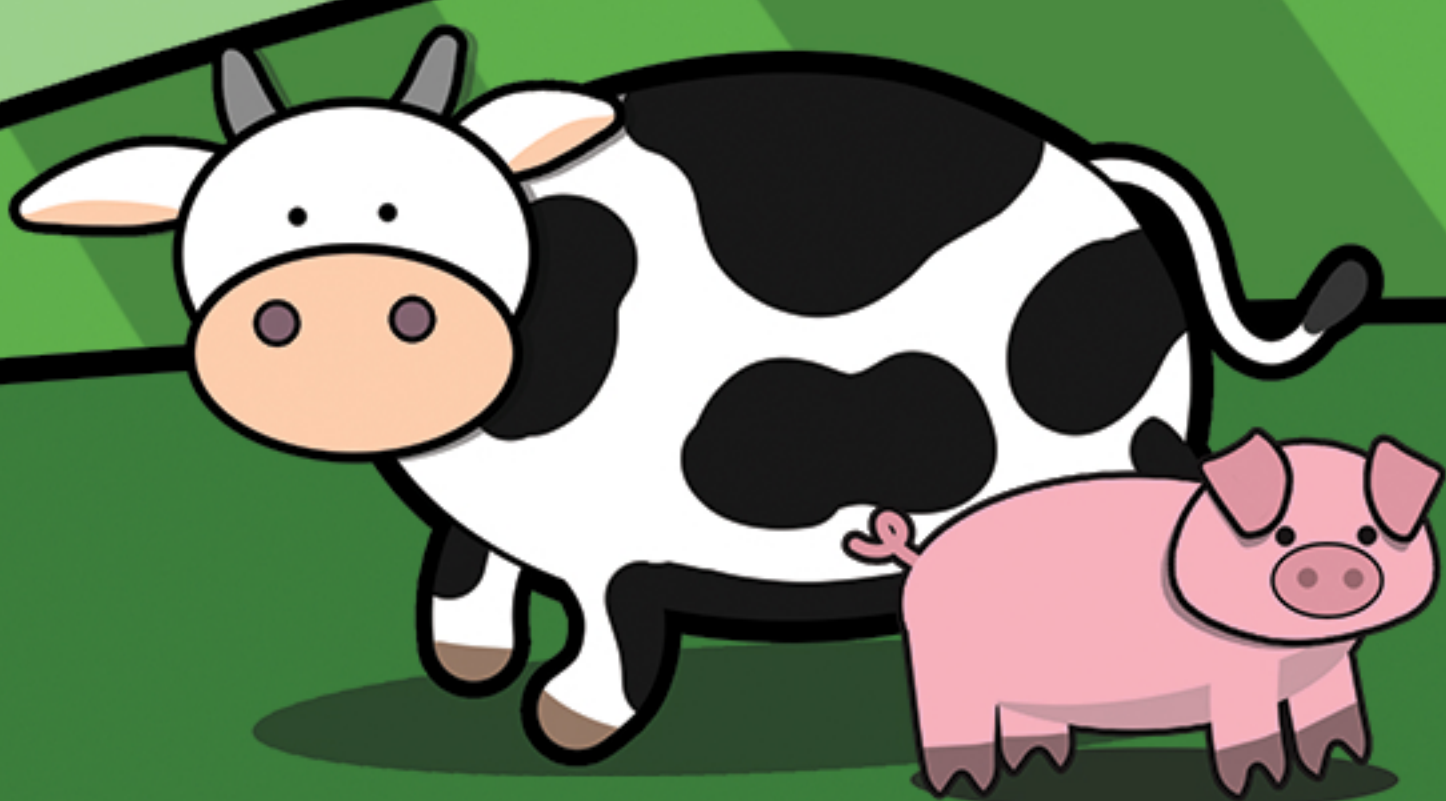


Monkey See, Monkey Doom



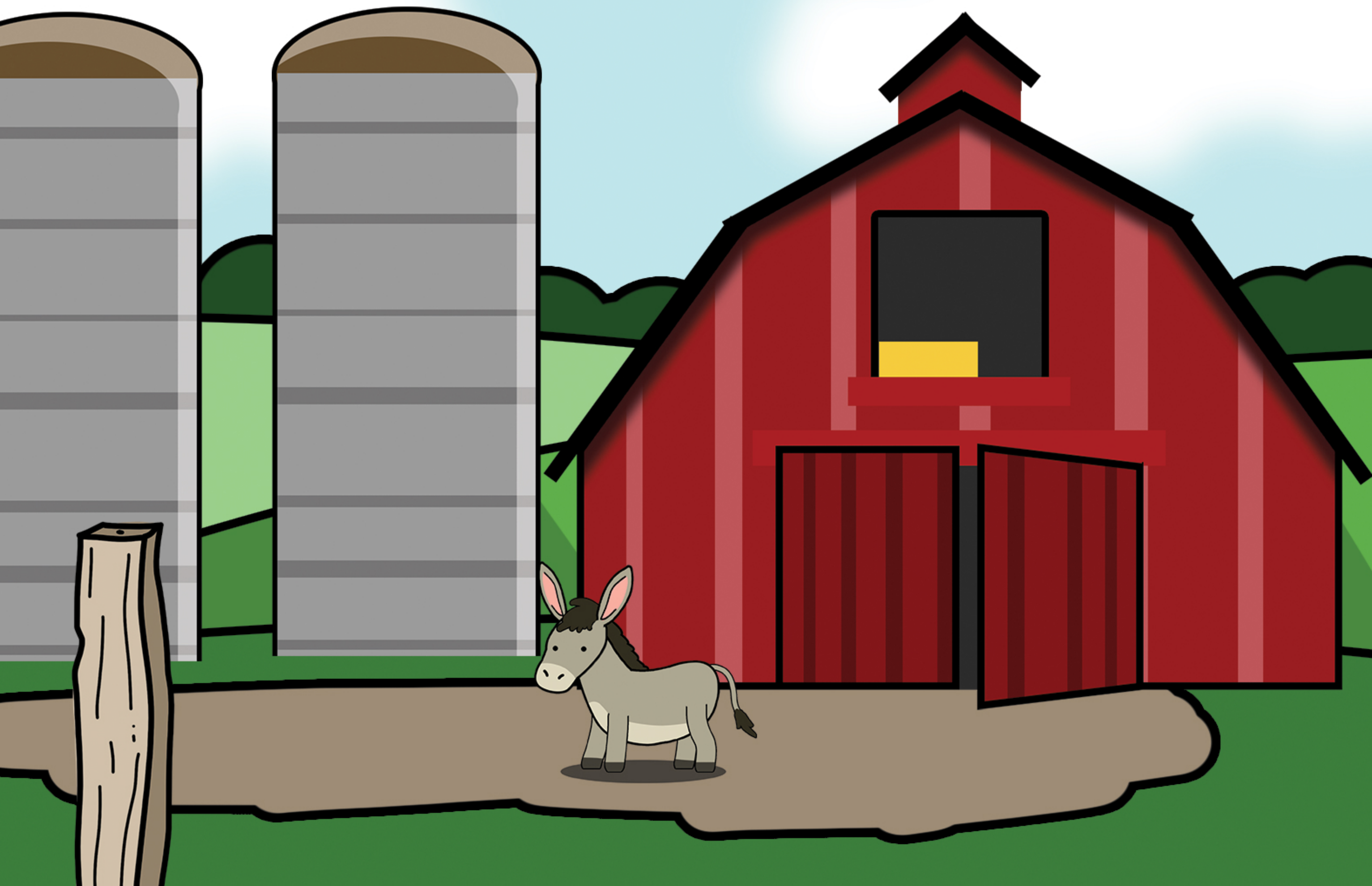
Ages 14+
30 to 90 Minutes

Credits

Game Design and Artwork - Kevin Devos
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-Image Credits-

Banana - Vektorify (Noun Project)
Banner - Liberus PJ (Noun Project)
Cost - slothali (Noun Project)
Money Bag - Adrien Coquet (Noun Project)
Radar - faisalovers (Noun Project)
Rocket - Firza Alamsyah (Noun Project)
Rocket - ainul muttaqin (Noun Project)
Star - alvianwijaya (Noun Project)
Dice - Rohith M S (Noun Project)



In the Box:

