



KING OF THE JUNGLE

The race to the throne is in the hands of the Kingmakers.

3–7 Players • Ages 8+ • 30–45 Minutes

1. Introduction

The honorable Lion King has died and left no heir. With the throne vacant, seven animals set off on a wild race through the jungle to determine who will become the next **King of the Jungle**.

In this game, you take the role of a **Kingmaker**, secretly backing three animals in the race. You don't control just one racer—instead, you'll use dice, special abilities, cards, and clever timing to influence the fate of **every animal on the board**.

But reaching the throne first isn't necessarily a good thing.

Hidden hyenas are waiting in ambush. The **first animal to reach the throne is eliminated**, making the second animal across the finish line the new King!

Players score points based on the final positions of their three secretly backed animals, along with bonus points earned by rescuing Animals in Distress and through other special effects.

When every active animal has completed the race, reveal your secret Backing Tokens and total your points.

The Kingmaker with the most points wins!

2. The Seven Racers

Seven animals compete for the vacant throne:

-  **Elephant**
-  **Hippo**
-  **Honey Badger**
-  **Giraffe**

-  **Gator**
-  **Tiger**
-  **Fox**

In the Full Game, each animal has a unique ability that is **always active**.

3. Components

The game includes:

- Jungle Race Board
- 7 Animal Racers
- 7 Animal Dice
- 1 White Wild Die
- Hyena Pack
- Hyena Movement Tokens
- Kingmaker Cards
- Kingmaker Backing Tokens
- Animal Event Cards
- Player Gambit Cards
- Animals in Distress Tokens
- Player Boards
- Fortune Teller Reference Card
- 7 Fortune Teller Tokens
- 2 six-sided Fortune Teller Dice
- Rickety Bridge pieces
- Additional hazard/status markers as required

Final component quantities can be added once production counts are established.

4. Setup

4.1 Prepare the Jungle

Place the Jungle Race Board in the center of the table.

Place all **7 animal racers** on their designated starting locations.

Place the hyenas on their starting location behind the animals.

Shuffle the Hyena Movement Tokens and place them face down near the board.

Place Animals in Distress on their designated board spaces.

Assemble the three sections of the Rickety Bridge.

Place the Fortune Teller components beside the Tiki Hut.

4.2 Prepare the Cards

Shuffle the following decks separately:

- Animal Event Cards
- Player Gambit Cards
- Kingmaker Cards

Place them within reach of all players.

4.3 Choose Your Kingmaker

Each player receives one Kingmaker Card.

Each Kingmaker has a unique **once-per-game ability**.

Keep your Kingmaker face up.

4.4 Secret Backing Tokens

Shuffle the **Kingmaker Backing Tokens** face down.

Each player randomly takes **one token** and secretly looks at it.

Every Backing Token displays **3 of the 7 animal racers**.

Those are the three animals you are secretly backing.

Keep your token hidden until final scoring. You may look at it at any time.

4.5 Determine the First Kingmaker

Each player rolls the White Wild Die.

Only numerical results count. Reroll **Catch Up** or **Scare Back**.

The player with the highest numerical result goes first. Tied players reroll.

Play proceeds clockwise.

5. Object of the Game

Your goal is to score the most points by guiding your three secretly backed animals toward valuable finishing positions while earning additional bonuses during the race.

You are free to move **any active animal**, whether you are secretly backing it or not.

This means your intentions can remain hidden throughout the race.

6. Round Overview

At the beginning of a round, gather all dice belonging to active racers plus the White Wild Die.

The first player rolls the entire available dice pool.

Players then take turns:

Roll → Choose → Resolve → Remove/Retain → Pass

As dice leave the pool, players have fewer options.

When only **one die remains**, the Hyena Phase occurs instead of another normal turn.

After the Hyena Phase, all eligible dice return to the pool and a new round begins.

The player who **would have taken the next turn** becomes the first player of the new round.

7. Taking a Turn

On your turn:

Step 1 — Roll

Roll all currently available dice.

Step 2 — Choose

Select **one legal die result**.

Step 3 — Resolve

Resolve its movement or special effect.

