



**THE OFFICIAL
KARNIVORE KOALA
TOURNAMENT RULES**

KARNIVORE KOALA KUP

Here they are, the official Karnivore Koala Kup tournament rules!

Before you start to continue reading, please be warned:

Karnivore Koala is a game meant to create a fun atmosphere between all players! Playing a Karnivore Koala Kup is therefore only allowed if you maintain the fun and randomness of the game and won't freak out or get frustrated if something unplanned happens. Karnivore Koala Kups are not meant to be a pro gamer competition in which every little rule gets tweaked and abused to the max! Just relax, have fun, play some games, and see who will be the next Kaiser Koala, winner of the Karnivore Koala Kup!

This said, let us take a look at the rules:

PLAYER NUMBERS

Before starting a a Karnivore Koala Kup you should checkout the maximum capacities for players and decide for a player limit. This can be any number, but we suggest limiting it in multiples of four, e.g. 8, 12, 16 players, etc.

Once you have decided on the amount of players it is time to create several game tables and divide the players into groups. In the best case you create player groups of exactly four players and prepare one table for each of these groups. If it is not possible to evenly divide all players into groups of four, try to make groups of five or - if there are no other choices - groups of three players.

PREPARATIONS

Make sure there is one game of Karnivore Koala ready on each of the gaming tables. Then deal out a player ID to each player. The player IDs will help each player to keep track of their Karnivore Koala Kup progress. You can print out and use the player IDs attached to the back of this document. All players should then fill out their ID with their names and after each Karnivore Koala Kup game round also the results of each of their last game.

The organizer of the tournament needs to keep track of the groups, game rounds and each player result as well. Therefore please use the tracking sheet provided at: http://www.voodoo-games.com/downloads/Kup_TrackingSheet.xls

The easiest way would be to manage the tracking sheet with a PC, but if you have none available during your tournament, you could also print it out and fill it out manually.

TOURNAMENT ROUNDS & FINALS

A typical Karnivore Koala Kup is divided into rounds. Each round a group of players will face each other in a game of Karnivore Koala. Once all groups have finished their games, it is time for new pairings and another round. After all rounds have been played, it is time for the final game in which the best players will face each other and the winner is determined.

In tournaments with up to 16 players we recommend to play three regular rounds plus one final game. In tournaments with up to 32 players we suggest to play four regular rounds plus one final game. But those are just suggestions that you can adjust as you like!

GROUP DETERMINATION

When determining the first groups of players, you should use a random process, e.g. by lot. The simplest way would be to collect all player IDs, shuffle them and place an amount of player IDs on each table equal to the number of players playing on that table. Then turn them over and read out loud which player sits at which table.

SUBSEQUENT PAIRINGS

After the first Karnivore Koala Kup round is over, you will need to pair the players in new groups so that it is guaranteed that each player faces different opponents in each round.

Once a game round ends, there will be a winning player on each of the tables. The winning player remains seated at the table he just played on. Then all other players return their player IDs to the organizer where they get shuffled and then randomly distributed between the tables just like in the first tournament round.

Once that has been done, read out each player on each of the tables and the next round can start. Just remember to do that after each tournament round!

FINAL GAME

During each round players will gather victory points that will add up throughout the tournament. After the last tournament round has been played there will be one last game called the final game.

In this game the first four players in the ranking list will face each other and determine the winner of the Karnivore Koala Kup as well as the second and third place (and any other places of course).

All remaining players should gather around the table and witness this epic event!

The player winning this final game is announced to be the Kaiser Koala! Congratulations!!! You are the winner of the Karnivore Koala Kup!

If you like you can prepare some special gifts, medals or trophies for the first, second and third rank and make the whole competition a little bit more tense.

GAME RULES

Playing a tournament of Karnivore Koala will involve a few additional game rules to make this event more exciting! Any rules available for Karnivore Koala tournaments will therefore overwrite those of the base game.

SETUP

After shuffling the animal draw pile, pick the card on its bottom and place it face down above the animal draw pile. This card remains there and is referred to as the delicacy card throughout the game.

HUNTING

In tournaments there is no distinction between an appetizer, a main dish, or a dessert. Instead players can hunt any of the three available mutant animals at any time! They do not have to hunt them in any specific order and can also hunt animals that vacate the same space as an animal they previously hunted. So just hunt whatever you like!

