OF THE GAME TOO EARLY.

DEALING

TO BEGIN THE FIRST MENSIS, THE DECK IS SHUFFLED. EACH PLAYER IS DEALT A CARD, IF A PLAYER IS DEALT A MONTH CARD, THEY BECOME THE DEALER OF THE FIRST MENSIS. IF NO ONE GETS A MONTH CARD, EACH PLAYER IS DEALT ANOTHER CARD AND THE PROCESS IS REPEATED UNTIL A MONTH CARD IS RECEIVED BY SOMEONE. IF MORE THAN ONE PLAYER RECEIVES A MONTH CARD, THE MONTH CARD WITH THE HIGHEST DAY OF THE YEAR NUMBER ON IT IS THE DEALER.




THE DEALER SHUFFLES THE DECK AGAIN AND DEALS 6 CARDS, FACING DOWN, TO EACH PLAYER, ONE CARD AT A TIME, STARTING WITH THE PLAYER TO THE DEALER'S LEFT AND GOING CLOCKWISE AROUND THE TABLE, ENDING WITH THE DEALER. THE DEALER THEN DEALS 8 CARDS INTO THE COMMUNITY EIGHT. THE DECK IS THEN PLACED IN THE DECK AND BURN PILES AREA. THE PLAYER LEFT OF THE DEALER GOES FIRST.

MATCHING

TO SCORE A PLAYER MUST FIRST HAVE A MONTH CARD IN THEIR PERSONAL HAND. MONTH CARDS IN THE COMMUNIAL EIGHT MAY NOT BE MATCHED. THEY ARE OFF LIMITS FOR USE BUT PROVIDE SOME STRATEGIC INFORMATION.

TO SCORE A PLAYER MATCHES A MONTH CARD THEY HAVE TO A PRIMARY CARD THAT IS IN THE COMMUNITY EIGHT OR THEIR HAND. MATCHED CARDS AND FULL MONTH YOU SEE A MAY MONTH CARD MATCHED TO A 31 DAYS CARD. BECAUSE MAY IS A MONTH WITH 31 DAYS, THE 31 DAYS CARD GOES WITH IT. PLACEMENT OF THE PRIMARY CARD NEXT TO THE MONTH CARD, ON THE PLAYER'S BOARD SHOWS THAT THEY HAVE BEEN PLAYED AND IN SO DOING SO THE PLAYER HAS SCORED.

EACH CARD, INCLUDING THE MONTH CARD, THAT IS PLAYED IN ANY WAY ON A BOARD IS WORTH 5 POINTS TO THAT PLAYER. THIS IS THE ONLY METHOD OF SCORING POINTS.

	<p>TO ILLUSTRATE THE EXAMPLE ABOVE:</p> <p>THE MAY CARD WOULD BE PLACED DOWN FIRST AND DECLARED AS THE MONTH CARD BEING MATCHED TO. (LEFT)</p> <p>THEN THE 31 DAYS CARD WOULD BE PLACED NEXT TO IT (RIGHT). THIS MOVE WOULD EARN THE PLAYER 5 POINTS PER CARD FOR A TOTAL OF 10 POINTS.</p>		
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PLAYING ANNO (CONT.)

IN THE PROCESS OF MATCHING PRIMARY CARDS TO MONTH CARDS, ONLY ONE OF EACH TYPE OF PRIMARY CARD CAN BE MATCHED TO EACH MONTH CARD. IN OTHER WORDS, AN INDIVIDUAL MONTH CARD CAN ONLY HAVE ONE SEASON CARD, ONE ZODIAC CARD, ONE DAYS CARD AND ONE QUARTER CARD MATCHED TO IT. FOR EXAMPLE, A MAY CARD CAN ONLY HAVE **ONE** SPRING (PRIMARY/SEASON) CARD MATCHED TO IT. A PLAYER CANNOT MATCH MORE SPRING CARDS TO THAT MONTH CARD. MAY CAN BE MATCHED WITH A 31 DAYS CARD BUT AFTER THAT ANOTHER 31 DAYS CARD CANNOT BE MATCHED TO THAT MAY CARD IN THAT MENSIS. THE ONLY EXCEPTION TO THIS RULE IS THE CUSP CARD WHICH WILL BE EXPLAINED LATER.

MATCH DECLARING

A PLAYER **"DECLARES"** WHICH MONTH CARD THEY WILL BE MATCHING TO THAT TURN. THIS IS BECAUSE A PLAYER CAN ONLY MATCH TO ONE MONTH CARD PER TURN. AFTER A PLAYER HAS DECLARED A MONTH CARD TO MATCH TO THAT TURN, THEY MAY NOT CHANGE THEIR MIND AND CHANGE THEIR DECLARE.

A PLAYER MAY EITHER **"LAY DOWN"** A NEW MONTH CARD TO BEGIN MATCHING TO,

OR

IF THEY ARE MATCHING TO A MONTH CARD THAT IS ALREADY LAID DOWN ON THEIR BOARD, THEY SIMPLY DECLARE TO THE OTHER PLAYERS WHICH MONTH CARD THEY WILL BE MATCHING TO THAT TURN.

TO USE A MONTH CARD, THE PLAYER MUST HAVE THE CARD IN THEIR OWN **PERSONAL HAND**. PLAYERS MAY NOT USE MONTH CARDS THAT ARE IN THE COMMUNITY EIGHT. THOSE MONTH CARDS THAT ARE DEALT INTO THE COMMUNITY EIGHT ARE FOR THE MOST PART STUCK THERE UNTIL THE END OF THE MENSIS.

DURING A PLAYER'S TURN THEY MAY TAKE PRIMARY AND SOME SECONDARY CARDS FROM EITHER THEIR OWN HAND OR THE COMMUNITY EIGHT BUT NOT FROM BOTH IN THE SAME TURN. FOR EXAMPLE, IF A PLAYER MATCHES CARDS FROM THEIR OWN HAND, THEY MAY NOT ALSO USE CARDS FROM THE COMMUNITY EIGHT, DURING THAT TURN, AND VISE VERSA.

TO **"LAY DOWN"** A MONTH CARD IS FOR A PLAYER TO LAY THEIR CHOSEN MONTH CARD ON THEIR BOARD. FROM THERE THE PLAYER PLAYS MATCHING CARDS TO THAT MONTH CARD AS EXPLAINED ABOVE. A PLAYER CAN MATCH 1 OR 3+ CARDS TO THAT MONTH CARD DURING THEIR TURN BUT NOT 2. AGAIN, A PLAYER CAN ONLY USE CARDS FROM EITHER THEIR HAND OR THE COMMUNITY EIGHT BUT NOT FROM BOTH IN THE SAME TURN.

A MONTH CARD CANNOT BE LAID DOWN ONTO A PLAYER'S BOARD UNTIL THE PLAYER IS READY TO MATCH CARDS TO IT. ONLY ONE MONTH CARD CAN BE MATCHED TO A TURN SO A MONTH CARD CANNOT SIT ON THE BOARD ALONE. AFTER LAYING DOWN A MONTH CARD, THE NEXT MOVE A PLAYER **MUST** MAKE IS TO MATCH A CARD(S) TO THAT MONTH CARD.

