

KARNIVORE KOALA™

RULEBOOK

CONTENT

30x BACKSTABBEBEARS



identified by a purple card name and a purple corner

20x VILLAGEBEARS



identified by a blue card name and a blue corner

6x KOALA KINGS



identified by their red card backs and a white card name

32x WORKBEARS



identified by a yellow card name and a yellow corner

5x ENGRAVED SPECIAL DICE



22x HUNTBEARS



identified by a red card name and a red corner

18x MUTANT ANIMALS



identified by their green card backs and a green card name

SYMBOLS



KOALA
Used to activate koalas.



KOALA /SPEAR
May either be used as a koala or a spear symbol.



TRAP
A trap can be used as any one of the four animal symbols:



SPEAR
Used to activate koalas and hunt for animals.



DRAW CARD
Used to immediately draw a koala card.

ANIMAL SYMBOLS



Mammal



Reptile



Bird



Fish



SKULL
Removes a koala from a tribe or decreases hand card limit.

WELCOME TO THE POST-EUCALYPTIC WORLD OF KARNIVORE KOALA!

The conditions on earth have changed: animals have mutated into new species, the eucalyptus trees have vanished, and koalas organized themselves into carnivorous tribes led by hungry koala kings that demand their daily tribute - a fine and meaty three course meal!

In *Karnivore Koala 2* to 6 players each try to be the first one hunting the necessary mutant animals to cook their king's favorite dishes.

To accomplish this, each player controls a tribe of koalas in which they gather workbears that provide the requirements to hunt certain animals, villagebears that offer the usage of special effects and huntbears that will improve a player's hunting skills. On top of that players may use backstabbears to spoil the plans of their opponents.

Can you manage your tribe, hunt your meals and prove your king worthy of being the ultimate *Karnivore Koala*?

SETUP

Shuffle the animal draw pile consisting of the eighteen animal cards and place it face-down in the middle of the table. Then draw the top three animal cards and place them face-up and next to each other in front of the animal draw pile. They now each represent one dish of your menu.

Shuffle the six koala kings and let each player randomly draw one. The drawn koala king represents a player's tribe throughout the whole game. Put all remaining koala kings back into the game box.

Next determine the starting player by checking for the player who last ate meat. This player now places their koala king underneath the main dish followed by all other players in a clockwise order who place their koala kings underneath each other.

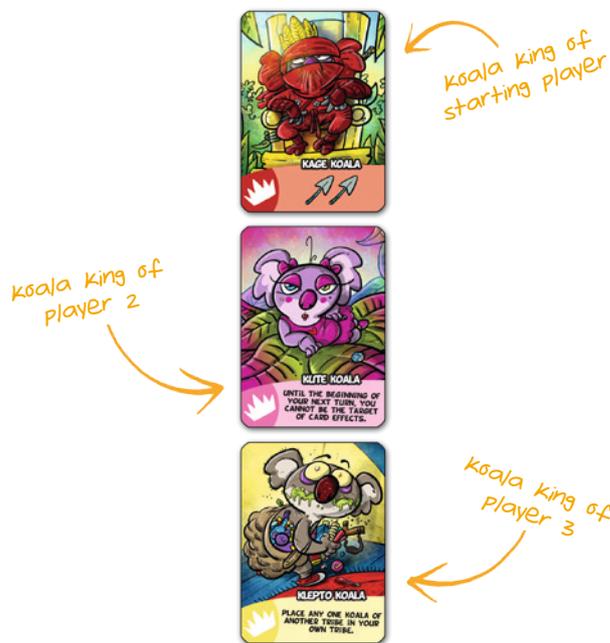
As a last step, shuffle the koala deck (consisting of all remaining koala cards) and place it within easy reach of all players. During the game it will be necessary to form a face-up koala discard pile which should be created next to the koala draw pile. Every time a koala card gets discarded or removed from the game, put it face-up on the koala discard pile.