Step 4 — Check the Crown

If the selected die shows a:

 **Crown — the die remains in the pool.**

Otherwise:

Remove the die from the pool for the remainder of the round.

Step 5 — Pass

Pass the remaining dice to the next Kingmaker.

That player rerolls all available dice and takes their turn.

8. Animal Dice

Each animal has its own corresponding die.

Selecting an Animal Die normally moves that specific racer according to the result.

Crown

If the result contains a Crown, resolve the movement normally but **keep the die in the pool**.

Fear

A result displaying **Teeth/Fear** moves that animal **backward** by the indicated amount rather than forward.

After resolving Fear, that animal receives **1 Animal Event Card**.

Removed Racers

When an animal finishes or is eliminated, remove its Animal Die from the game.

9. The White Wild Die

The White Wild Die isn't assigned to any particular animal.

Its six unique faces are:

Result	Effect
Catch Up	Move an eligible animal forward to the next closest active animal.
3	Move any active animal forward 3 spaces.
5	Move any active animal forward 5 spaces.
7	Move any active animal forward 7 spaces.
 10	Move any active animal forward 10 spaces and earn a Gambit Card.
Scare Back	Move an eligible animal backward to the next closest active animal.

9.1 Catch Up

Choose an animal with another active racer ahead of it.

Move it forward to the space occupied by the **next closest active animal**.

If there is no animal ahead, that animal cannot be selected.

9.2 Scare Back

Choose an animal with another active racer behind it.

Move it backward to the space occupied by the **next closest active animal behind it**.

Because this is a Fear effect, the affected animal also receives **1 Animal Event Card**.

If there is no animal behind it, that animal cannot be selected.

9.3 The Wild 10

The 10 is the most powerful White Die result and contains a **Crown**.

When selected, choose:

Move & Draw

Move any active animal forward **10 spaces** and draw **1 Player Gambit Card**.

Because of the Crown, the White Die remains in the pool.

Recharge Your Kingmaker

If your Kingmaker ability has already been used, you may sacrifice the 10 instead.

- Do not move an animal.
 - Do not draw a Gambit.
 - Reactivate your Kingmaker ability.
 - Remove the White Wild Die from the pool for the remainder of the round.
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10. Legal Die Results

A die result may only be selected if its effect can legally be resolved.

For example:

- Catch Up requires another active animal ahead.
- Scare Back requires another active animal behind.
- A finished or eliminated animal cannot be moved.

If an animal leaves the race, its Animal Die is removed and no longer participates in subsequent rounds.

11. Moving Through the Jungle

Animals may freely **pass one another**.

Multiple animals may occupy the **same space**.

Unless a rule specifically says otherwise, movement follows the connected paths printed on the board.

When an animal reaches a fork or alternate route, the **active player moving that animal chooses which path it takes**.

12. Hazards & Special Spaces

Hazards trigger **only when an animal ends its movement on that space**.

Passing over a hazard does not activate it.

The board includes effects such as:

- 🍌 Banana
- Mud
- Water
- Quicksand
- Alternate paths
- Rickety Bridge
- Tiki Hut/Fortune Teller

The final rulebook's Board Legend will show the established effect of each symbol.

13. Animal Abilities

Animal abilities are always active during the Full Game.



Elephant — Mighty Carrier

The Elephant ignores movement penalties caused by carrying Animals in Distress.



Hippo — Mud Master

The Hippo ignores Mud and Quicksand penalties.

Honey Badger — Too Tough

The Honey Badger survives the first time the hyenas catch it.

Mark the first attack. If the hyenas catch the Honey Badger a second time, it is eliminated.

The hyenas still stop after the first attack.

Giraffe — Long Reach

The Giraffe may rescue an Animal in Distress from **1 space away**.

Gator — Water Surge

The Gator receives its special **+3 movement benefit** after Water, as established by the board effect.

Tiger — Predator Sprint

The Tiger may use its Catch Up ability to reach the next active animal ahead, up to a maximum movement of **5 spaces**.

Fox — Trailblazer

The Fox may enter a branching trail from **1 space away**.

14. Animals in Distress

When an animal **ends its movement** on a space containing an Animal in Distress, it rescues that animal.

