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MOUSTACHE

RULEBOOK

MOUSTACHE

A game by Alexandre AGUILAR & Jules MESSAUD
For 3 to 6 players - Ages 10 and up - about 20 minutes

OVERVIEW and GOAL OF THE GAME

Mustache is a trick-taking game that's played in teams. **The rules of the game evolve as the game progresses.** Each round, fate will determine who is on your team and which new rule is added to the game. At the end of 4 rounds, the player with the most points wins!

WHAT'S A TRICK-TAKING GAME?

In a trick-taking game, each player places **one** card from their hand face up in the middle of the table. The player with the strongest card receives all the cards that were played this turn: **that's what we call "winning a trick"!**

COMPONENTS

- a** 47 animal cards
(44 cards numbered 0 to 10, in 4 different colors (green, pink, orange and blue) and 3 joker cards (unicorn, monkey and pigeon))
- b** 6 team cards
- c** 6 player aids
- d** 16 rule cards, divided into 2 decks (white and black)
- e** 12 trophy tokens (3 tokens per round)



SETUP

- 1 Prepare the **4 rule cards** that will be used for the current game by randomly taking 2 **white rule cards** and 2 **black rule cards** and placing them side by side, face down. This row of cards will be revealed throughout the rounds!



If this is your first game, remove the rule cards with the 🍌 symbol. Feel free to add them back in after you've played the game a few times!

- 2 Place the **trophy tokens** face down (with their round number showing) above the **rule cards**.



ROUND I



ROUND II



ROUND III



ROUND IV

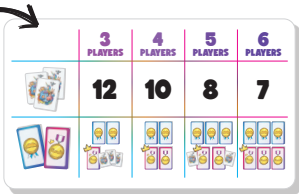
- 3 Give each player a **player aid**.



Example setup for a 4-player game

1 SETTING UP A ROUND

- Reveal the leftmost **rule card** in the row. Each time a **rule card** is revealed, the new rule applies until the end of the game. Each round, a new rule will be added to the existing ones (oh yes!).
- Depending on the number of players, take the **team cards** specified on the back of the **player aid**. Deal 1 random card to each player. Then reveal your cards to discover who will be your **teammates** this round!
- Shuffle the **animal cards** face down. Depending on the number of players, deal the number of cards specified on the back of the **player aid** to each player. Set the remaining cards aside, face down, for the rest of this round. *Note: you're not allowed to tell your teammates which cards you have in your hand!*



	3 PLAYERS	4 PLAYERS	5 PLAYERS	6 PLAYERS
Team cards	12	10	8	7
Rule cards				

SPECIAL CASES FOR GAMES WITH 3 OR 5 PLAYERS

When dealing cards, the players on the smaller team receive **Jokers cards** (which we'll explain later):

- ▶ **in a 3-player game**, the lone player receives 9 **animal cards** and all 3 **joker cards**.
- ▶ **in a 5-player game**, the 2 players on the smaller team each receive 7 **animal cards** and 1 randomly drawn **joker card** (without knowing which joker their teammate received!).



2 ROUND OVERVIEW

The players will play several tricks, until they've **all** run out of cards.

The player who has the **team card** with the **crown** starts the first trick of the round.



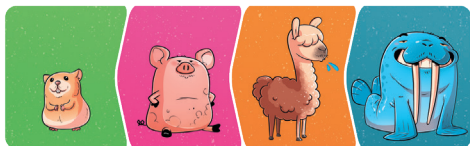
3 OVERVIEW OF A TRICK



- The first player plays 1 card face up in the middle of the table. Then, in clockwise order, each of the other players plays 1 card **of the same color** if possible. If you don't have any cards of the leading color (and only then!), you can play a card of any other color.
- Once all players have played 1 card, the player with the **strongest** card wins all of the cards in the trick and stacks them face down in front of them.

The strongest card is first determined by color, then by value:

The **GREEN** cards are the weakest, followed by the **PINK** cards, then the **ORANGE** cards, and finally the **BLUE** cards (the player aids remind you of this). If several cards of the strongest color were played, the card of that color with the highest value wins the trick.



- The player who won the trick starts the next trick.



