BAD KOALAS
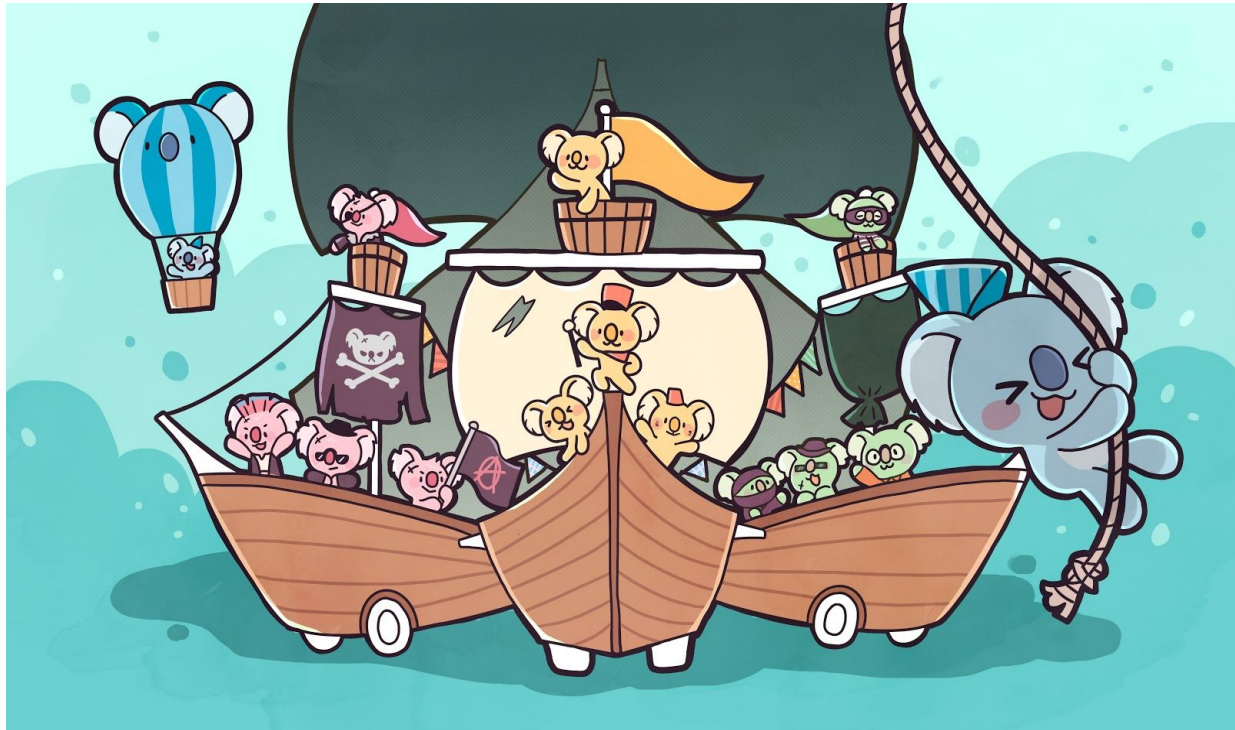A cooperative game for 1-4 koala cuddlers
10-15 minutes, all ages

The Koaladay Parade is here, and the koalas are smashing car windows, launching fireworks, and running amok in the street! Put the koalas into playpens for their own safety, or tranquilize them with eucalyptus leaves... before they riot and take over the entire city!

INTRODUCTION
Bad Koalas is fully-cooperative, which means all players win or lose as a team. The play area (communal for all players) consists of the parade and the 3 playpens. The parade contains four columns, one for each koala type.

Koalas are drawn from the koala deck and brought into the parade *awake* (vertically positioned). If a koala gets *tucked in,* it is turned horizontally.