Take the Distress Token and place it with that racer on **your player board**.

The player who made the rescue owns that Distress Token for scoring purposes.

Carrying Penalty

An animal may carry a maximum of **5 Distress Tokens per player board**.

When you move an animal carrying your rescued Distress Tokens:

- **1 token:** -1 movement
- **2 or more:** -2 movement maximum

The Elephant ignores this penalty.

Successful Rescue

If the carrying animal crosses the finish line in **any finishing position**, its associated Distress Tokens score their printed bonus points.

If the animal is eliminated before finishing, those Distress Tokens are discarded and score nothing.

15. Animal Event Cards

Animal Event Cards represent positive opportunities that help racers recover after being frightened backward.

An animal receives **1 Animal Event Card** whenever it is moved backward by a Fear effect.

Place the card face up with that animal.

There is **no limit** to the number of Animal Event Cards an animal may accumulate.

Using an Event Card

The player currently moving that animal controls its available Animal Event Cards and may play one whenever its effect is legally applicable.

Only **one Animal Event Card** may be played at a time.

After resolving the effect, discard the card unless its text says otherwise.

16. Player Gambit Cards

Player Gambit Cards belong to the individual Kingmaker.

A player earns one when they select the 🏰 **10 White Wild result** and use it for movement.

There is **no hand limit**.

Playing Gambits

- Only one Gambit may be played at a time.
 - A Gambit **cannot be played during the same turn in which it was earned**.
 - Follow the timing printed on the individual card.
 - Some Gambits may therefore be played during another player's turn.
 - Discard a Gambit after resolving it unless stated otherwise.
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17. Kingmaker Abilities

Each Kingmaker has a unique ability.

Kingmaker abilities:

- May be played **at any time**, including during another player's turn.
- May normally be used **once per game**.
- Can be reactivated by sacrificing a White Wild 🦊10.

Individual Kingmaker Cards may include additional instructions or restrictions.

18. The Tiki Hut & Fortune Teller

When an animal visits the Tiki Hut, it may consult the Fortune Teller.

Each animal may visit the Fortune Teller **only once per game**.

Consult the Fortune Teller

1. Roll **2 six-sided dice**.
2. Add the results.
3. Find the corresponding **2–12 result** on the Fortune Teller Reference Card.
4. Take that animal's Fortune Teller Token.
5. Place it on the rolled result.

The animal now possesses that Fortune.

Using a Fortune

The player currently moving that animal may activate its Fortune when applicable.

After use:

Discard the Fortune Teller Token.

Even after its Fortune has been used, that animal **may not visit the Fortune Teller again.**

19. The Rickety Bridge

The Rickety Bridge offers a dangerous shortcut across the river.

Reaching the Bridge

An animal does not need exact movement to reach the bridge.

The active player may choose to **stop at the entrance**, forfeiting any remaining movement.

Crossing is not attempted immediately.

Attempting to Cross

The next time that animal is moved, the player may use the animal's entire action to attempt the bridge crossing.

Resolve the established Rickety Bridge challenge.

Success

If successful:

- Cross the river.
- Place the animal on the designated space on the opposite bank.
- End its action.

It begins its next turn from there.

Failure

If unsuccessful:

- The animal falls into the river.
- Move it to the designated downstream exit.
- End its action.
- Remove **1 Bridge Board**.

Bridge Collapse

The bridge begins with **3 Bridge Boards**.

Each failed attempt removes one.

After the **third failure**, the bridge is destroyed and permanently closed.

No other animals may attempt to cross.

20. The Hyena Phase

The hyenas remain behind the racers throughout the game, waiting for their opportunity to strike.

When only **one die remains in the dice pool**, players do not take another normal turn.

Instead:

1. Reveal the top Hyena Movement Token.
2. Move the hyenas forward the indicated number of spaces.
3. Resolve any animal they reach.
4. Discard the Hyena Movement Token.

Catching an Animal

If the hyenas reach or pass an animal:

- Eliminate that animal.
- Remove its Animal Die.
- Discard its unused Animal Event Cards and Fortune.
- Discard any Distress Tokens associated with it.
- The hyenas immediately **stop on that space**.

