

NOCH MAL! KIDS

MATERIAL

- ✖ 3 Dice
- ✖ 1 Pad
- ✖ 4 Pencils

Unofficial English
translation

**The animal dice game by Inka & Markus
Brand for 2-4 players, ages 5+.**

GOAL

There's a lot going on in the zoo! Many visitors came to see the animals. Your task is to feed as many animals as possible so that they are well looked after and look forward to the zoo visitors.

You feed the animals by marking the animal enclosures on your game sheet according to the colors rolled. Make sure that you fill as many columns as possible, because this is how you collect valuable points. Whoever has the most points at the end wins the game.

SETUP

Each player receives a sheet of paper and a pen. The player who was last at a zoo is the starting player and takes the dice. And you're ready to play.

GAMEPLAY

The starting player rolls all dice in the middle of the table. He selects one of the three dice, puts it aside and writes the result on his sheet. Then all players choose from the remaining player's two dice and mark the corresponding result on their sheets.

You leave the dice in the middle of the table so that several players can use the same die.

When everyone has entered their result, the starting player gives all three dice to the player on their left. This player is now the starting player for the next turn and rolls all three dice.



HOW DO I MARK MY DICE RESULT?

When you have decided on a die, you mark on your sheet all the squares of an enclosure of the color you selected. An enclosure consists of 1 to 4 adjacent fields of the same color and with the same animal symbol.

WHICH RULES APPLY TO TICKING?

- ✖ You can always tick an enclosure that contains at least one field with a star.
- ✖ You can also tick enclosures that are adjacent to enclosures that have already been ticked. Adjacent means that the enclosures are contiguous on at least one side. Enclosures that only touch at one corner are not considered to be adjacent.
- ✖ You may not tick an enclosure if it does not contain a star or if it is not adjacent to an enclosure that has already been ticked.
- ✖ **Important:** Always tick all fields in an enclosure.

Example:

Rebekka is the starting player and chooses the rolled color red **A**. She could tick the red enclosure with the star **B** / **C** or the red enclosure **D** because it is adjacent to an enclosure that has already been ticked.



A

B

C

D

Rebekka's Block



CHAMELEON



There is also a purple cross on each cube. But there are no purple enclosures. If you choose the purple color, you cannot tick an enclosure. Instead, you must tick a box with a purple exclamation mark on your sheet.



Every second checked exclamation mark a chameleon moves into your zoo. The chameleon is a **wild card**. This means that you can tick an enclosure of your choice immediately after ticking the second exclamation mark - no matter what color it is. You just have to make sure that it is either an enclosure with a star or is adjacent to an enclosure that has already been ticked.

NOTE: Very rarely it can happen that you cannot tick an enclosure or an exclamation point. Don't be discouraged, the next dice roll should work better.

HOW DO I EARN POINTS?

As soon as you have ticked all fields in a column, tell your fellow players immediately. Tell them which zoo visitors can be seen above the column. If you are the first player to completely tick this column, you can circle the zoo visitor above the column on your sheet. And, your opponents have to cross out this visitor instead.

You can also circle all the feed buckets that are under the column that you have completely ticked.

Circled icons are each worth a point.

Important: You can always circle the buckets if you have completely ticked the column above, even if a player had already done that before you.

NOTE: Should it happen that several players at the same time (same turn) become the first to tick all fields of a column, these players are allowed to circle the zoo visitors above the column.

Example:

Rebekka has ticked all the animals in the column with the man with the wheelbarrow. She calls out: "I finished the column with the man with the wheelbarrow!" Rebekka is now allowed to circle the man with the wheelbarrow **A**. All other players cross out the man with the wheelbarrow. In addition, Rebekah is allowed to circle the bucket under the column **B**. Then the game continues.



Willi's Block



Later in the game, Willi also ticks the last box in the column with the man with the wheelbarrow. He is no longer allowed to circle the man because he was not the first to completely tick the column **C**. But he can circle the bucket under the column **D**, because every player who ticks a column completely can do so.

HOW DO I GET BONUS POINTS?

If you manage to tick all fields of one color (e.g. all blue penguin fields), you tell your fellow players immediately. Just name the species that you ticked off completely. As a reward, you can circle the two food fields next to the corresponding animal on your sheet.

NOTE: Any player who manages to tick all the fields of the corresponding color or animal species may circle the food fields.

Example:

Rebekka has ticked all the blue penguin boxes. Because of this, she is now allowed to circle the two fish next to the penguin **A**.



GAME END

As soon as a player has **completely ticked two animal species**, the game ends.

Now each player counts all circled fields on his sheet. These can be circled zoo visitors, buckets, or feed fields. Each circle is worth 1 point. Whoever has the most points has fed the zoo animals the best and wins the game. If several players have the same score, they tie and share the victory.



This is an unofficial
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