ONLY ONE MONTH CARD CAN BE PLAYED OR ADDED TO EACH TURN. IN OTHER WORDS, A PLAYER CAN ONLY START OR ADD TO ONE MONTH CARD ON THEIR BOARD PER TURN. A PLAYER MAY NOT BEGIN OR CONTINUE, IN ANY WAY, MORE THAN ONE MONTH CARD DURING THEIR TURN. THEY MUST CHOOSE ONE.

A **"FULL MONTH"** IS A SET OF MATCHED CARDS INCLUDING THE MONTH CARD AND ITS PRIMARY CARDS WHERE EVERY STANDARD PRIMARY CARD IS PLAYED AND MATCHED. I.E. ONE OF EACH OF THE TYPES OF PRIMARY CARDS. **SEE FIGURE 3** ABOVE, WHICH IS AN EXAMPLE OF A "FULL MONTH"

ORDER OF TURN

THERE ARE ONE OR TWO EXCEPTIONS TO THE ORDER OF A PLAYER'S TURN BUT THE VAST MAJORITY OPERATE AS FOLLOWS.

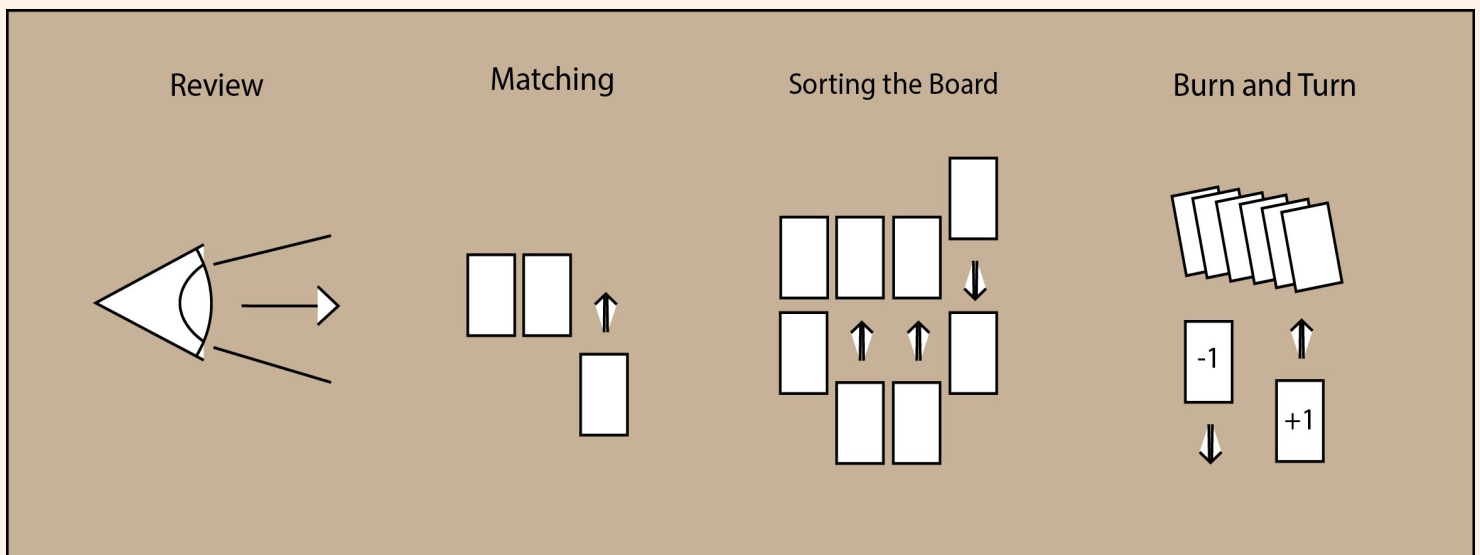
ORDINARY ORDER OF TURN

- 1. REVIEW:** A PLAYER BEGINS THEIR TURN BY REVIEWING THEIR CARDS AND MAKING THEIR STRATEGIC CHOICES AND PLANS.
- 2. MATCHING:** A PLAYER PLAYS OR ADDS MATCHES TO THE MONTH CARD(S) ON THEIR BOARD.
- 3. SORTING THE BOARD:** AFTER A PLAYER HAS MADE THEIR MOVE FOR THE TURN, THAT PLAYER REPLACES ANY CARDS THAT WERE TAKEN FROM THE COMMUNITY EIGHT. THIS MEANS THAT BEFORE THE TURN CONTINUES THE COMMUNITY EIGHT ARE REPLENISHED. IT IS IMPORTANT TO REPLENISH THE COMMUNITY EIGHT BEFORE THE PLAYER CONTINUES SO THE CARDS BEING DEALT OUT ARE ALWAYS IN ORDER OF WHERE THEY WERE SUPPOSED TO GO.
- 4. BURN AND TURN:** WHEN THE PLAYER HAS MADE THEIR MOVE FOR THEIR TURN OR THEY HAVE NO MATCHES TO MAKE THE PLAYER'S MOVE IS DONE. THE PLAYER THEN MUST PLACE A CARD OF THEIR OWN CHOOSING FROM THEIR HAND, FACE DOWN ONTO THE BURN PILE. THE PLAYER THEN TAKES AN UNUSED CARD FROM THE DECK PILE AND ADDS IT TO THEIR HAND TO REPLACE THE ONE THEY PUT INTO THE BURN PILE. THIS KEEPS ONE CARD IN THE PLAYER'S HAND ROTATING EVERY TURN. BURN AND TURN IS THE ONLY THING THAT EVERY TURN OF EVERY PLAYER OF EVERY MENSIS WILL HAVE FOR SURE. EVEN IF THE PLAYER ONLY HAS ONE CARD LEFT IN THEIR HAND, THEY MUST DISCARD AND DRAW A REPLACEMENT FOR THAT CARD.

WHEN THE PLAYER HAS BURNED AND TURNED, THE PLAYER TO THEIR LEFT STARTS THEIR TURN. THIS CONTINUES UNTIL ONE PLAYER NO LONGER HAS ANY CARDS IN THEIR HAND. DURING THAT PLAYER'S TURN, THEY MATCH THEIR LAST CARD(S) AND HAVE NO CARDS IN THEIR HAND. AT THAT POINT THE MENSIS IS COMPLETELY OVER AND THE SCORE IS TALLIED.

A PLAYER MAY NOT GO BACKWARDS IN THE ORDER OF THE TURN. ALSO AFTER THE BURN AND TURN A PLAYER MAY NOT GO BACK AND THEN MATCH CARDS.