4 Player Actions cards

4 Farm Reference screens

18 Component cards

54 Pastures cards (including airspace clearance cards)

1 Farmer Clarence mat

120 Currency tokens (20 - 1 banana tokens, 30 - 5 banana tokens, 30 - 10 banana tokens, 40 - 15 banana tokens)

2 4x5 baggies

6 D6 white

6 D6 red

2 clear cubes

25 Bull pieces

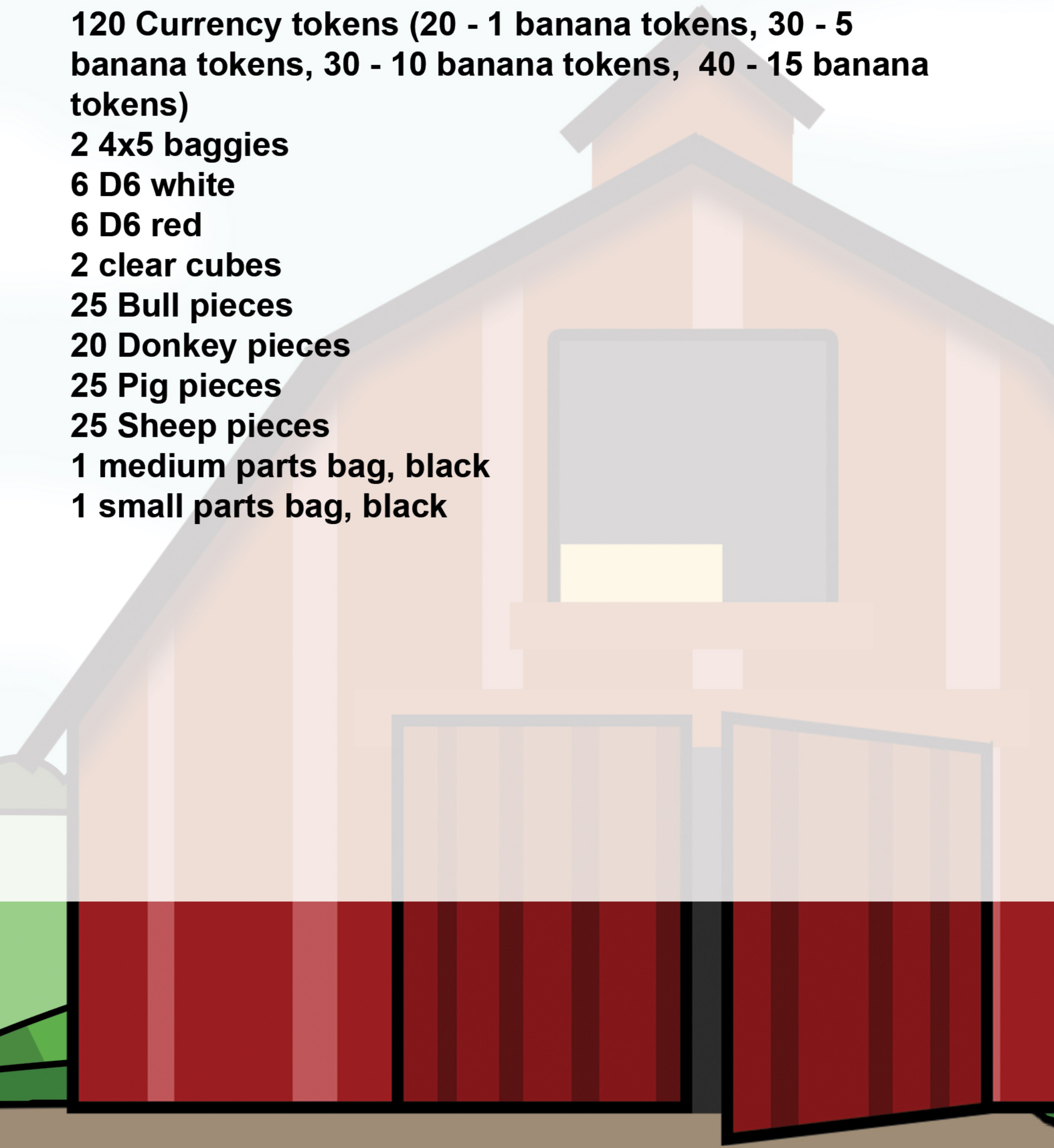
20 Donkey pieces

25 Pig pieces

25 Sheep pieces

1 medium parts bag, black

1 small parts bag, black



Overview:

Monkeys have taken over farms outside the small town of Nannersville. Take control of one of the leader monkeys and choose your path. Construct the Boom Nanners, build a bustling economy, or escape to space. The choice is all yours, should the other monkeys not get in your way...