Example of a trick with 4 players:

Mary starts the trick by playing a **pink pig** of **value 2**. Nora follows the leading color and plays a **pink pig** of **value 8**. Currently, she has the strongest card. Alex plays a **green hamster** of **value 3**, because he doesn't have any pigs (and apparently doesn't want to win this trick by playing a stronger color). Jim doesn't have any pink cards either, so he plays a **blue walrus** of **value 1** and wins the trick.

END OF THE ROUND



- After the last trick, when **all** cards have been played, each team counts **the number of stars on the cards** they won, making sure to follow any rules imposed by the revealed **rule cards**.

- The team with **the most stars wins the round**. In case of a tie, the team that won the card with the **crown** 👑 wins.

- Each player** on the winning team receives **1 trophy token**, drawn randomly from the 3



tokens corresponding to the current round. You may look at your own tokens, but you must keep them **face down** in front of you until the end of the game. *Return any remaining tokens to the box without looking at them.*

NEW ROUND

- Start a new round by following the setup rules explained above. Don't forget to reveal this round's new **rule card**. **It will be added** to the ones that are already revealed.

END OF THE GAME

After **4 rounds**, each player calculates the total value of their **trophy tokens**. The player with the most points is the winner. In case of a tie, you'll have to play another game! 😊



JOKERS

In games with 3 or 5 players, you may play a **joker card** instead of an **animal card** if you wish, even if you have a card of the leading color.

There are 3 joker cards, all of which affect the current trick:

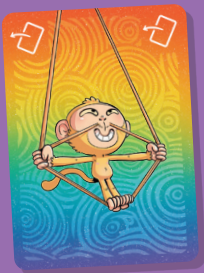


The pigeon

At the end of a trick, discard all the cards in the trick. Their points are not scored at the end of the round. The player who won the trick still gets to start the next trick.

The unicorn

The unicorn always wins the trick, regardless of any other cards that were played. However, if someone played a pigeon, the cards in the trick are still discarded. You don't mess with pigeons!



The monkey

At the end of the trick, the monkey chooses 1 of the cards in the trick and steals it, adding it to the stack of its team.

*Note: if someone starts a trick with a **joker card**, the next player's card determines the leading color of the trick.*



Explanation of the RULE CARDS



IMPORTANT RULE: always resolve the rule cards from left to right.

White Cards



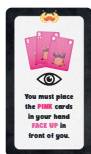
The stars on the **green** cards are considered **negative**.

Each star on your green cards causes you to lose 1 star instead of gaining one.



At the start of the round, pass **3** cards from your hand to the player on your **left**.

Choose 3 cards from your hand and pass them to the player on your left, before looking at the cards you receive from the player on your right.



You must place the **pink** cards in your hand **face up** in front of you.

These cards remain part of your hand, but your opponents now know some of your cards!



The team with the **most blue** cards at the end of the round **loses 5 stars**.

In case of a tie, neither team loses any stars.

Black Cards



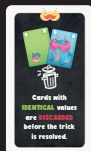
Cards with a value of 2 win the trick, regardless of their color.

If several cards with a value of 2 are played during the same trick, the strongest color wins. That said, if someone plays the unicorn, they still win the trick.



If someone plays a **card with a value of 3**, the **lowest value** wins the trick.

If at least 1 card with a value of 3 is played during the same trick, the card with the lowest value (of the strongest color) wins.



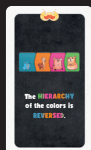
Cards with **identical values** are **discarded** before the trick is resolved.

These cards are not taken into account when resolving the trick, and they aren't won after resolving it. If all of the cards in the trick are discarded, the player who started this trick also starts the next one.



If a player **can't follow suit**, the color of their card becomes the **new leading color**.

When a player is unable to "follow suit" (i.e., they cannot place a card of the leading color), the color of their card becomes the new leading color. This means the leading color could change several times during the same trick.



The **hierarchy** of the colors is **reversed**.

From now on, the blue cards are the weakest, followed by the orange cards, then the pink cards, and finally the green cards.

For (even) more information about the rule cards:



A game by Alexandre AGUILAR & Jules MESSAUD. Illustrated by Gorobei,
© [2025] Lumberjacks Studio. All rights reserved.
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Thanks to all the playtesters, whether they had a mustache or not.