ORDER OF TURN

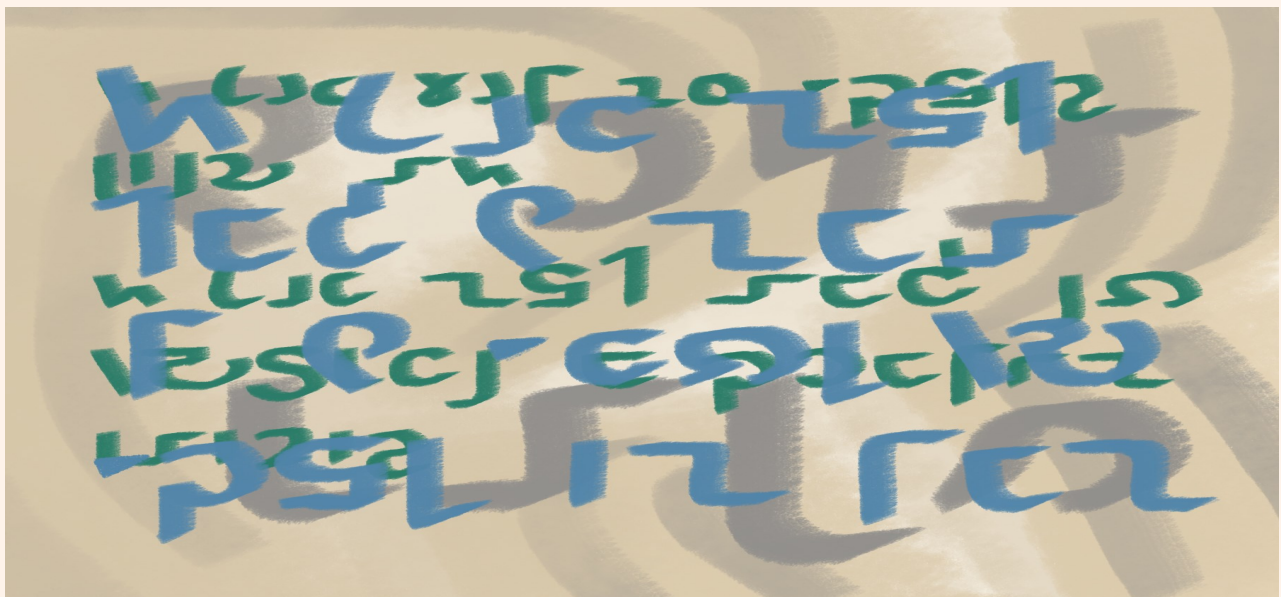


SCORING

Each player has two numbers that when combined make their score for the Mensis. First the player counts the number of cards they played on their Board. As stated above, all cards on the Board are worth 5 points to the player that played them. Then, for each card that the player has left in their Hand, they subtract 5 points. For instance if a player has 4 cards on their Board, they scored 20 points. The same player finishes with 3 cards in their Hand. Each of those is worth -5 points or -15 points total. When factored together, the player's points were $20 + (-15) = 5$. The player scored a total of 5 points for that Mensis. The player that ended the Mensis by using the last card in their Hand, will have 0 negative points as they have no more cards in their hand.

Mensis No.	Oliver	Molly	Lily	Maggie
1	50 - 10 = 40	35 - 5 = 30	45 - 0 = 45	30 - 20 = 10
2	35 - 0 = 35 75	35 - 10 = 25 55	35 - 5 = 30 75	45 - 10 = 35 45
3	0 - 30 = -30 45	35 - 10 = 25 80	30 - 0 = 30 105	45 - 20 = 25 70

Above is an example of a scoring sheet for a few Mensises of Anno. As you will see each Mensis has both the positive and negative points shown on the first line of each box. On the second line is the sum of the two scores for that Mensis. Next to it, starting at the second Mensis, in bold, is the running total score of that player at the end of that Mensis. From this diagram we can see that in the second Mensis, Oliver won because he had no negative points deducted, meaning he was the first to get rid of all the cards from his Hand. In contrast, note in the third Mensis Oliver did not score any points and so was unable to lay any cards down on his Board. This is shown by the first number being zero. Of course, because he had not laid down any cards, he still had six cards in his Hand when the Mensis ended and so has -30 points. This makes his total score for that Mensis to be -30.



SECONDARY CARD EXCEPTIONS

Secondary cards are used in conjunction with Primary and Month cards to adapt or change their position on the board or to alter their matching pattern.

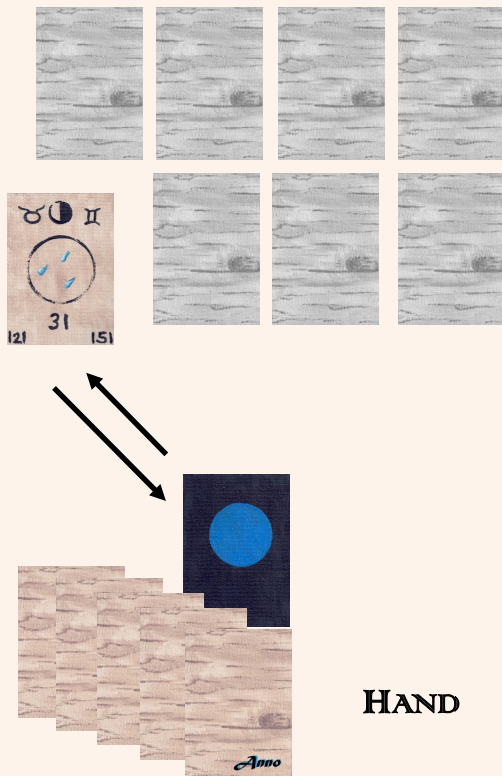
Blue Moon Exchange: When a player has a Blue Moon card in their own hand, they may exchange that Blue Moon card with any card that is in the Community Eight. This move is usually used to take a Month card which is otherwise trapped in the Community Eight. The Blue Moon card is literally placed in the spot of the desired card and left there for the rest of the Mensis. The desired card is put into the player's hand and then the player continues their Turn as usual with Matching. The Blue Moon Exchange must be the first thing that a player does in their turn. A player can only make one Blue Moon Exchange per Turn.

While most of the time a player will want to Exchange a Month Card using their Blue Moon Card, in some cases the best move for a player is to exchange for a non-Month Card.

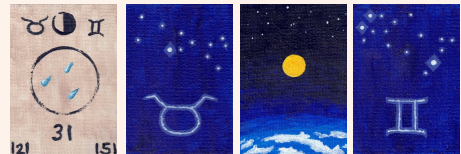
Cusp Card: A Cusp card as previous stated is a reference to a few days every month that are near the change in the Zodiac that happens around the middle of the month. Usually, a Month card can only be matched to one of its two Zodiac cards. For instance May can be matched to Taurus and Gemini. Once A player has matched one, they cannot then match the other to the same Month card that Turn. The Cusp Card allows the player to match the additional second Zodiac card to the Month card. In the May example the figure shows it matched with both Taurus and Gemini with the Cusp card allowing it.

The Cusp card cannot be played alone. A player must have at least one of the Zodiac cards and some additional Matching card. This is because of the rule that players can Match 1 or 3+ cards in a Turn but not 2. This still applies to playing the Cusp card. Playing the Cusp card and one Zodiac card is considered two matching card as any two cards would be.

COMMUNITY EIGHT



CUSPED MATCHED WITH JUST ZODIAC CARDS



REMEMBER that Cusp cards cannot be matched alone. One of the Zodiac cards MUST be already matched or the Cusp card is matched in the same move with both Zodiacs. See above diagram for the described move, scoring 20 points.

FURTHER, the Matching rules still apply to Cusp cards. A Cusp card and a Zodiac are only two cards. Two cards are still the only amount that you cannot Match at a time. Therefore A Cusp and a Zodiac alone will need an additional Matching card to bring it up to Three cards matched.