PLAYPENS
Awake or tucked-in koalas can be moved to playpens via several card effects. Koalas in playpens are always considered to be awake, so if they are returned to the parade they come back awake. When koalas are moved into a playpen from the Parade, they are placed as a group into the playpen that has the **fewest** number of koalas in it. (If multiple playpens are tied for the fewest number of koalas, the active player decides which playpen to put them in.) Koalas don't need to be moved to a playpen to win the game, but keeping koalas out of the parade makes it easier to achieve your objectives.

[IMAGE: Play Area, Parade, Playpens, Koala deck, Player deck, awake koala, tucked in koala, pillows, decks, and discard pile.]

HOW TO WIN

Players win together when there are enough pillows in play, plus no awake koalas in the parade.

1 Player: 6 pillows are needed
2 Players: 7 pillows are needed
3 Players: 8 pillows are needed
4 Players: 8 pillows are needed

HOW TO LOSE

All players lose if any of the following conditions are met:
- if there are 15 or more awake koalas in the Parade
- if the koala deck is empty when a card is required to be drawn

SETUP

1. Place the 3 playpen tiles next to each other to the side of the play area.
2. Shuffle the player deck and set it **face-down** within reach of all players.
3. Shuffle the koala deck and set it **face-up** to the side of the play area. (The koala deck is always kept face-up so players can see the top card but not cards below it.)

4. Draw 5 koalas from the koala deck to be the starting koalas, and place them into their respective columns (sorted by type). Draw and place an *additional* koala for each starting koala that is a Leader.
5. Draw 3 koalas from the koala deck and place one on each of the 3 playpens. If any of them is a Leader, set it aside and draw a non-Leader koala to replace it. Then put the set-aside Leaders on top of the koala deck.
6. All players draw to their hand size (see below) from the face-down player deck. The player who has most recently misbehaved goes first.

HAND SIZE
- Solo or 2 player game: 5 cards
- 3 or 4 player game: 4 cards

TURN SEQUENCE
After the active player plays 2 player cards, 2 koalas are drawn from the koala deck and placed into the columns of the parade, organized by type. Then the parade area is checked for riots (see below), with the active player making any decisions about the order in which to resolve the riots. Then the next player takes a turn, and so on until the players win or lose.

- Play 2 cards from your hand. When resolving cards from your hand, you can still use the card even if you don't get the full effect. You may discard a card instead of playing it.
- Draw 2 face-up cards from the koala deck and place them one at a time into their appropriate columns.
- Each Leader drawn during this step brings an additional koala out.
- Check for riots. The active player resolves them in any order.
- The active player draws back to their hand size from the player deck.
- Repeat the turn sequence with the player to the left of the active player

RESOLVE RIOTS
A riot is triggered when 3 or more **awake** koalas of the same type are in the parade at the "check for riots" step of the turn sequence. Only one riot per column can trigger each turn. For example, if a riot is triggered in the Marching koala column (forcing 2 more koalas to come out)– the column can't trigger a second time, regardless of how many Marching koalas are there. But if 3 or more Marching koalas are **still** awake in the column during the "Resolve Riots" step of the **next** player's turn, there would be another riot there - columns with 3 or more awake koalas will continue to riot each turn.

RIOT EFFECTS
Each column triggers a unique consequence if that koala type riots. Most types of riots have the potential to trigger other riots, and chain reactions can quickly cause players to lose the game. If multiple riots would trigger, the player whose turn it is chooses the order in which they trigger, as well as any other decisions that need to be made.

Marching Koalas (yellow): Draw 2 koalas from the koala deck and add them to the parade. (Bring out an additional koala for each Leader drawn during this riot.)

Party Koalas (blue): Choose a column with tucked-in koalas and wake all of them. (Party koalas don't wake the Party column unless it is the *only* column with tucked-in koalas. If **all** koalas in play are awake then a new koala is drawn and it joins the parade.)

Jailbreaker Koalas (green): Release the koala on top of each playpen pile. (If a playpen is empty then first draw the top card of the koala deck and put it into the empty playpen. If any of the cards drawn in this way are Leaders, draw a different card and then put the Leaders back on top of the koala deck.)