But hunting has become a little more difficult. For each animal that you hunt, you will need a third animal symbol as determined by the card back of the top card on the animal draw pile. This is the same symbol that would be used as the additional third symbol for hunting the main dish in a regular game of Karnivore Koala. So please remember that you need this third animal symbol for EACH of the animals you hunt throughout the game.

WINNING

The game ends immediately when a player manages to hunt their third dish. This player is the winner of the game. All player now mark their scored victory points on their player IDs.

FORBIDDEN CARDS

Keeping the balance (if we can speak of it anyway) forces us to forbid specific cards for Karnivore Koala Kups. Please sort the following cards out of the base game because they will have an unfair impact on Karnivore Koala Kups:

- Drop Bear

SCORING VICTORY POINTS

With every game a player scores victory points. Victory points will be used to determine the rank of a player during the Karnivore Koala Kup. The more victory points a player gathers, the better are their chances to reach one of the top four ranks for joining the final game.

Victory points are scored in the following way:

- Each hunted dish during a game rewards a player with 1 victory point.
- Each player that has hunted at least one mutant animal showing a symbol corresponding with the animal symbol on the delicacy card, receives 1 additional victory point. You will only receive 1 additional victory point even if you have hunted more than one mutant animals with the delicacy symbol. Please still note down all delicacy points you have gotten on your player ID for a possible tiebreaker!
- The winning player of a game receives 1 additional victory point.

After a game please note down the total amount of dishes and the total amount of delicacy symbols you got. Also mark if you have won the game. Then pass your player ID to the organizer to keep track of your progress.

DETERMINING PLAYER POSITIONS

By scoring victory points players will position themselves in the overall player ranking. The more victory points a player has, the more they climb to the top of the list and vice versa.

Simply said, the player with the most victory points in the tournament will be on the first rank, the one with the second most victory points on second rank, and so on.

But what happens when two players have the same amount of victory points?

In this case compare the amount of total wins of the players in question. The one with the most overall wins will inhabit the current rank, the other one is ranked down.

If the total wins are equal, please compare the amount of hunted dishes of the players in question. The one with more hunted dishes will inhabit the current rank, the other one is ranked down.

If that is also the same, then check which of the players in question scored more delicacy points. The one with more delicacy points will inhabit the current rank, the other one is ranked down.