WEATHER SECONDARY CARDS

THERE ARE FOUR OTHER TYPES OF SECONDARY CARDS THAT ARE GROUP TOGETHER AS WEATHER CARDS. AS PREVIOUSLY STATED THEY ALTER THE SEASON ASPECT OF A MONTH CARD. THEY ARE "IMPAR CENTIS (ODD WINDS), CALIDUM ANTE (WARM WINDS), NIVIS (SNOW STORM), GRAVIS EMPESTATIS (BIG STORMS). EACH ONE CHANGES THE MONTH CARD SO THAT IT CAN BE MATCHED TO A DIFFERENT SEASON CARD. FOR EXAMPLE, NIVIS WHICH MEANS SNOW STORM, ALTERS MONTH CARDS THAT ARE MATCHED TO THE FALL AND SPRING SEASON CARDS. IT CHANGES THEM TO BE MATCHABLE TO WINTER. FOR INSTANCE MAY IS A SPRING, MONTH CARD. USUALLY A PLAYER WILL MATCH A SPRING, SEASON/PRIMARY CARD TO IT. WITH NIVIS THE SNOW STORM TURNS THE SPRING INTO WINTER. A PLAYER WILL MATCH A WINTER, SEASON CARD TO THE MAY, MONTH CARD.

WEATHER CARDS LIKE CUSP CARDS MATCHES ARE SUBJECT TO THE RULE THAT **PLAYERS CAN MATCH 1 OR 3+ CARDS IN A TURN BUT NOT 2.** ALSO LIKE THE CUSP CARD, WEATHER CARDS CANNOT BE PLAYED ON THEIR OWN. THEY MUST BE MATCHED DIRECTLY WITH THE SEASON CARD THAT WILL FILL IN FOR THAT MONTH CARD. ONCE A SEASON CARD OF ANY KIND HAS BEEN MATCHED TO A MONTH CARD, WITHER IT IS THE USUAL SEASON CARD OR THE SEASON CARD AND ITS ALTERING WEATHER CARD, THE SPOT FOR MATCHING A SEASON TO THAT MONTH CARD IS USED AND ANOTHER CANNOT BE MATCHED IN ADDITION. IN OTHER WORDS, ONLY ONE SEASON CARD OF ANY KIND WILL END UP BEING MATCHED TO AN INDIVIDUAL MONTH CARD.

EACH WEATHER CARD HAS THE SYMBOLS OF IT FOR HOW IT CHANGES THE APPLICABLE SEASON.

LIKE ALL OTHER CARDS THE ADDITIONAL WEATHER CARD THAT ALTERS THE SEASON OF THE MONTH CARD, IS WORTH 5 POINTS. THIS MEANS THAT THE ADDITION OF THE **WEATHER CARD ADDS AN ADDITIONAL 5 POINTS TO THE MONTH CARD'S MATCHES.**



NORMAL SEASON (FALL) TO MONTH (NOVEMBER)



WEATHERED (NIVIS - SNOWSTORM) ALTERS MONTH'S (NOVEMBER'S) SEASON (FALL INTO WINTER) MAKING THE WINTER CARD NOW THE MATCHING SEASON FOR NOVEMBER. THINK OF IT AS A SNOWSTORM CHANGING A NOVEMBER FALL DAY INTO A SNOW WINTER DAY.

NOTE: THE FINAL CARD IS SOME OTHER MATCH THAT IS NEEDED TO MAKE THE NUMBER OF MATCHING CARDS MORE THAN TWO WHICH IT CANNOT BE.



WEATHERED (IMPAR VENTIS - ODD WINDS) ALTERS MONTH'S (NOVEMBER'S) SEASON (FALL INTO SPRING) MAKING THE SPRING CARD NOW THE MATCHING SEASON FOR NOVEMBER.

TERMS

BLUE MOON CARD/ BLUE MOON EXCEPTION/ BLUE MOON EXCHANGE: A SECONDARY CARD THAT CAN BE EXCHANGED FOR ANY CARD IN THE COMMUNITY EIGHT. THIS IS CALLED THE BLUE MOON EXCEPTION IN REFERENCE TO THE ONLY TIME MONTH CARDS CAN BE TAKEN AND USED FROM THE COMMUNITY EIGHT. WHILE MOST OF THE TIME A PLAYER WILL WANT TO EXCHANGE A MONTH CARD USING THEIR BLUE MOON CARD, IN SOME CASES THE BEST MOVE FOR A PLAYER IS TO EXCHANGE FOR A NON-MONTH CARD.

BOARD/ PLAYER'S BOARD: THE SPACE WHERE PLAYERS DISPLAY THE CARDS THAT THEY HAVE MATCHED FOR THE OTHER PLAYERS TO SEE.

BURN AND TURN PILES: THE SPOT WHERE THE TWO COMMUNAL PILES, ONE OF FRESH AND ONE OF BURNED CARDS. TOGETHER THE TWO PILES ARE MADE OF CARDS THAT ARE CURRENTLY NOT IN PLAY.

CALIDUM ANTE CARD: A WEATHER/ SECONDARY CARD THAT ALTERS THE SEASONS. (SPRING INTO SUMMER; WINTER INTO AUTUMN)

CLEARING A/THE HAND: THE PROCESS OF OR THE FINAL STATE OF A PLAYER'S HAND WHEN THEY MATCH THE LAST CARD IN THEIR HAND AND IN SO ENDS THE CURRENT MENSIS.

COMMUNITY EIGHT: THE AREA AND CARDS THAT MAKE UP THE COMMUNALLY USABLE CARDS. THESE CARDS ARE REPLENISHED BY THE PLAYER THAT TOOK THE CARDS BEFORE THAT PLAYER BEGINS THE BURNS AND TURNS PHASE OF THEIR TURN.

CUSP CARD: A SECONDARY CARD THAT IS USED IN COMBINATION WITH TWO ZODIAC CARDS TO ALLOW A MONTH CARD TO MATCH BOTH ITS POSSIBLE ZODIACS INSTEAD OF BEING LIMITED TO ONE AS USUAL.

DAYS CARD: ARE PRIMARY CARDS THAT REPRESENTS AND MATCHES TO THE NUMBER OF DAYS THAT A MONTH CONTAINS. 28, 29, 30 AND 31. DECK: MEANING EITHER THE TOTAL ANNO DECK OF CARDS OR ALSO INFORMALLY, THE UNUSED CARDS THAT REMAIN IN PILE OF FRESH CARDS.

DECLARING: A PLAYER CAN ONLY MATCH TO ONE MONTH CARD DURING A TURN. THEY MUST DECLARE TO THE REST OF THE PLAYERS WHICH MONTH CARD THEY HAVE CHOSEN. IF IT IS A NEW MONTH CARD, THEY DECLARE IT BY PLACING IT ON THEIR BOARD BEFORE BEGINNING THEIR MATCH MOVE(S). IF THEY ARE GOING TO BE MATCHING TO A MONTH CARD THAT IS ALREADY ON THEIR BOARD THEY DECLARE OUT LOUD TO THE OTHER PLAYERS WHICH MONTH CARD WILL BE MATCHED TO.

