

KANGAROO CARIBOU RULES

2 to 8 Players

20 mins playtime

Ages 6 and up

A terrible accident has happened at the zoo and all the caribou and the kangaroos have gotten mixed up. It's up to you to help sort them out!

GAME COMPONENTS

- 54 Cards (45 Animal Cards, 5 Rules Cards, 4 Advanced Rule Cards)
- 24 Drongo Tokens
- Rules Sheet

The cards come in three types though they all have the same back. Rule and Advanced Rule Cards (light blue background) contain a rule that will change the play of the game. The other cards are Animal cards (yellow background) and show a number of kangaroos and caribous and occasionally, other animals as well.

SET UP

Shuffle all the cards. Place the deck in the middle of the table equally distant from all players. Put the Drongo Tokens where everyone can reach them. The player who most recently saw a kangaroo or a caribou goes first. If nobody has seen any, the youngest player goes first. They are the Lead Player for the first round.

OBJECTIVE

Each round a card is turned over. Players must be the first to spot which there are more of on the card - kangaroos, caribous, or neither - and respond correctly.

TAKING A TURN

The Lead Player turns over the top card of the deck and places it next to the draw pile, making sure everyone can see it. The Lead Player should do this so that nobody can see the front of the card before any other player.

If this card is a RULE card:

If there is already a RULE card in play, place this one on top of it; otherwise put

this card to one side where everyone can see it. The previous rule is **cancelled** and this rule replaces it. This will change the rules of the game in small ways.

The Lead Player then keeps turning over cards in this way until a card is revealed that is NOT a Rule card.

If this card is an ANIMAL card:

Place the card on the table away from the rest of the cards. **The Lead Player stays silent.** All other players simultaneously examine the card to try to determine if:

- There are more kangaroos than caribou shown on the card. If there are, they should shout "KANGAROO!" (the full word, not just part of it)
- There are more caribou than kangaroos shown on the card. If so, they should shout "CARIBOU!" (the full word, not just part of it)
- There are the same number of kangaroos and caribou, they should say neither word. **These cards have no correct answer so are never won.**

The Lead player should determine the correct response (they can do this before or after they put the card down, as they wish).

If someone shouts the correct answer the player who shouted that answer wins the cards **and all cards in Stack** (see below). The victorious player places these cards face down in front of them for later scoring. If you cannot tell who was the fastest, the Lead Player decides.

If nobody shouts the correct answer, place the card in the discard Stack, on top of any other Animal cards not won previously. When a card is won by a correct statement, the player wins the current card **and all the cards in the discard stack**.

If any players shout anything *incorrect* when the card is revealed at any time after the card is revealed, they each gain a Drongo token.

If the number of animals is a tie, *nobody should shout anything* - the correct answer is to stay silent. After a few moments, the Lead Player should say "Tie" to indicate this. The card remains on the Stack, increasing the cards to be

won.

Finally, the player to the left of the current Lead Player becomes the new Lead Player and the process is repeated.

Example Of Play: The card revealed contains five kangaroos and four caribous. Murray shouts "Carib - no wait!". Miranda shouts something that sounds like "Kabarumba". Murray and Miranda take a Drongo token. Everyone else stays silent. Since nobody won the card, it goes on the stack. The next card has three of each animal. Tom shouts "Kangaroo" but is incorrect. The card goes on the stack as it is a tie and cannot be won. Tom takes a Drongo token. The next card has just two kangaroos on it. Tom and Miranda shout "kangaroo" almost at the same time. Murray, who revealed the card, decides Tom was first. Tom takes the card and the rest of the Stack into his scoring pile.

GAME END

The game ends when

- the last card in the deck has been played OR

- one player has five Drongo tokens OR
- there are no more Drongo tokens in the supply

Each player scores one point for every card in their scoring pile and loses one point for every Drongo token. The winner is the player with the most points!

BEGINNER MODE

To make the game easier, you can remove the Advanced Rules before play. Also, if you as a group decide there are any rules you dislike, you can remove them too.

ADVANCED MODE

To make the game harder, you can add the Cockatoo rule: All the normal rules apply but if there are **exactly two cockatoos** on a card, then instead you must say "COCKATOO" instead.

HARD MODE

When the Advanced Rules come out, put them to one side rather than covering the current Rule. Each of these rules can REMAIN IN PLAY when

drawn so all of them count at once!
(regular Rules replace each other as usual).

INSANE MODE

Add the Cockatoo rule to Hard mode.

NOTE: The noise that a caribou makes is a kind of half-moo, half scream like “Wooooeeek”. The noise that a kangaroo makes is, obviously “BOING BOING BOING”.

The gesture to indicate a caribou is to put your hands above your head, with your thumbs touching your temples and your fingers splayed, to indicate your magnificent antlers. The gesture to indicate a kangaroo is to hold your hands up in front of your chest with the fingers bent down to indicate your handsome paws. The Lead Player may ask for palms to be placed on the table until the cards are drawn.