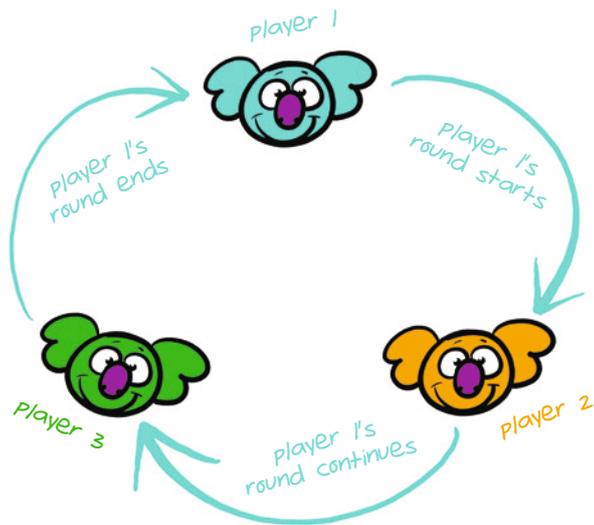
Now, let each player draw three cards from the koala draw pile, beginning with the starting player. The drawn cards form a player's hand cards and must not be revealed to other players throughout the game.

*Example: the following image shows the setup of a regular game of *Karnivore Koala*. On top you can see the animal draw pile and in front of it the Tunatoad as the appetizer, the Cateagle as the main dish and the Komodocow as the dessert. Beneath them are the koala kings of all three players and on the bottom there is the koala draw pile as well as a space reserved for the koala discard pile.*

GAME ROUNDS & TURNS

Each game of *Karnivore Koala* consists of subsequent rounds divided into successive player turns in which the players act. A round is always player related and a new player's round starts with each of their turns and lasts until the start of the same player's next turn.





Example: in a three player game, player 1's round would start as soon as it becomes their turn. Player 1's round will last until the turns of player 2 and 3 have been finished and it becomes player 1's next turn.

Think of a round as the time between a player's current and their next turn.

STARTING A GAME

When you start a new game of *Karnivore Koala*, you always begin with the starting player's turn. After the starting player has completed their first turn, continue with the next player in a clockwise order and repeat that for each player and the rest of the game.

ACTIONS

During each of their turns, players may perform all their desired actions like rolling and re-rolling dice, placing cards, assigning dice, using effects, hunt for animals, etc.

A player may choose to perform any of the following possible actions in any order and as often as possible, but must always start their turn by rolling the five dice once.

ROLLING AND RE-ROLLING DICE

At the beginning of each turn a player must always take the five special dice and roll them once. A player may then either accept the rolled results or re-roll any number of dice once by discarding one of their hand cards of their choice.

Re-rolling the dice may be done at any time during a player's turn and as often as possible but requires a player to discard one hand card for each re-roll action.

NOTE: If a player uses or assigns dice to their koalas (see "ASSIGN DICE"), these dice are used up and may not be re-rolled or used again in any other way.

Example: Player 1 rolls the five dice and scores two spears, one koala, one crown and one skull.



Player 1 isn't quite happy with their roll and would like to roll another crown and another koala symbol. Player 1 discards one of their hand cards and rerolls the die with the skull result and one of the dice with a spear result.



The new results are another spear and one koala.



Player 1 discards a second card and this time takes both of the spear symbols and rerolls them.



The new result shows a skull and a crown. Player 1 keeps the crown but to reroll the skull symbol, it would be necessary to discard their third hand card and would leave them with no hand cards to play in their turn.



PLACE KOALAS

With this action, a player may place their remaining hand cards into their tribe. Just place your workbears to the left side of your koala king and all village- and huntbears to the right side of it. Cards are always placed face-up so that every player is aware of the cards in each tribe.

All cards in a tribe, except for the koala king, are referred to as koalas. There may never be more than a total of seven koalas in a tribe made up of any combination of workbears, huntbears, and/or villagebears. King Koalas do not count towards the limit of koalas in a tribe.

A player may also choose to keep any amount of hand cards to use them in upcoming turns. In this case just do not place them in the tribe!

Each time an eighth koala is placed into a tribe (either by you or another player), the controlling player of the tribe must remove one koala of their choice and replace it with the new one. The removed koala is then put on the koala discard pile.



ASSIGN DICE

Assigning dice means that a player may use the rolled dice results to activate the effects of their koala cards. The dice may be assigned to those villagebears and huntbears of a player's tribe that show a matching symbol in their card description.

Every time you assign a die to a koala, this koala counts as being activated and you must then immediately use its card effects. Please note that some card effects contradict with the basic game rules. In such cases the card effect overwrites the basic game rules.