Rebel Koalas (red): Draw 6 koalas and place 2 on top of each playpen. (If any of the cards drawn is a Leader, set it aside and draw another koala to replace it. Then put the Leaders on top of the koala deck.)

LEADERS

One koala of each type is a leader. A Leader who enters the parade from the koala deck (but not when returning from a playpen) brings an additional koala out of the deck with it. If there are multiple Leaders that emerge during a single draw, they each bring out an additional koala. If a Leader would ever go to a playpen directly from the koala deck, it is instead set aside, replaced with a new card from the koala deck, and then placed back on top of the koala deck once the effect has been resolved.

PLAYER CARDS

    • **Pillow:** [Play this horizontally above a column.] Move all tucked-in koalas from this column to the least-full playpen. (8 copies)

    • **Binky:** Choose a column with a Pillow. Tuck in all koalas in that column. (3 copies)

    • **Blanky:** Tuck in 1 koala in each column that already has a pillow. (3 copies)

    • **Eucalyptus Leaf:** Tuck in a koala in any column. (9 copies)

    • **Snuggle Party:** Choose any 3 koalas from the parade and/or from the top of a playpen. Move them into the least-full playpen.

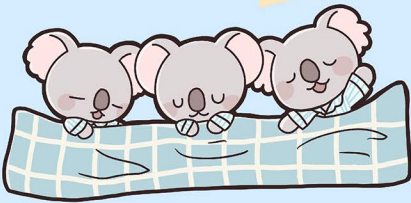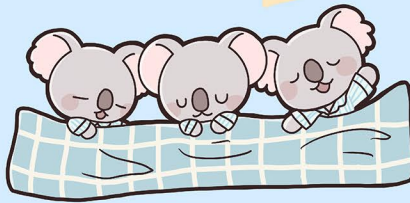Reshuffle the player deck if you run out of player cards during the game.
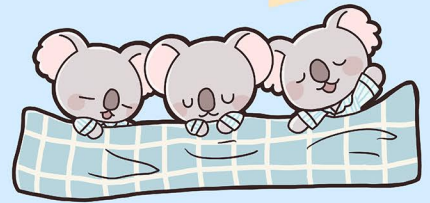
Binky

Binky

Binky

Blanky

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Snuggle Party

Snuggle Party

Snuggle Party

1 Eucalyptus Leaf
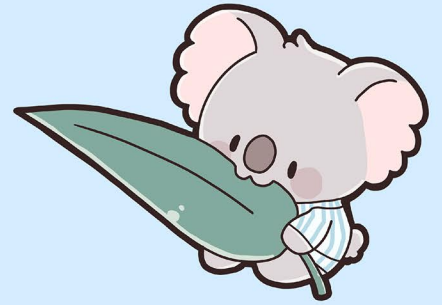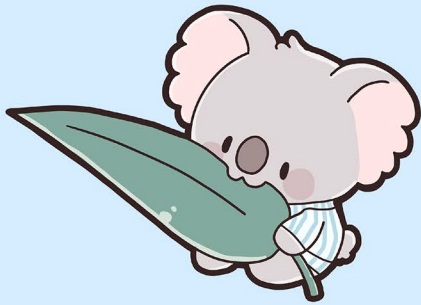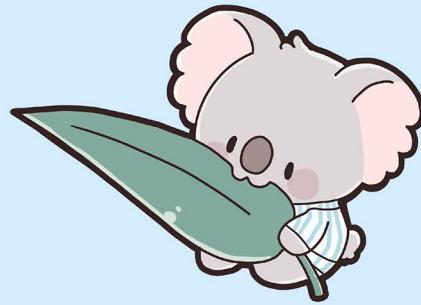
1 Eucalyptus Leaf

