

OTHER GAME VARIANTS

“ALL VALLEY” CAGE BATTLE RULES. A Cage Battle using the “All Valley” rules is similar to a regular Cage Battle, with two exceptions: **(A)** you win a battle only when all of your opponent’s animals are caged; and **(B)** you **can** flick your stunned animals, but you must do so with your pinky or your opposite hand (your choice).

3 OR 4 PLAYER CAGE BATTLE. When playing with three or four players, the All Valley Cage Battle Rules apply. Your goal is to eliminate all other teams by knocking your opponents’ animals into cages. While each player starts with four animals, players use only two to start the battle (the others are set-aside as reinforcements). When your first two animals are caged, you continue play using your two reinforcements, which you must flick into the arena on consecutive turns (both reinforcements must enter play before you can pick-up and use either one from the arena). When all four of your animals are caged, you are eliminated from the match. The last team standing wins!

3 OR 4 PLAYER POINTS BATTLE. When playing with three or four players, the same general rules apply with three exceptions: **(A)** players use only three animals; **(B)** points are awarded to each player—and added to that player’s total score—at the end of each round (see Rule 5); and **(C)** games last five rounds, after which the player with the most points is declared the winner!

FREQUENTLY ASKED QUESTIONS

Can you turn your animal to any side before flicking it?

Yes. But your animal must always tumble when you flick it into the arena. In other words, you cannot place your animal face-up on the rail and intentionally flick it so that it doesn’t tumble and stays face-up. (If it *tumbles* and lands face-up, that’s ok.)

What happens if my animal doesn’t tumble?

An animal that doesn’t tumble when flicked is turned feet-up wherever it landed.

What happens if I cage my opponent’s animal and one of my own animals on the same turn?

Both animals are caged and your turn immediately ends (you do not get an extra flick).

What happens if I cage my opponent’s animal and one of my own animals leaves the arena?

Your animal is unavailable for the remainder of the round and your turn immediately ends. Your opponent may place his animal (any side up) anywhere in the arena.

In a 3-4 player game, must the third and fourth player’s animal hit a rail on their first flick?

No. Only the second player’s animal must hit the rail before striking another animal.



Every zoo has wild animals. And they all know Kung Fu.

COMPONENT LIST

- 1 Kung-Fu Zoo Arena
- 4 Animal Cards
- 1 Cloth Storage Bag
- 1 Rule Sheet
- 1 Turntable
- 16 Animal Dice:
 - 4 Crocodile Dice
 - 4 Elephant Dice
 - 4 Gorilla Dice
 - 4 Zebra Dice

WELCOME TO KUNG-FU ZOO!



If you hung around your local zoo after it closed for the night, you’d see the nighttime rituals of the exotic animals you visited during the day. You’d see cages being cleaned and souvenir stands being restocked. If you were lucky, you might catch an impromptu seal show or moonlight nightingale concert. And if you stayed late enough, long after the last employee had left for the night, you just might see the greatest, and most secret, of all zoo attractions—the **late-night Kung-fu fights!**



CAGE BATTLE

In a Cage Battle, you use your animals to knock your opponents into cages or onto their backs. The last team standing wins the round. Win three rounds and you win the battle!

HOW TO PLAY (2-PLAYER GAME)

1. Select your animal team and place the four corresponding dice in front of you. These are your “starting animals.”
2. Choose who will go first to start the battle. **(The player who loses a round chooses who will go first in the next round. If tied, the player who started the last round goes first.)**
3. Player #1: place a starting animal on the midpoint (a “dot”) of any rail and flick it into the arena.
4. Player #2: place a starting animal on the midpoint of any rail and flick it into the arena. **(On your first turn only, your animal must hit a rail before striking Player #1’s animal.)**
5. Players alternate turns until all starting animals have entered the arena. Thereafter, players continue play using the animals left in the arena. During their turn, players may pick-up and flick one of their animals as follows:

Face-up animals can be flicked from **anywhere on any rail**

Feet-up animals are stunned and **cannot be flicked**

All **other animals** can be flicked from **the midpoint of any rail**



WINNING. Play continues until one player wins the round. You win a round when your opponent’s animals are all stunned (feet up) or caged. The first player to win three rounds wins the Cage Battle!



CAGES / EXTRA FLICKS. The holes at each corner of the arena represent animal cages. When an animal falls through one of these holes, it is “caged” and unavailable for the rest of the round. If, during a Cage Battle, you knock an opponent into a cage, you get an extra flick (provided you have at least one non-stunned animal in the arena). You may immediately pick up one of your non-stunned animals and flick it. **If you select a face-up animal, you can flick it from any part of any rail.** Otherwise, you must flick it from the midpoint of any rail.

The “extra flick” rule is in effect at all times. So if you knock an opponent’s animal into a cage using a starting animal, you get an extra turn provided you have an animal in the arena that can be flicked.



SPECIAL ABILITIES. Every animal team has a special ability that can be used once per round during a Cage Battle. Consult the Cage Battle Reference Cards for information about each team’s special ability, including when and how it may be used.



PENALTIES. If you flick or knock your animal out of the arena, that animal is unavailable for the rest of the round. If you knock your opponent’s animal out of the arena, your opponent may place that animal, face-up, anywhere in the arena.

POINTS BATTLE

In a Points Battle, your goal is to score 21 points before your opponent does. Points are awarded at the end of each round based upon the position of the animals left in the arena.

HOW TO PLAY (2-PLAYER GAME)

1. Select your animal team and take the corresponding team scoring chart. Place your four dice in front of you.
2. Choose who will go first to start the battle. **(The player with fewer points at the end of a round chooses who will go first in the next round. If tied, the player who started the last round goes first.)**
3. Player #1: place an animal on the midpoint (a “dot”) of any rail and flick it into the arena.
4. Player #2: place an animal on the midpoint of any rail and flick it into the arena. **(On your first turn only, your animal must hit a rail before striking Player #1’s animal.)**
5. Players alternate turns until they have both flicked all four of their animals. Players then add up the values of their team’s animals that are still in the arena. Points are awarded based upon which side is facing up:

Face-up = 5 Points

Back-up = 4 Points

Side or butt-up = 3 Points

Feet-up = 2 Points

6.

Compare your scores. The player with the higher score earns points equal to the difference between the scores for that round. **(Example: if Player #1 has 9 points and Player #2 has 5, Player #1 earns 4 points for the round.)**



WINNING. Play continues until one player reaches 21 points and is declared the winner.



CAGES / EXTRA MOVES. The holes at each corner of the arena represent animal cages. When an animal falls through one of these holes, it is “caged” and unavailable for the rest of the round. If, during a Points Battle, you knock an opponent into a cage, you may pick up any animal (even a stunned one) and flick it back into the arena. If you select a face-up animal, you can flick it from anywhere on any rail. Otherwise, you must flick your animal from the midpoint of any rail.

You don’t have to use your extra flick after knocking an opponent into a cage. For instance, if you have only high point-value animals on the board, you may not want to risk flicking one of them onto their side or feet.



PENALTIES. If you flick or knock your own animal out of the arena, your animal is unavailable for the remainder of the round. If you knock your opponent’s animal out of the arena, your opponent may place that animal, face-up, anywhere in the arena.