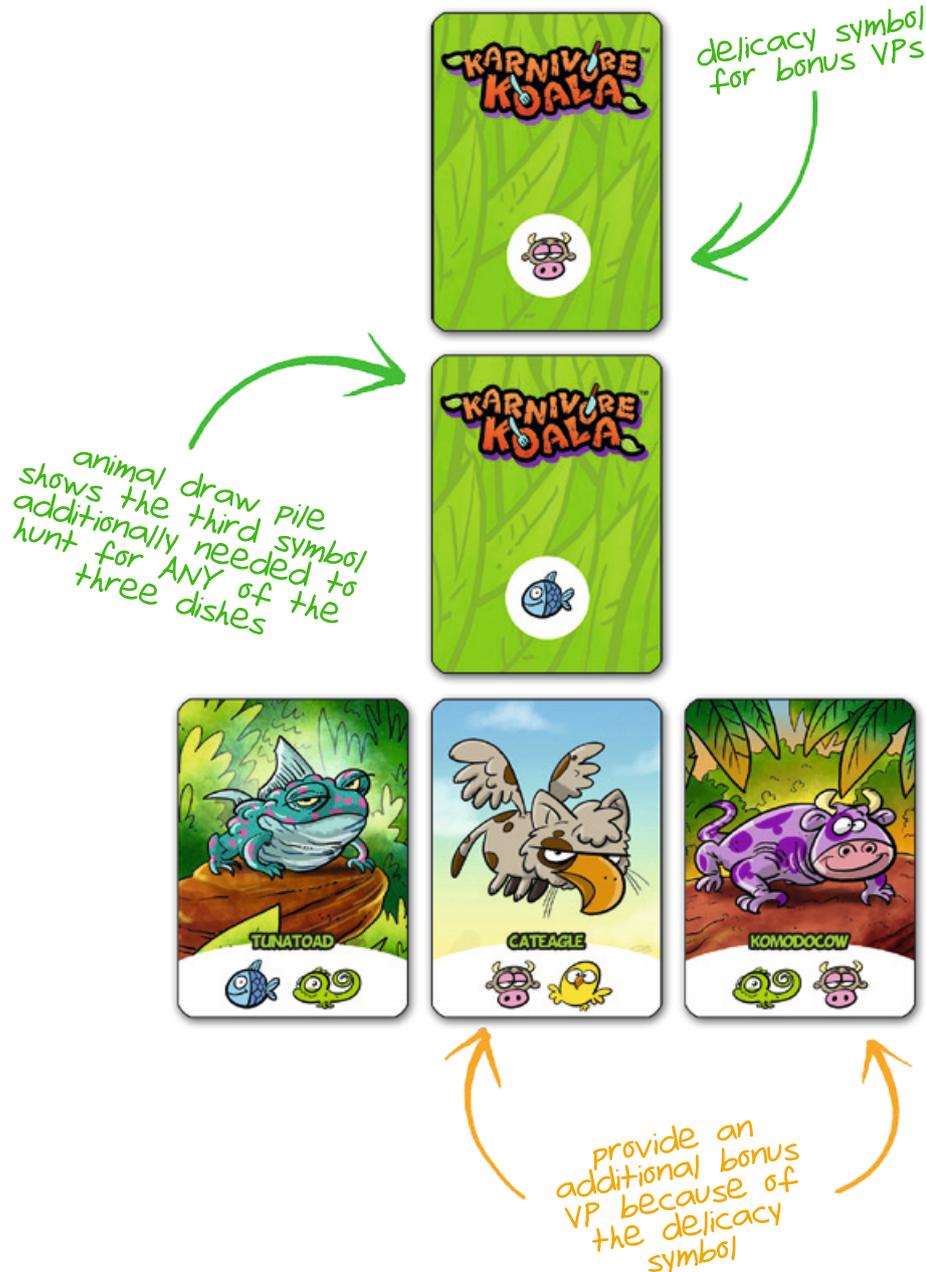
Lastly, if any players are still ranked at the same position, the total amount of delicacy symbols hunted in all games will be used as the final tiebreaker.

If there are still players inhabiting the same ranking, then that is how it is and the players share their rank!

HAVE FUN

That's about all!

We hope you will all have fun playing your own little Karnivore Koala Kup competitions and that you will show everyone who is the true Kaiser Koala!



©2015 Voodoo Games. All Rights Reserved.

All contents herein including Voodoo Games™, the Voodoo Games™ Logo, Karnivore Koala®, places, things, and character names, and their distinctive likenesses are property of Voodoo Games and are either © copyrighted, ™ trademarked and/or ® registered by Voodoo Games 2015 in the USA, Europe and other countries by law.

Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany.

Voodoo Games
Schillo & Müller GbR
Zur Pappelallee 4
65474 Bischofsheim
Germany
www.voodoo-games.com





PLAYER ID

ROUNDS	TABLE	DISHES	DELIS	WIN
ROUND 1				
ROUND 2				
ROUND 3				
ROUND 4				
ROUND 5				
ROUND 6				
FINAL				

©2015 Voodoo Games. All Rights Reserved.

Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany



PLAYER ID

ROUNDS	TABLE	DISHES	DELIS	WIN
ROUND 1				
ROUND 2				
ROUND 3				
ROUND 4				
ROUND 5				
ROUND 6				
FINAL				

©2015 Voodoo Games. All Rights Reserved.

Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany



PLAYER ID

ROUNDS	TABLE	DISHES	DELIS	WIN
ROUND 1				
ROUND 2				
ROUND 3				
ROUND 4				
ROUND 5				
ROUND 6				
FINAL				

©2015 Voodoo Games. All Rights Reserved.

Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany



PLAYER ID

ROUNDS	TABLE	DISHES	DELIS	WIN
ROUND 1				
ROUND 2				
ROUND 3				
ROUND 4				
ROUND 5				
ROUND 6				
FINAL				

©2015 Voodoo Games. All Rights Reserved.

Voodoo Games, Schillo & Müller GbR, Zur Pappelallee 4, 65474 Bischofsheim, Germany