FRESH CARD: A CARD THAT HAS NEVER BEEN DEALT AND REMAINS IN THE FRESH (COMMUNAL) PILE.

GRAVIS TEMPESTATIS CARD: A WEATHER/ SECONDARY CARD THAT ALTERS THE SEASONS. (WINTER INTO SPRING; SUMMER INTO SPRING)

HAND: ONLY MEANS THE PRIVATE CARDS THAT EACH PLAYER HAS FOR THEIR OWN USAGE. IT DOES NOT HAVE THE OTHER IMPLICATIONS THAT "HAND" CAN MEAN IN OTHER CARD GAMES. IN ANNO HAND MEANS THE SIX CARDS THAT EACH PLAYER IS DEALT AT THE BEGINNING OF A MENSIS. THE MENSIS IS OVER WHEN THE FIRST PLAYER HAS MATCHED THE LAST CARD IN THEIR HAND.

IMPAT CENTIS CARD: A WEATHER/ SECONDARY CARD THAT ALTERS THE SEASONS. (SUMMER INTO AUTUMN; AUTUMN INTO SPRING)

LAY DOWN: WHEN A PLAYER PUTS DOWN A MONTH CARD FROM THEIR HAND ONTO THEIR BOARD. THIS DECLARES THAT THAT MONTH CARD WILL BE ONE THEY WILL BE MATCHING TO THAT TURN.

MATCHING: PLACING PRIMARY AND SECONDARY CARDS ONTO A PLAYER'S BOARD NEXT TO MONTH CARDS THAT HAVE CORRESPONDING SYMBOLS AND ATTRIBUTES. THIS IS THE PROCESS WHERE PLAYERS EARN POINTS AND USE UP THE CARDS IN THEIR HAND.

MENSIS: IS LIKE A ROUND AND IS THE LATIN TERM FOR MONTH. IT BEGINS WITH THE PLAYERS AND THE COMMUNAL EIGHT BEING DEALT OUT. IT ENDS WHEN THE FIRST PLAYER MATCHES THE FINAL CARD IN THEIR HAND.

TERMS (CONT)

MONTH CARD: ARE TWELVE CARDS, EACH REPRESENTING A MONTH IN THE WESTERN CALENDAR. PRIMARY AND SOME SECONDARY CARDS ARE MATCHED TO THEM IN THE PROCESS OF SCORING. THEY ARE THE BASE CARD TO WHICH ALL MATCHING BEGINS.

NIVIS CARD: A WEATHER/ SECONDARY CARD THAT ALTERS THE SEASONS. (SPRING INTO WINTER; AUTUMN INTO WINTER)

PRIMARY CARD: ARE THE BULK OF THE DECK. THEY ARE DAYS, QUARTERS, SEASON AND ZODIAC CARDS. THEY MAKE UP THE MAIN CARDS THAT MATCH TO MONTH CARDS.

QUARTER CARD: ARE PRIMARY CARDS THAT REPRESENT THE 4 QUARTERS OF THE YEAR, OF WHICH EACH QUARTER IS THREE OF THE TWELVE MONTHS OF THE YEAR.

RULE OF TWO: ANY NUMBER OF CARDS CAN BE MATCHED TO A MONTH CARD AT A TIME EXCEPT TWO. 1 AND 3+ CARDS CAN BE MATCHED TO A MONTH CARD DURING A TURN.

SEASON CARD: ARE PRIMARY CARDS THAT REPRESENT THE 4 SEASONS OF THE YEAR, OF WHICH EACH SEASON IS THREE OF THE TWELVE MONTHS OF THE YEAR.

SECONDARY CARD: ARE THE BLUE MOON, CUSP AND WEATHER CARDS. THEY HAVE UNIQUE MATCHING OR EXCHANGE ABILITIES THAT ASSIST THE PLAYER IN ADDING TO THEIR SCORE.

TURN: IS THE UNDEFINED PERIOD OF TIME THAT EACH PLAYER IS ACTIVE DURING THE GAME. MENSISES ARE MADE UP OF EACH PLAYER TAKING THEIR TURNS IN THEIR PRESCRIBED ORDER. A TURN IS MADE UP OF THE REVIEW/B.M.E., THEN MATCHING AND ENDS WITH THE PLAYER'S BURN AND TURN.

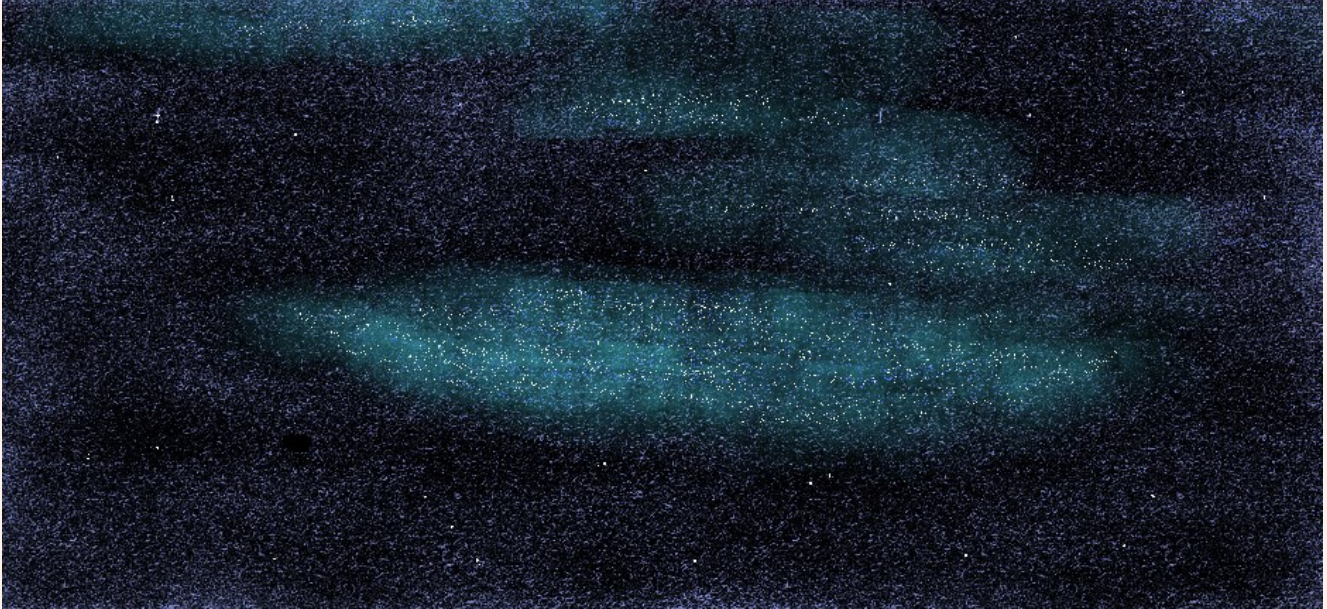
TRYING TO HOLD AN UMBRELLA: A BASIC ANNO STRATEGY IN WHICH A PLAYER ATTEMPTS TO KEEP A VARIETY OF A PARTICULAR TYPE OF PRIMARY CARDS IN THEIR HAND AS TO COVER ALL POSSIBILITIES WHEN HUNTING FOR A MONTH CARD TO BE DEALT TO THEM. FOR INSTANCE A PLAYER KEEPS ONE OF EVERY KIND OR AS MANY AS POSSIBLE KINDS OF THE QUARTER CARDS IN THEIR HAND. THE PLAYER IS TRYING TO MAINTAIN A QUARTER ONE CARD, A QUARTER TWO CARD, A QUARTER THREE CARD AND A QUARTER FOUR CARD IN THEIR HAND SO THAT NO MATTER THE MONTH THEY RECEIVE FROM THEIR BURN AND TURN THEY ARE GUARANTEE THAT THEY WILL HAVE THAT TYPE OF QUARTER CARD ALREADY IN THEIR HAND THAT CAN BE MATCHED WHEN IT IS THEIR TURN AGAIN.