Unused hyena movement is lost.

An animal eliminated by the pursuing hyenas scores **0 points**.

Multiple Animals

If multiple animals occupy the space reached by the hyenas:

All animals on that space are eliminated.

Prevented Elimination

If Honey Badger or another protective effect prevents an elimination, the hyenas **still stop on that space**.

Running Out of Hyena Tokens

If all Hyena Movement Tokens have been used, the hyenas no longer move for the remainder of the game.

21. Finished & Eliminated Animals

Once an animal finishes or is eliminated, it is no longer an **active racer**.

It:

- Cannot move
- Cannot be targeted by dice
- Cannot receive or use Animal Event Cards
- Cannot use a Fortune
- Cannot normally be targeted by Kingmaker abilities or Gambits
- Does not count for Catch Up
- Does not count for Scare Back

Any unused Event Cards or Fortune associated with that animal are discarded.

22. Reaching the Throne

Animals do **not** need exact movement to finish.

When an animal reaches or passes the finish line:

1. Immediately end its movement.
2. Ignore excess movement.
3. Place it on the **next available finishing space**.

But the first finisher is in for a surprise...

23. The Ambush!

Normally, the first animal to reach the throne would become King.

Not in this jungle.

The first animal across the finish line is **ambushed by hidden hyenas and eliminated**.

That animal receives only:

1 Point

The next animal to finish becomes the new King.

24. Finishing Positions & Points

Under normal circumstances:

First to Finish

 **Ambushed — 1 point**

Second to Finish

 **KING — 5 points**

Third to Finish

 **DUKE — 3 points**

Fourth to Finish

 **AMBASSADOR — 2 points**

All Other Animals That Finish

1 point

Animals eliminated by the pursuing hyenas before reaching the finish score:

0 points

25. King's Favor

King's Favor is a special Player Gambit that can change the normal succession.

If King's Favor saves the first animal from the throne ambush:

First finisher

 **KING — 5 points**

Second finisher

DUKE — 3 points

Third finisher

AMBASSADOR — 2 points

All subsequent finishing animals receive the normal remaining score.

The saved animal is considered to have successfully finished the race.

26. End of the Game

Continue playing until **every active animal has crossed the finish line**.

Animals previously eliminated by the pursuing hyenas are ignored.

Once the final active racer finishes, the game ends.

27. Final Scoring

Reveal all **Kingmaker Backing Tokens**.

Each player scores the finishing-position points earned by the **three animals shown on their secret Backing Token**.

Then add any personal bonus points earned during the race, including:

- Successfully rescued Animals in Distress
- Gambit Card bonuses
- Other special scoring effects

The Kingmaker with the **highest total score wins**.

28. Tiebreakers

If two or more Kingmakers are tied:

First Tiebreaker

The player who successfully rescued the **greatest number of Animals in Distress** wins.

Second Tiebreaker

If still tied, the player who earned the **most total points from Animals in Distress** wins.

If players remain tied after both tiebreakers, they **share the victory**.

29. Junior Mode — Ages 5–6

Junior Mode introduces younger players to the jungle race without the more advanced strategy systems.

Focus on:

- Rolling dice
- Choosing an animal
- Moving animals
- Racing through the jungle
- Chasing hyenas

Remove most:

- Cards
- Kingmaker abilities
- Advanced scoring
- Special animal powers
- Fortune Teller strategy

The goal is a fast, colorful race built around simple choices.

30. Family Mode — Ages 6–8

When players are ready for more strategy, add:

- Secret three-animal Backing Tokens
- Alternate paths
- Board hazards
- Animals in Distress
- Finishing-position scoring
- Additional board features

Leave out the more advanced card systems as needed.

31. Full Kingmaker Mode — Ages 8+

Use the complete rules:

- Secret Backing Tokens
- Seven unique Animal Abilities
- White Wild Die
- Kingmaker Abilities

- Animal Event Cards
- Player Gambit Cards
- Fortune Teller
- Animals in Distress
- Hazards
- Alternate paths
- Rickety Bridge
- Hyena chase
- Full scoring

This is the complete **King of the Jungle** experience.