Example: a Barbarian shows a spear symbol within its card description. This means you may assign one die result showing a spear symbol to it in order to activate it and use its effect to immediately gain two spear symbols. The Freebootbear shows a koala symbol which means that you may assign a die result showing a koala symbol to it in order to activate it and use the Freebootbear's effect.

NOTE: you may only assign die symbols to koala cards and you cannot use symbols generated by effects - like the two spears that the Barbarian provides - to assign those to any koala cards.

As long as a koala card just shows a single symbol in its card description, you may only ever assign one die per turn to it.

If a koala card shows two or more symbols in its card description, you may still only assign one die per turn to it, but it can be any die matching one of the shown symbols.

Some cards show a number next to their symbols. These cards are the only ones that can have more than one die assigned to them per turn. You may assign a maximum amount of dice to these cards equal to the shown number next to the symbol.



NOTE: koala or koala king cards without a symbol in their card description may be activated at any time and do not require dice to be assigned.

Whenever a die is assigned to a koala card it may not be assigned or used again in this turn.

ASSIGN CROWNS

Die results showing crown symbols may usually be assigned to your koala king and just as with village- and huntbears you may then benefit from your koala king's special power.

UNASSIGNED DICE

It may happen that you cannot assign or use all your rolled dice results, or that you simply do not want to assign them all. In this case you can simply leave these dice unused.

USE DICE

Besides assigning dice to your koalas, you may also use them for immediate effects (please also see the first page for an overview of all symbols).



KOALA SYMBOL

This one can only be assigned to koala cards in order to activate them.



SPEAR SYMBOL

May be set aside and used for hunting (see chapter "HUNT"). You may add one spear to your hunt for each spear symbol used this way.



KOALA/SPEAR SYMBOL

A player may choose which one of the symbols (either koala or spear) to use or assign.



CROWN SYMBOL

Two crowns may be used to move any one koala of your choice from any one other player's tribe to your own tribe.



DRAW CARD SYMBOL

Allows a player to immediately draw a koala card from the koala draw pile.



SKULL SYMBOL

Will force a player to remove koalas from their tribe (see "REMOVE KOALAS") or decreases their hand card limit (see "END OF TURN").

Whenever a die is used it may not be assigned or used again in this turn. The best way to track this is to pass the die to the next player when it is used up.

HUNT

Just with all actions you may also hunt at any time and even hunt two times in the same turn if you can afford it.

As already mentioned, each player first needs to hunt for an appetizer. As soon as a player manages to hunt their appetizer, they may hunt for the main dish next. All other players that have not yet hunted their appetizer must still hunt for it before they may also hunt the main dish. At last, after hunting the main dish, a player needs to hunt for the dessert.

To hunt an animal, check the symbols on the specific animal card and compare them to the animal symbols of all your workbears. If you have one workbear or any combination of several workbears that together show symbols matching those on the animal card, you are allowed to hunt it.

NOTE: if a workbear provides more than one symbol, you may choose to use this workbear for either one or both of the symbols!

Each animal has two symbols on its card that both must be matched with your workbears. The main dish has an additional third symbol that has to be matched as well. This symbol is represented by the card back of the top card on the animal draw pile. Please note that this card can change at any time when a new animal is drawn from the animal draw pile!

If there are two of the same symbols shown for an animal card, you will need to match each of them with your workbears. As soon as you can match all of an animal's symbols, you can hunt it and the only thing you need to do now is gather three spear symbols.

During your turn you will gather spears either by activating card effects or by directly using spear dice results or a combination of both. If you have at least three spears you can successfully hunt the animal.

When a player has successfully hunted an animal, place the animal card in front of them and fill the empty space with a new face-up animal card from the animal draw pile. From now on this card acts as a specific dish (appetizer, main dish or dessert), based on its location.

All other players still in need to hunt for that specific dish will now need to hunt this newly drawn animal card. In addition each time a new animal gets drawn from the animal draw pile, the third symbol of the main dish may change.

Whenever you use a workbear to provide an animal symbol for your hunt, or activate a huntbear, you need to remove it (see "REMOVE KOALAS") immediately after the hunt action or at the end of your turn, if no hunt action is being made but the workbear or huntbear have somehow been activated.

NOTE: Villagebears do not need to be removed after being activated.