WEATHER CARD: A SECONDARY CARD THAT ALTERS A MONTH CARD'S USUAL MATCHABLE SEASON (PRIMARY) CARD. IT MUST BE MATCHED WITH THE SEASON CARD THAT THE WEATHER CARD ALTERED THE MONTH TO. FOR INSTANCE IF CALIDUM ANTE (WARM WIND) WEATHER CARD IS MATCHED TO JANUARY, IT ALTERS JANUARY FROM A WINTER MATCHABLE MONTH TO A SPRING MATCHABLE MONTH. THIS REPRESENTS UNSEASONABLE WEATHER TEMPORARILY CHANGING THE CONDITIONS OUTSIDE. IN THIS EXAMPLE, IT IS WARM WINDS TEMPORARILY MAKING WINTER FEEL LIKE SPRING WITH RAIN FALLING INSTEAD OF SNOW. THE PLAYER MUST MATCH THE SPRING SEASON CARD TO THE JANUARY CARD AT THE SAME TIME THAT THEY ALTER THE MONTH'S MATCHABLE SEASON. IN OTHER WORDS, WHEN A WEATHER CARD IS MATCHED TO A MONTH CARD, THE APPLICABLE (OR CONVERTED TO) SEASON CARD MUST ALSO BE MATCHED AT THE SAME TIME. THIS MEANS THAT A WEATHER CARD CANNOT BE MATCHED ALONE TO A MONTH. IT MUST HAVE ITS PRODUCT SEASON CARD MATCHED WITH IT. NOTE THAT A WEATHER AND A SEASON CARD ARE 2 CARDS AND SO CANNOT BE MATCHED ON THEIR OWN BECAUSE OF THE RULE OF TWO. A THIRD OR MORE OTHER MATCHABLE CARD(S) IS NEEDED TO BE MATCHED IN ADDITION TO THEM TO MAKE THE TOTAL NUMBER OF MATCHING CARDS PLAYED AN AMOUNT OTHER THAN TWO.

ZODIAC CARD: ARE PRIMARY CARDS THAT REPRESENT THE TWELVE ZODIAC SIGNS IN THE WESTERN CONSTELLATION SYSTEM, IN THE NORTHERN HEMISPHERE. IN ANNO THEY ARE USED IN TERMS OF ASTRONOMY WHERE AS THE TWELVE ZODIACS' CONSTELLATIONS WRAP AROUND THE SKY ABOVE THE HORIZON. EACH ZODIAC CONSTELLATION HAS A ROUGHLY EQUAL PERIOD OF TIME IN A YEAR WHEN OUR SUN RISES ABOVE THE HORIZON IN AN AREA OF THE SKY CORRESPONDING TO THAT CONSTELLATION. THESE PERIODS OF TIME FALL IN THE MIDDLE OF THE CALENDAR MONTHS SO EACH MONTH HAS TWO AFFILIATED ZODIAC CONSTELLATIONS AND EVERY ZODIAC HAS TWO AFFILIATED MONTHS. IN ANNO ONLY ONE OF THE TWO ZODIAC CARDS FOR A MONTH CARD CAN BE MATCHED TO IT. THE EXCEPTION IS WHEN A PLAYER USES A CUSP CARD AND OPENS AN ADDITIONAL SPOT TO MATCH THE SECOND ZODIAC CARD FOR THAT MONTH.

BASIC STRATEGY

Luck: BEFORE ADDRESSING GENERAL STRATEGY IN ANNO, IT IS IMPORTANT TO ADDRESS THAT LIKE ALL CARD GAMES, THERE IS A CONSTANT RANDOMNESS THAT COMES FROM PULLING FRESH CARDS OFF THE TOP OF A SHUFFLED DECK. THEREFORE STRATEGY COMES MAINLY FROM TRYING TO ANTICIPATING WHICH CARDS ARE MORE OR LESS LIKELY TO BE DRAWN FROM THE DECK NEXT.



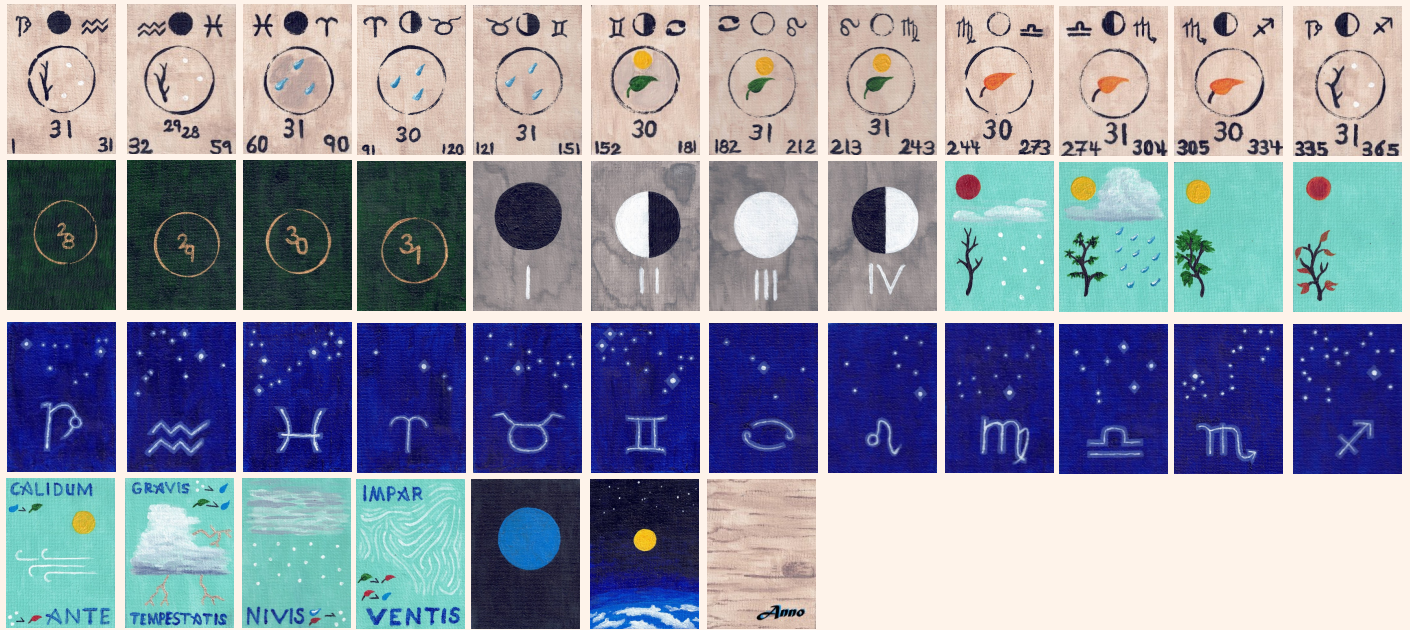
BASIC DECK ODDS STRATEGY: LIKE IN SOME FORMS OF POKER, ANNO'S SETUP DOES GIVE PLAYERS MULTIPLE PLACES TO REFERENCE WHEN WEIGHING THEIR OPTIONS. FROM THE OBSERVABLE CARDS A PLAYER CAN ELIMINATE DIFFERENT CARDS FROM POSSIBLY BEING LEFT IN THE DECK OR IN OTHER PLAYER'S HANDS. THIS IS THE BASIS OF THE FIRST STRATEGY WHICH IS CHOOSING WHICH CARD A PLAYER WILL BURN OR DISCARD FROM THEIR HAND. A PLAYER WANTS TO BURN THE CARD THAT IS LEAST LIKELY TO BE MATCHED AT A POINT LATER IN THE MENSIS. ON THE OTHER SIDE OF THE COIN, A PLAYER WANTS TO KEEP CARDS IN THEIR HAND THAT HAVE BETTER CHANCES OF BEING MATCHED.

