



Find many people and any piece of ground (where you can be loud) like these tiles or any grid of four approximately 8-inch squares. The upper-left and lower-right squares need to have a lion drawn in them. The others need to have a castle drawn in them.

Clap a steady beat and slowly increase the tempo over time. The caller calls one of the commands in rhythm with every fourth clap. The jumper executes the command two claps later, also in rhythm. *Do not stop if you make a mistake.* You can win a round by slipping mistakes past your opponent.

Lion - cover the two lion tiles (repeatable)

Castle - cover the two castle tiles (repeatable)

Cristo - cover the two tiles in either column

Díos - cover any two tiles in either row

Spiritu Sanctu or (*ninguno*) - straddle the tiles to the side

Niño - lift one foot and replace it with the other

No command may be repeated except for *Lion* or *Castle*, in which case the jumper must switch feet. *Spiritu Sanctu* and *Niño* cannot follow each other.

If someone makes a mistake, call *Carlo* in rhythm instead of calling or executing the next command to win the round. Not calling *Carlo* after a mistake is also a *Carlo*-able mistake.

If *Carlo* is called out of rhythm or when no mistake was made, it still wins the round unless you call *Quinto*.

Finally, if *Quinto* is called erroneously, call *Carlo Quinto ex Machina*, which, if called appropriately, garners that player five points. If called in error, that player loses five points.

It is not possible to win this game. Everybody dies.

Lion or Castle