

Dice's Zoo



English



2-4



6+



5-15

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Background Story

On a sunny afternoon, the animals in the zoo gathered around to plan a farewell party for a departing staff member. Everyone had different ideas as to how to hold this party, and they couldn't seem to reach a consensus.

Finally, Earthworm the smarty came up with a way to decide whose idea to use, and everyone agreed to give it a try. The animals first narrowed down these party proposals to the best ones, and then fellow supporters for a particular proposal teamed up to compete with other groups based on their body sizes.

However, things are never as simple as they look - the animals put on the appearance of competing by body size, but readied their secret weapons behind the others backs.

At the end, which team will prevail? Let's play and see!



Contents

50 Animal Dice

1 Dice Bag

4 Reminder Cards

1 Game Instructions



Set Up

1. Throw all 50 dice into the bag and shake it well to mix up the dice. Without looking into the bag, each player draws 12 dice out of the bag.
2. Each player throws his/her own drawn dice and organizes them; the sides that face up after the throw will be the sides he/she plays with.

Note: players will have a number of chances to change their animals during the game.



To Play

The player who most closely resembles an earthworm takes the first turn, and turns continue clockwise amongst the players. The goal is to get rid of every single die in your collection. When a player's turn comes up, he/she should choose one of the following options in accordance with the applicable situation:

1. When there are no animals on the playing surface, a player may choose any number of any kind of animal (but can only choose one kind of animal) to put out, and these animals on the playing surface become the Animals in Play.

2. When there are Animals in Play, a player can choose any of the animals in his/her collection with an even larger body size than those in play. However, the number of animals must equal the number of Animals in Play.

For example, if there is one Bear in play, then only one Elephant can be used to overtake the Bear.



If there are two Boars in play, then two Bears or two Elephants can be used. Once put out, these larger-sized animals replace their smaller counterparts to become the new Animals in Play. The replaced animals should be removed and set aside.

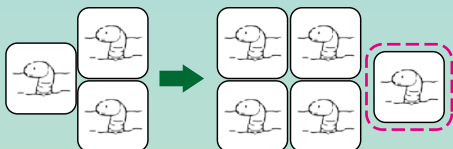


3. When there are Animals in Play, a player can also choose to put out the same kind of animal if he/she can outnumber the Animals in Play.

For example, if there is one Elephant in play, then the player can put out two (or more) Elephants.



If there are three Earthworms in play, then the player can put out four (or more) Earthworms. Once put out, this greater number of animals replaces its outnumbered counterparts to become the new Animals in Play. The replaced animals should be removed and set aside.





Animal Sizes

You can read this together with the reference card.



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Elephant

Bear

Boar

Fox

Squirrel

Worm



Special Powers

You can read this together with the reference card.

When a player puts out any animal, no matter the number, the Special Power of the played animal(s) can then be used once. These Special Powers are as follows:



None



Re-throw

Re-throw any one die (could be your or an opponent's dice).



Exchange

Exchange one of your dice with one of any opponent's dice.



Less One

Remove any one dice and set aside (could be your or an opponent's dice).



Add One

Choose a player. That player draw a dice from the bag, and add it to his/hers collection.



Give One

Take one of your own dice and give it to any opponent.



Restricted

This die cannot be played while the Trap side is facing up.



Power Up

When this die is used with an animal, that animal's Special Power can be used again.



Additional Notes

1. The number of Animals in Play changes constantly throughout this game. The replaced animals are removed and set aside; they do not go into any player's collection, nor are they put back in the bag right away.
2. Whenever a player draws any number of dice from the bag, he/she must throw the drawn dice right away and add to he/her collection. If the bag is out of dice but a player has to draw from it, then those dice that were previously removed and set aside should be put back into the bag for reuse.
3. If it's your turn and the Animals in Play were previously put out by you, remove those animals and set them aside. Continue your play as if there were no animals on the playing surface.





Ending The Game

1. A round ends when any player has finished putting out every die in his collection.
2. At the end of a round, each player should calculate his/her score by adding up the number of points from every die remaining in his/her collection. Only sides that face up count, and their corresponding deduction points are listed in the table above. This sum becomes the player's deduction from the round.

You can read this together with the reference card.



-6



-5



-4



-3



-2



-1



-0



-7

3. Players can play many rounds of the game and set an upper limit for the cumulative deduction. When any player's cumulative deduction reaches or goes over this upper limit, the game is over and the players are ranked in accordance with their cumulative deductions. The player with the lowest points of deduction wins the game.
4. If two or more players share the lowest number of deduction points, then an additional round is played until there is only one winner