AN EASY WAY TO UNDERSTAND THIS IS TO LOOK AT A COMMON SCENARIO. CONSIDER A PLAYER HAS NO MONTH CARDS TO PLAY OR NONE ARE MATCHABLE WITH ANYTHING AT THAT MOMENT, AND THE PLAYER'S TURN IS JUST THE BURN AND TURN PHASE. THE PLAYER MUST CHOOSE A CARD TO BURN, THIS DECISION COMES DOWN TO GETTING RID OF THE CARD WITH THE LEAST LIKELIHOOD OF BEING MATCHABLE IN A LATER TURN AND KEEPING THE CARDS MORE LIKELY TO BE MATCHABLE.

THERE IS ANOTHER DISTINCT SIDE TO THIS AREA OF ANNO STRATEGY. A PLAYER IS ALSO LOOKING TO MAINTAIN A VARIETY OF PRIMARY DIFFERENT CARDS IN THEIR HAND. THIS INCREASES THE ODDS THAT IF A PLAYER RECEIVES A NEW MONTH CARD AT THE END OF THEIR TURN, THEY HAVE A DIVERSE HAND TO INCREASE THE ODDS THAT THEY WILL HAVE A CARD TO MATCH TO THE NEW MONTH CARD. TWO OF ANY TYPE OF PRIMARY CARD IS PROBABLY NOT NEEDED. THE ODDS ARE HEAVY AGAINST A PLAYER BEING DEALT TWO MONTH CARDS THAT MATCH TO THE SAME SEASON OR QUARTER. THIS MEANS THAT REDUNDANCIES IN A PLAYER'S HAND SHOULD BE SHUNNED.

TRYING TO HOLD AN UMBRELLA: A VERY COMMON ANNO STRATEGY IN WHICH A PLAYER ATTEMPTS TO KEEP A VARIETY OF A PARTICULAR TYPE OF PRIMARY CARDS IN THEIR HAND AS TO COVER ALL POSSIBILITIES WHEN HUNTING FOR A MONTH CARD TO BE DEALT TO THEM. FOR INSTANCE A PLAYER KEEPS ONE OF EVERY KIND, AS MANY AS POSSIBLE KINDS OF THE QUARTER CARDS IN THEIR HAND. THE PLAYER IS TRYING TO MAINTAIN A QUARTER ONE CARD, A QUARTER TWO CARD, A QUARTER THREE CARD AND A QUARTER FOUR CARD IN THEIR HAND SO THAT NO MATTER THE MONTH THEY RECEIVE FROM THEIR BURN AND TURN THEY ARE GUARANTEED THAT THEY WILL HAVE THAT TYPE OF QUARTER CARD ALREADY IN THEIR HAND THAT CAN BE MATCHED WHEN IT IS THEIR TURN AGAIN.

BASIC STRATEGY (CONT.)



THE COMMUNITY EIGHT: PROVIDES THE MOST INFORMATION EARLY IN A TURN. MONTH CARDS THAT ARE TRAPPED IN THE COMMUNITY EIGHT (FOR THE PURPOSES OF THIS SECTION, IGNORE THE BLUE MOON EXCEPTION AS THIS IS STILL A BASIC OVERVIEW OF ODDS AND STRATEGY AND ITS SCOPE DOES NOT INCLUDE THE ADDED COMPLEXITY OF THE B.M.E. THAT WILL BE ADDRESSED FURTHER ALONG), TO A CERTAIN EXTENT CAN BE READ IN TERMS OF THEIR MATCHABLE PRIMARY CARDS. IF THERE ARE SEVERAL MONTH CARDS IN THE COMMUNITY EIGHT THAT SHOW THE SAME MATCHING TRAIT, I.E. THE SAME SEASON OR SAME QUARTER, ETC., IT IS REASONABLE TO INFER THAT ANY PRIMARY CARD OF THAT TRAIT IS LESS LIKELY TO BE USEFUL TO HAVE IN ONE'S HAND. IT MEANS IT IS LESS LIKELY THAT A PLAYER WILL RECEIVE A MONTH CARD FROM THE DECK THAT WILL HAVE THAT TRAIT. FOR INSTANCE, IF THERE ARE TWO FALL MONTH CARDS IN THE COMMUNITY EIGHT, SAY SEPTEMBER AND OCTOBER, A PLAYER KNOWS THAT THERE IS ONLY ONE MORE FALL MONTH CARD FLOATING AROUND SOMEWHERE, THE NOVEMBER CARD. IF A PLAYER HAS A FALL SEASON CARD, IT IS MUCH LESS LIKELY TO EVER BE USABLE TO THE PLAYER DURING THAT MENSIS.

BURN AND TURN ODDS STRATEGY: AT THE END OF THEIR TURN, DURING THE BURN AND TURN PHASE, WHEN A PLAYER MUST CHOOSE WHICH OF THE REMAINING CARDS IN THEIR HAND THEY WILL BURN AND BE DEALT A REPLACEMENT FOR, IF THE PLAYER HAS A FALL SEASON CARD, IT CAN BE HIGH ON THE RANKING OF CARDS TO BE BURNED. ON THE OTHER HAND, IF DURING THIS BURN AND TURN PHASE THE PLAYER HAS A PRIMARY CARD, SAY SPRING SEASON CARD, AND THERE ARE NO MONTH CARDS THAT ARE SPRING MATCHABLE, THAT CARD COULD BE DESIRABLE TO HANG ON TO AS THE CHANCE OF A SPRING MONTH CARD COMING UP IS HIGHER.