BACKSTABBEARS

You might be wondering when to use all those backstabbears. Backstabbears are normally played at any time of a player's own turn. Sometimes, backstabbears may also be played during another player's turn. In such cases, this will be clearly written in the effect description of the specific backstabbear card.

Backstabbears are played directly from a player's hand and do not need to be placed in a tribe first. Whenever a backstabbear card is played, resolve its effect and immediately discard the card thereafter.

Backstabbears do not count towards the total koalas in a tribe and do not need to be activated. Instead they are immediately activated when played.

REMOVE KOALAS

There are several reasons why koalas are removed from a tribe during the game: card effects, skull symbols (next paragraph) or sometimes after being activated. Removing koalas means that the affected koalas are placed face-up on the discard pile.

Example: to hunt the main dish it requires one fish plus two reptile symbols. The workbears provide one fish, one bird and two reptile symbols. Now the player just needs three spears. The player has already assigned a skull symbol to the Luchabear, which now grants them one spear. The player assigns one koala symbol to the Bearwolf which grants a second spear. Together with the remaining rolled spear symbol the player has three spears and may hunt the main dish. After the hunt action, all workbears that provided symbols for the hunt and all huntbears that have been activated are removed, in this case the Luchabear and the Bearwolf. If the player did not perform a hunt action, the Luchabear and the Bearwolf would still have been removed by the end of the turn because they were activated.



END OF TURN

Once a player has finished all their desired actions or cannot perform any further actions, this player's turn ends. At that time we call it the end of turn and there are a few things being resolved by then in the following given order:

1. REMOVE KOALAS

Remove all remaining used up workbears or activated huntbears from your tribe that have not been part of a hunt action.

2. SKULL SYMBOLS

For each unassigned skull symbol, the player needs to assign each one of them to one of their koalas of their tribe. A player may only assign one skull symbol to each koala. If the player cannot assign any further skull symbols and still has unassigned skull symbols left over, they will need to reduce their hand card limit for this turn (see next paragraph) by one for each skull symbol left over, down to a minimum of 0. Then remove all koalas that have a skull assigned to them, except those that can have skulls assigned to them like the Reanimatebear. Please remember that koala kings do not count as koalas.

3. HAND CARD LIMIT

Each turn a player has a hand card limit of three cards. This means at the end of turn a player may not have more than three hand cards. It may occur that skull symbols reduce this hand card limit down to 2, 1 or even 0.

4. DISCARD HAND CARDS

Players may voluntarily discard any amount of remaining hand cards down to 0. If a player has more hand cards than their current hand card limit, they need to discard any cards of their choice until their number of hand cards fits their current hand card limit.

5. DRAW NEW CARDS

If a player has less hand cards than their current hand card limit, they must draw new koala cards until their number of hand cards fits their current hand card limit. If the koala draw pile runs out of cards, immediately re-shuffle the koala discard pile back into the koala draw pile and continue playing normally. As soon as a player has drawn up to their hand card limit, it becomes the next player's turn.

Example: Player 2 ends their turn and still has 4 hand cards and two unassigned skull symbols. First the player needs to assign the skull symbols. Since there is only one koala in their tribe, the first skull symbol gets assigned to this koala. The second skull symbol cannot be assigned so the player reduces their hand card limit of three by one, down to a hand card limit of two. Then the player removes the koala with the assigned skull symbol. Next the player may discard hand cards. Player 2 has a current hand card limit of two but still possesses four cards. So they must discard at least two cards to fit their hand card limit. Player 2 decides to discard three hand cards, leaving him with one hand card left. In the next step they draw koala cards up to their current hand card limit of two, so player 2 draws one new koala card and ends their turn.

VICTORY

As soon as a player successfully hunts a dessert, the game immediately ends and the player that managed to hunt the dessert becomes the winner of the game!

Congratulations, you are a true Karnivore Koala!

ADVANCED MODE

Karnivore Koala was meant to be an easy and fast game, but it also offers the possibility to play in a more advanced way, which will be more difficult, and is suited for experienced players or those that just want to look at all the koalas for a little longer than the regular play time.

In the advanced mode Karnivore Koala is played using the normal rules, except that players need four spear symbols to hunt an animal.

EXPERT MODE

If the advanced mode is still not challenging enough, you can play in expert mode. Four spear symbols are required to hunt each animal, and the third animal symbol (as with the main dish) is now applied to the appetizer and the dessert as well.

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