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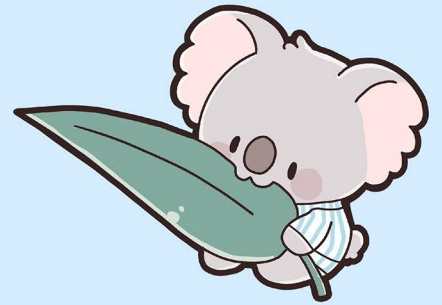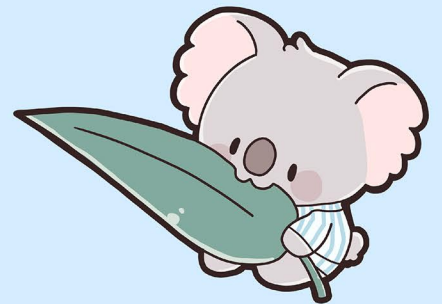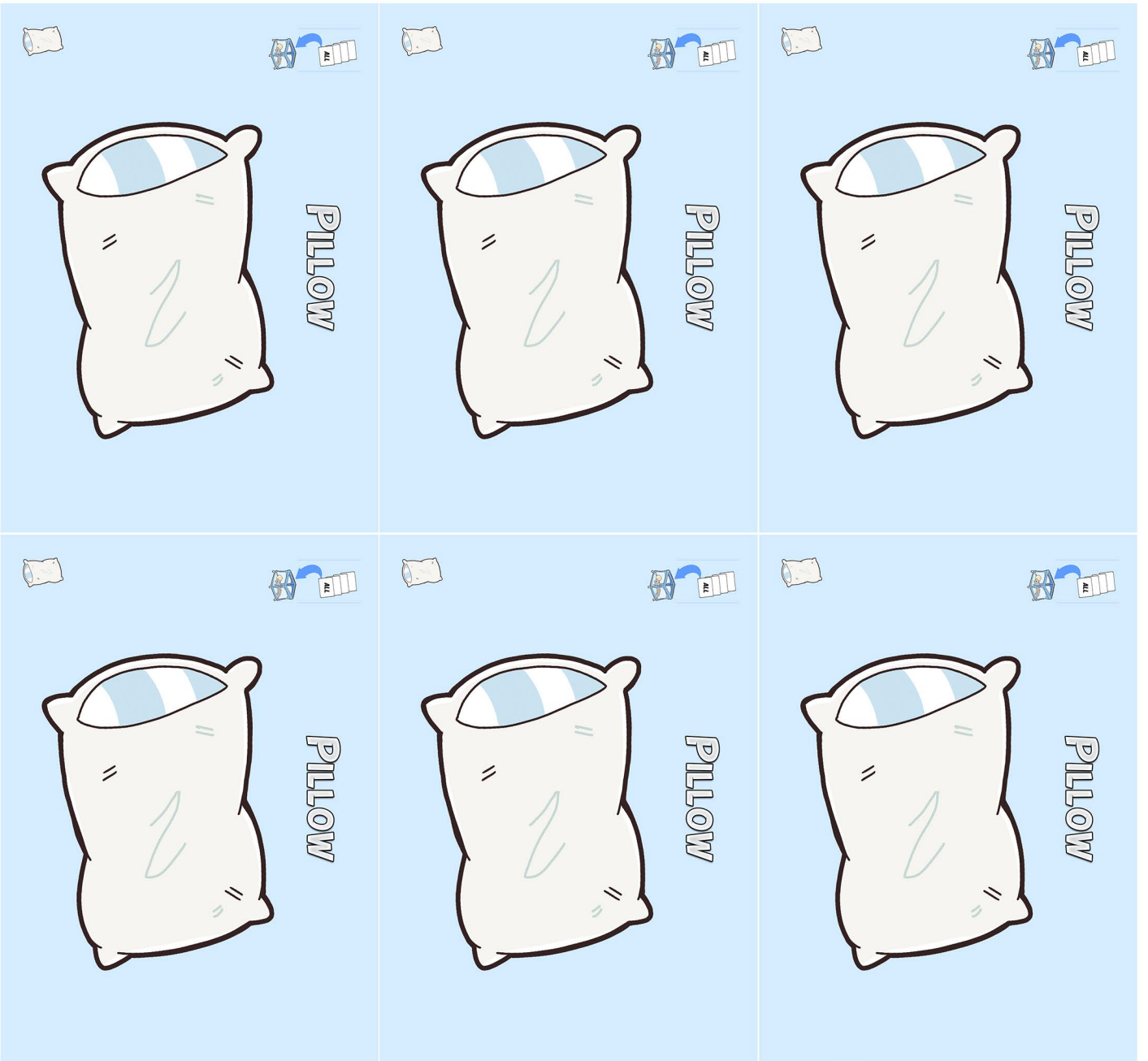
| KOALA TYPE	RIOT EFFECT
MARCHING KOALA	[RIOT: Draw 2 cards from the koala deck.] [Bring out an additional card for each Leader drawn.]
PARTY KOALA	[RIOT: Choose a column with tucked-in koalas. Wake all of them.] [You can't wake other Party koalas unless they are the ONLY tucked-in koalas.]
JAILBREAKER KOALA	[RIOT: Release all koalas from a non-empty playpen.] [You can't release a playpen that holds ONLY Jailbreakers, unless it is the only option.]
REBEL KOALA	[RIOT: Move 2 cards from the koala deck onto each of the playpens.] [Replace any drawn Leaders and then put them on top of the deck.]