Setting up:

1. Each player chooses a character and takes a screen, setting it up in front of them.
2. Give each player an actions card to be used for reference along with a 15 point coin.
3. Shuffle and then deal out two pastures cards to each player, face down. (do not include the airspace clearance cards at this time)
4. Shuffle the cards into their respective decks. Components and Pastures. (Shuffle the airspace clearance cards into the pastures deck)
5. Then place the pastures (face down) and component decks (face up) in the middle of the table.
6. Place the Farmer Clarence mat down in the middle of the table, using a clear cube to mark progress.

-The first player to go first is whoever acts like a monkey the best.

(without jumping on the table)

-Clockwise round direction.



-Victory types-

Rocket Launch - Collect the components by buying them and obtain the airspace clearance card (found in the pastures deck). 105 coins total to build a rocket and launch it.

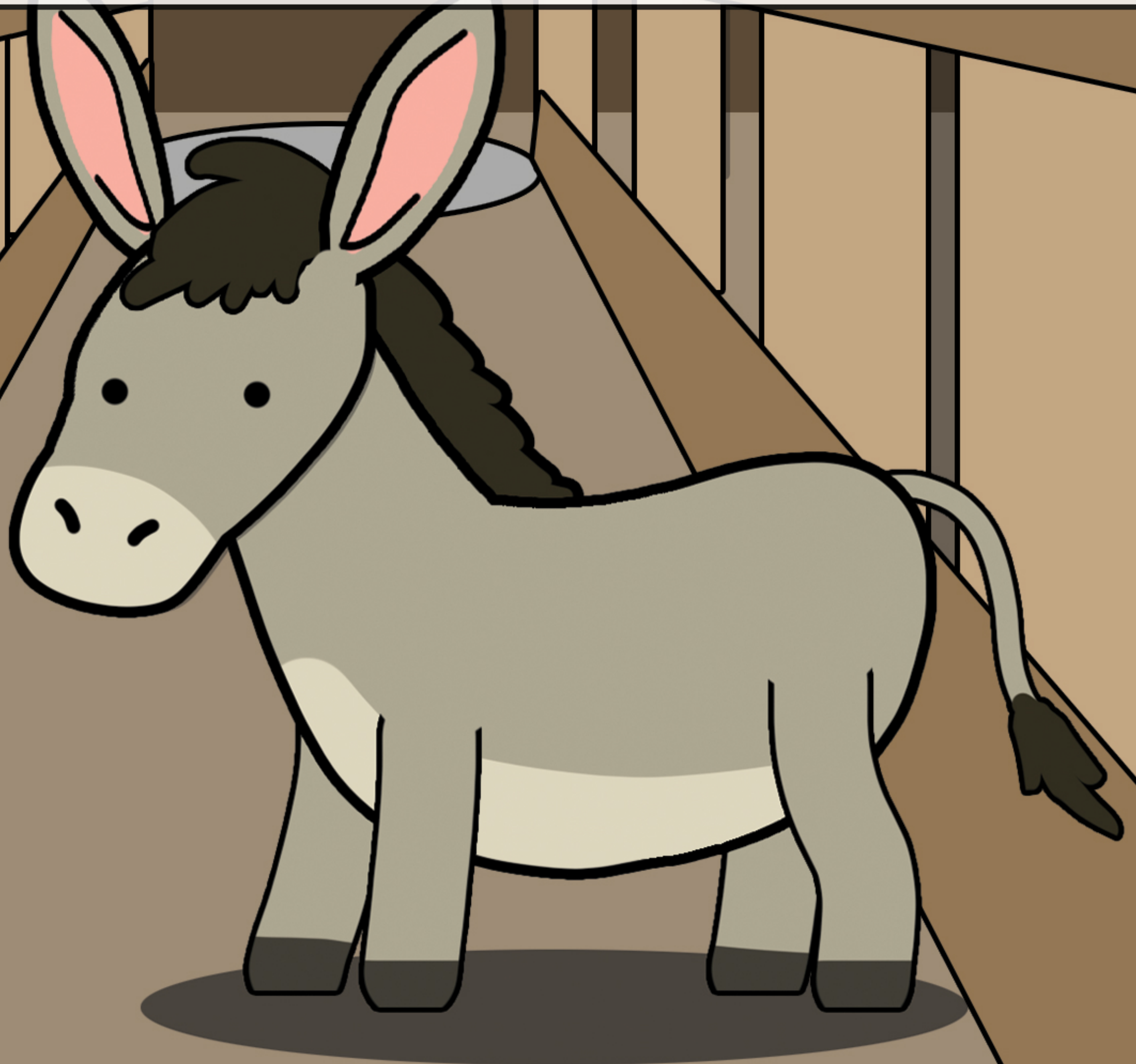
Strongest Economy - Accrue 200 in Coins.

