



RAMBA ZAMBA

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What a din! The worms wriggle contentedly in the puddles, completely oblivious to the chickens, who really aren't their friends ...
Meanwhile, the foxes chase the chickens – making the dogs bark and the chickens squawk!

CONTENTS

98 cards: 24 worms (12 x ♀ and 12 x ♂), 20 chickens (10 x ♀ and 10 x ♂), 16 foxes (8 x ♀ and 8 x ♂), 14 dogs (7 x ♀ and 7 x ♂), 11 haystacks, 10 pitchforks, 3 farmers

AIM OF THE GAME

The first player to collect five cards of one species (e.g., five worms) on the table in front of them wins.

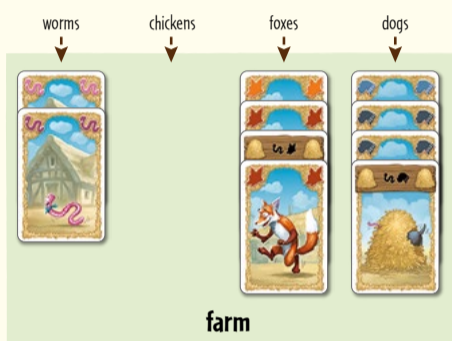
GAME SETUP

Shuffle the cards well and place them face down on the table as a draw pile.

Leave space for a discard pile beside this.

Each player draws three cards from the pile and holds them in their hand so that the other players cannot see them.

The space on the table in front of each of you is **your farm**.



This is where you should put the animal cards you play. Collect worms, chickens, foxes, and dogs in your farm in separate lines, and protect them with a haystack wherever possible. To help you keep track, place the line with the worms on the left, then the chickens to their right, the foxes beside them, and the dogs on the far right. When you add a new card to a line, always offset it slightly so that you can still see all of the symbols and how many cards you have.

HOW TO PLAY

The youngest player decides whether they want to start or will allow the oldest player to go first.

Play then continues in a clockwise direction. When it is your turn, play either one single card or a pair (i.e., the male and female of one species).

(In the two-player game, one further action is possible – this is explained overleaf.)

Take as many cards from the draw pile as you need to have three cards in your hand again.

If there aren't any more cards in the draw pile, shuffle the discard pile and place it face down as a new draw pile.



Play card(s)

Choose **one** of the three cards in your hand, then place it either in **your farm** or in **a neighbor's farm**.

Depending on the card you play, the following happens:



Worms

You always put the worms in **your farm**. Nothing happens when you do this.



Chickens

If you put a chicken in a farm, **the farm's owner**, i.e., you or your neighbor, must immediately **remove two worms** from their farm.



Foxes

If you put a fox in a farm, **the farm's owner**, i.e., you or your neighbor, must immediately **remove two chickens** from their farm.



Dogs

If you put a dog in a farm, **the farm's owner**, i.e., you or your neighbor, must immediately **remove two foxes** from their farm.

Note:

1. If there are not two animals of one species in a farm, the farm's owner instead only removes one animal (or potentially none at all).
2. You do not need to remove newly added animals if certain other animals are already in a farm

Put all of the cards that you remove from the farm on the discard pile.



Example:

Rico puts a fox in Barbara's farm (1). Since Barbara has a chicken in her farm, she puts it on the discard pile (2).

It is now Barbara's turn. She plays a fox and puts it in her farm (3). She doesn't need to remove the fox, even though there's a dog in her farm!





Haystack

Haystacks protect the animal cards that are **beneath** them in the animal line. So always put the haystacks in your own farm. If you put a haystack on your chicken pile, for example, the fox cannot get them.

However, you may only put a haystack on the animals shown on the haystack card (e.g., 🐔 and 🐔).

If you add more cards to a line later, they are **not** protected and can be removed if certain other cards are played.

You cannot put a haystack on top of another haystack.



Pitchfork

Use the pitchfork to remove **one top card of your choice** from an animal line in **a neighbor's farm**. You can then put this card on the discard pile together with the pitchfork card.

You may also use the pitchfork to remove a haystack – leaving the animal cards exposed (and unprotected!) again.



Farmer

Always play the farmer card by placing it on the discard pile. Each player – yourself included – **must** place up to two unprotected dogs (if available) from their farm on the discard pile.



Play a pair

Normally, you're only allowed to place one card in a farm at a time. However, if you have an animal pair (light and dark symbols) in your hand, you may place **both cards** in the appropriate line of your or a neighbor's farm. For **each** of these two cards, you then remove (up to) two cards from the next lowest species (worms for chickens, chickens for foxes, foxes for dogs).

Example: Rolf places a rooster and a hen in Lydia's farm (1). Lydia removes all three worms she has there (2). If she had four worms, she would have to remove all four of them.



END OF THE GAME

The game ends immediately once a player has five animals of one species in their farm. This player has then won the game!

TWO-PLAYER GAME

The standard rules apply with the following additional action:

Instead of playing one card or a pair, you may surrender two cards of an unprotected animal species **from your farm**. In return, you may remove one unprotected animal card **from your opponent's**

farm. Place the cards you've removed on the discard pile. **Do not** draw any additional cards at the end of your turn.

Example: Lydia surrenders two worms (1) and removes a dog from Rolf's farm (2). She does not draw any additional cards.



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