Marching

Marching
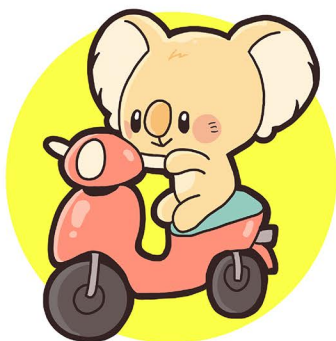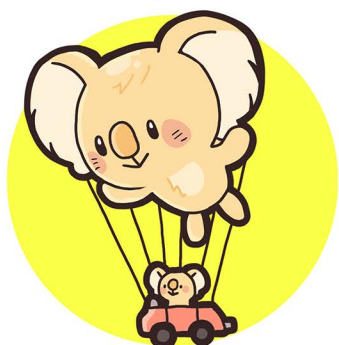
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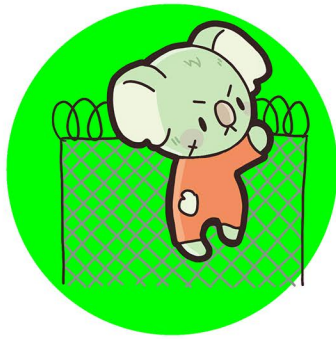
Marching

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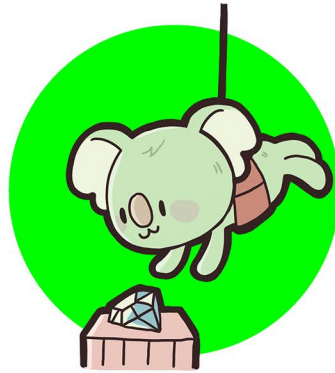**Marching**

Marching

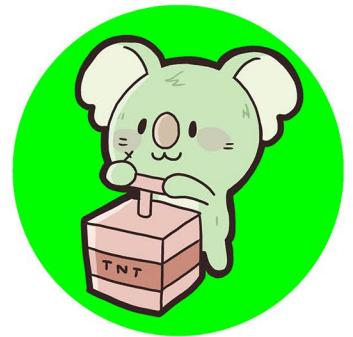**Jailbreaker** **Jailbreaker** **Jailbreaker**

Jailbreaker **Jailbreaker** **Jailbreaker**

Jailbreaker **Jailbreaker** **Jailbreaker**

Party

Party

Party

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Party

Party

Party

Party

Party

REBEL

REBEL

REBEL

REBEL

REBEL

REBEL

REBEL

REBEL

REBEL

Rebel Leader

+1

Party Leader

+1

Marching Leader

+1

Jailbreaker Leader

+1