Boom Nanners - Annihilate all farms in the area. Add 150 in coins to your score and subtract the total cost of all your farms. 90 coins total to build a boom nanners and launch it.

First to achieve any of these 3 conditions wins the game. In the event multiple people launch rockets or boom nanners; Rock, Paper, Scissors rules take effect.

Boom Nanners beats Economy beats Rocket Launch beats Boom Nanners

Once a player declares that they have achieved a win condition, all players complete the final round.



Actions: 2 actions per turn - Actions can only be used once per turn (see rulebook for expanded rules)

Passive Actions:

- Buy more pastures. (1 action) (Draw 2, select 1 to buy)
- Collect income from the pastures you own. (1 action)
- Buy component/s. (1 action) (Buy as many as you can afford)

Hostile Actions:

- Attack player/s. (1 action) (Expanded Play only)
- Roll to attack Farmer Clarence. (1 action)
- Launch Rocket or Boom Nanners. (1 action)

- Trade with another player. (Does not count as an action)

- Collect Animals. (1 action)(4 animals are free, your choice, per turn. Must have pasture for animal type) [You cannot collect animals and income on the same turn] (Expanded Play only)

On your turn, choose to do any 2 of the actions listed above. Taking note whether they are from expanded play or not.

Expanded play is detailed on the next page. Each action can only be used once per turn, for instance you cannot collect income twice on a single turn.

Pastures purchase price is listed on each card next to cost in orange. Same goes for components and the rare airspace clearance card.

Income is listed in green on each pasture card.

Farmer Clarence

Clarence is a growing fund that is available for the taking as long as you roll correctly. Buying Pastures and Components contributes to the growing fund. He defends his farm in waves of ever increasing difficulty. Using 2 dice, roll any number between the 2 numbers listed. Roll only once per turn. (don't forget to progress the cube upon successful dice roll.)

Upon defeating Farmer Clarence, take all currency/coins that were deposited here beforehand, resetting the fund.

If you lose, deposit half of your total money (coins).

Expanded Play

Building an Army & Attacking

Collect up to 4 animals free per turn; pay the pasture cost for additional units. Limit 1 free Donkey per turn (requires appropriate pasture).

Attacking

An attacking player needs at least 4 animals.

Attacker rolls red dice, defender rolls white. Donkeys grant bonus dice to both attackers and defenders. You may send any subset of your army — you're never required to commit all units, and you always roll at least 1 die.

Attacker rolls first, defender second. High rolls cancel low rolls (e.g., attacker's 5 beats defender's 3). Each unmatched die costs the losing side one unit.

Continue fighting until you win, retreat, or lose your army. Each target counts as one action — you may not switch targets mid-turn.

Victory

Take 1 pasture or component of the defeated player's choice, plus half their wealth.

No army?

The defender rolls 1 die per round until eliminated.

Immunity

2 rounds of immunity for players that just battled.

Farmer Clarence

Requires at least 2 animals to attack him and upon losing to him, discard 2 of your animals. Other Farmer Clarence rules still apply. (Immunity rules do not apply)

Buying animals does not contribute to the Farmer Clarence fund.

End Game

When someone declares their last turn, everyone finishes out the round.

Calculating points

Calculating points is determined by how many coins you have, listed below are the different win conditions.

Rocket Launch - Whoever launches a rocket wins the game, if more than one player launches a rocket, the person with the highest amount of currency takes the win.

Strongest Economy - Whoever accrues 200 coins wins the game.

Boom Nanners - The player to declare that they have launched a boom nanners is not the automatic winner. They gain 150 currency points and subtract the total cost of all their farms from their score. Then whoever has the most currency wins the game.

What happens if more than 1 player launches a boom nanners?

Each player takes a hit, gaining 150 points and subtracting the cost of their farms from their score.

Boom Nanners beats Economy beats Rocket Launch beats Boom Nanners

Example: Alice launches a rocket, Bob launches a boom nanners and Sam has the economy victory, who wins?

Ultimately, Alice wins, Bob in second and Sam in last. Boom nanners destroys the economy and the rocket escapes into space.