THIS EXAMPLE RINGS TRUE FOR QUARTER AND SEASON PRIMARY CARDS AS THERE ARE FOUR TYPES OF BOTH, OF WHICH THERE ARE THREE OF EACH TYPE IN THE DECK. THERE ARE FOUR OPTIONS OF WHICH THERE ARE THREE OF EACH OPTION IN THE DECK. ZODIAC AND DAYS CARDS WORK VERY DIFFERENTLY. IF IN THE SAME SCENARIO A PLAYER SEES THE OCTOBER AND NOVEMBER MONTH CARDS IN THE COMMUNITY EIGHT. THE OCTOBER AND NOVEMBER MONTH CARDS BOTH HAVE THE ZODIAC SCORPIO AS A MATCHABLE PRIMARY ZODIAC CARD. THIS MEANS THAT THE ONLY TWO MONTH CARDS THAT A SCORPIO CARD CAN MATCH TO ARE IN THE COMMUNITY EIGHT AND AT THAT MOMENT UNAVAILABLE TO BE USED BY ANYONE. THE PLAYER COULD RANK THAT SCORPIO CARD AS HIGH ON THE LIST OF CARDS TO BURN AS ITS APPLICABLE MONTH MATCHES ARE UNAVAILABLE TO THEM.

DAYS CARDS ARE THE MOST COMPLICATED TO ANTICIPATE AS THE ODDS OF GETTING DIFFERENT DAYS CARDS IS VERY UNEVEN. THERE ARE SEVEN 31 DAYS CARDS IN A DECK FOR THE SEVEN MONTHS THAT HAVE 31 DAYS, 4, 30 DAYS CARDS, A 28 DAYS AND A 29 DAYS CARD. THE NUMBERS ARE ALL OVER THE PLACE BUT IT SHOULD BE NOTED THAT MORE THAN HALF OF THE MONTHS ARE MATCHABLE TO 31 DAYS CARDS. IF A PLAYER IS DRAWING FOR NEW MONTH CARDS SPECIFICALLY AND MORE OVER IF THERE ARE LITTLE OR NO 31 DAY MATCHABLE MONTH CARDS ALREADY ON THE COMMUNITY BOARD OR ON THE BOARDS, A 31 DAYS CARD IS VERY HANDY.

JUST INTO MOST OF THE MONTH CARDS ARE MATCHABLE TO 31 DAYS CARDS AND IF THERE ARE NOT A LOT OF 31 DAYS MATCHABLE MONTH CARDS OBSERVABLE, ACCOUNTED FOR OR USED, IT CAN BE HANDY FOR PLAYERS "TRYING TO HOLD AN UMBRELLA" IT IS HANDY TO SUPPLEMENT THE UMBRELLA WITH A 31 DAYS (OR EVEN 30 DAYS) CARD.

BASIC STRATEGY (CONT.)

MONTHS CARDS: BURNING A MONTH CARD SHOULD BE THE LAST POSSIBLE RESORT. IT CAN COME UP LATER IN A TURN WHEN A PLAYER HAS ONLY ONE CARD LEFT IN THEIR HAND, IT IS A MONTH CARD AND THEY DO NOT HAVE ANY MATCHABLE CARDS IN THE COMMUNITY EIGHT. PLAYERS NEED TO DOUBLE CHECK THAT THERE IS NO WAY TO USE THAT MONTH CARD BEFORE HAVING TO BURN IT.

BLUE MOON CARDS: SHOULD NEVER BE BURNED. THIS IS TRUE EVEN IF A PLAYER HAS JUST A BLUE MOON CARD IN THEIR HAND, AND THERE ARE NO USABLE CARDS IN THE COMMUNITY EIGHT TO BE REPLACED BY THE BLUE MOON CARD. IT IS BETTER TO TAKE A CARD FROM THE COMMUNITY EIGHT ANYWAY AS THAT CARD COULD BE USED BY ANOTHER PLAYER LATER. IT IS BETTER FIND THE MOST LIKELY USABLE CARD FROM THE PROSPECTIVE OF ANOTHER PLAYER(S) AND REPLACE IT WITH THE BLUE MOON CARD. EVEN THOUGH THE PLAYER WILL BURN THAT SAME CARD IN THE NEXT PHASE OF THEIR TURN, IT IS BETTER FOR IT TO BE BURNED AND NOT USED BY ANOTHER PLAYER THEN FOR THE ORIGINAL BLUE MOON TO JUST BE BURNED. THIS BECOMES MORE IMPORTANT AT THE LATE STAGE OF A MENSIS THAT IT USUALLY FALL IN. OTHER PLAYERS' HANDS WILL BE DOWN TO JUST A FEW CARDS AS WELL AND REMOVING THAT COMMUNAL CARD COULD DELAY ANOTHER PLAYER FROM CLEARING THE HAND.

REMEMBER:

- AGAIN, A PLAYER CAN ONLY USE CARDS FROM EITHER THEIR HAND OR THE COMMUNITY EIGHT BUT NOT FROM BOTH IN THE SAME TURN.
- PLAYERS CANNOT USE MONTH CARDS IN THE COMMUNITY EIGHT WITH THE EXCEPTION OF THE BLUE MOON EXCHANGE.
- A PLAYER CAN MATCH 1 OR 3+ CARDS TO THAT MONTH CARD DURING THEIR TURN BUT NOT 2.
- BEFORE THE TURN CONTINUES, THE COMMUNITY EIGHT ARE REPLENISHED.

FIRST GAME

SMALL CHILD VERSION / ORIENTATION:

BEFORE YOU BEGIN YOUR FIRST GAME OF ANNO YOU CAN ORIENT YOURSELF TO THE MATCHING CAPABILITIES. THIS MINIGAME IS ALSO A BIT MORE APPROPRIATE FOR SMALLER CHILDREN OR AS A STEP TO INTRODUCE NEW PLAYERS. IN EFFECT IT IS JUST LIKE NORMAL CARD MATCHING GAMES.

1. GO THROUGH THE DECK AND REMOVE ALL TWELVE MONTH CARDS. USING THE NUMBERS AT THE BOTTOM OF THE MONTH CARDS, ORDER THEM VERTICALLY ON A CLEARED SURFACE.
2. SHUFFLE THE REMAINING CARDS AND BEGIN LAYING THEM DOWN NEXT TO THE MONTHS THAT CORRESPOND TO THEM. PUT THE ZODIACS TO THE LEFT OF YOUR MONTH COLUMN, SPLITTING THE MONTHS THAT THEY SPAN. JANUARY WILL HAVE CAPRICORN EVEN THOUGH IT CROSSED BACK FROM DECEMBER AT THE BOTTOM OF THE COLUMN. PUT THE OTHER PRIMARY CARDS ON THE RIGHT. FEBRUARY WILL HAVE THE ADDITIONAL DAYS CARD. **NOTE: THIS IS NOT THE NORMAL MATCHING LAYOUT. THIS IS JUST FOR THIS MINIGAME.**
3. PLACE ALL SECONDARY CARDS IN A SEPARATE PILE.
4. FINISH FILLING IN EACH MONTH. WHEN DONE IT REPRESENTS ALL POSSIBLE UNWEATHERED OR UNALTERED MATCHES.

FIRST GAME (CONT.)

EXAMPLE OF ANNO MINIGAME LAYOUT



CONTINUES DOWN