

ROAR AND WRITE!

AN
ANIMAL
KINGDOMS
GAME
BY CARLA KOPP

1–100 players | 15–20 minutes | Ages 8+

The Animal Kingdom Selection Council has convened to choose their new ruler, and it's up to you to appease the five council members in order to win that title. The catch... each council member prefers different offerings, so you must choose wisely as you can only appeal to one of them each Age.

Roar and Write is a competitive press-your-luck game about impressing different members of the selection council, garnering favor throughout the five kingdoms, and completing your own personal objectives to rise to the top of the selection council's choices for the new ruler of the Animal Kingdoms.

Can you impress the Selection council enough so they choose you over all competing candidates?

COMPONENTS



**1 scorepad with
personal agendas**



12 Council Member cards



6 dice

HOW THE GAME WORKS

Roar and Write is played over 5 ages, and in each age a communal pool of 6 dice is rolled three separate times. You'll select dice in order to make offerings to members of the council and gain favour in the 5 kingdoms, ultimately trying to meet a council member's unique preferences (such as a certain sum, all 1's, only odds, etc).

The more selection council members you appease throughout the 5 ages, the more you are rewarded. The sooner you write down your last council offering of the age the better. But don't forget your own needs too! Fulfilling your own personal agenda will boost your score as well.

At the end of the 5th Age, your personal agenda is revealed, scores are tallied, and the new Monarch is revealed!

GAME SETUP

First, choose a difficulty level for the game. If this is your first game, play on either **Easy** or **Medium**.

Difficulty	Selection Council Members
Easy	Okapi, Tiger, Frog, Wolf, Red Panda
Medium	Okapi, Lizard, Frog, Wolf, Red Panda
Hard	Tiger, Lizard, Frog, Wolf, Red Panda

Next, choose one representative card from each of the chosen species to form the selection council, and place them where everyone can see them.

The council member cards are double-sided with a different species on each side. The species are paired as follows:

**Red Panda
and Okapi**



**Tiger
and Lizard**



**Wolf
and Frog**



Here is an example selection council on medium difficulty:



Finally, place the six dice in the middle of the table.

PLAYER SETUP

Take a writing utensil and a score sheet with your personal agenda located in the bottom-left.

GOAL

The goal is to have the most prestige points at the end of the game, and you earn points for the following:

- Appeasing a selection council member each age
- Filling the council offerings before the final roll
- Appeasing different council members
- Fulfilling your personal agenda
- Gaining the favor of the kingdoms



AGE STRUCTURE

In each age, you'll write down up to 6 dice values from three separate rolls. You only have 6 council offering spots per age, and once you write down a value you cannot change it.

To begin, choose a player to roll all 6 dice to form the first communal dice pool. You may then choose up to 6 of the dice values to write in your council offering spaces for this age.

Note: Players can share dice values, but each player can only write a chosen value once.

KINGDOMS

You may write down one unused die value **per roll** in the Kingdom section of your score sheet as long as it meets that kingdom's decree (see Kingdom Scoring below).

You can also write additional values into the kingdoms section. If you do, write an 'X' (which counts as no value) in a council offerings space for that age for each additional value you write in a kingdom.

You can continue to write one value per roll into your kingdoms even if you have written down all council offerings for this age.

When everyone is ready, roll the 6 dice and repeat this whole process for a second time, and then a third.

You will score an early appeasement bonus depending on when you fill in all 6 council offerings. If you accomplish this after the first roll, circle the 4 bonus points. If you did it after the second roll, circle the 2 bonus points; and after the third roll, 0 points.

You now choose a council member to appease by writing their letter in the letter column. Score points by comparing your 6 offerings against this council member's scoring condition, and write this result in the round prestige column.

You can choose the same council member in multiple ages, and multiple players can choose the same council member as well.

Add round prestige points and early appeasement points to find the total prestige points scored this Age, and write it in the total column. You can also track your ongoing total, by adding together your scores from all completed ages.

The game continues for a total of 5 ages. In each age you'll follow the same steps: roll the 6 dice three times, each time writing down council offerings and kingdom values.

KINGDOM SCORING

When writing numbers into a kingdom, you must meet that kingdom's requirements, listed on their decree.

Kingdoms Requirements:

Each Kingdom has a different decree you must follow when writing numbers in that kingdom:

- **Same:** All the values written here must be the same.
- **2 Pairs:** The values must form 2 pairs. For example, 2, 2, 5, and 5.
- **Small to Big:** Each value you write here must be higher than the last (follow the arrows). For example, 2, 3, 4, 5, 6.
- **Big to Small:** Each value you write here must be lower than the last (follow the arrows). For example, 6, 5, 4, 3, 2, 1.
- **Any Value:** There are no restrictions on values here.

If you write a value in every space of a kingdom, circle the prestige points listed above that Kingdom's decree.

END OF THE GAME

After the 5th age is complete, it is time to total up all of your prestige points.

- Determine your ongoing total from the 5 ages (round prestige plus early appeasement bonuses)
- Reveal your personal agenda, and score it using **all** the values in your council offerings section. You will score points depending on how many times a certain number, as well as a certain pair, appears across all of your council offerings.
- Circle the prestige point bonus corresponding to the number of **different** council members' letters you wrote in the letters column.
- Finally, add together the prestige point values from any kingdom that you completed.

Add these scores up to get your grand total. Whoever has the most prestige points is crowned the new

PLAY EXAMPLE

Age Example:

The first roll of Age one gives these results: 1, 1, 2, 4, 5, 6.

Josephine writes down 1, 1, 2, 4, 5, 6. She circles the 4 in the early appeasement section as she has filled her council offerings on the first roll. She chose not to write a number in a Kingdom as she used all the values as council offerings.

Ananda writes down 1, 1, 4, as he is aiming to appease council members that prefer the same value, or triples. This takes up his first three council offerings spots. He does not circle any early appeasement points at this time, but he does choose to write a 2 in the kingdom with the "same" decree.

The next roll gives the following: 1, 2, 2, 2, 4.

Josephine has no council offerings spaces so she does not write any values there, but she does write down a 1 in the Kingdom with the "any" decree.

Ananda now has a choice: he can write down 2, 2, 2 in the council offerings section, completing one set of triple values, as well as circling 2 for an early appeasement bonus

OR he could write down 1, and 4 and hope a 4 is rolled on the last roll resulting in two sets of triples. In either case, Ananda could write down a 2 in the Kingdom with the "same" decree using the unused 2.



SOLO GAME

The Solo Game is played the same as the multiplayer game, except that you will earn a title based on your overall score!

Players in the multiplayer can also take the titles, if they wish.

SCORING TITLES

Your final score determines your victory title.

0 TO 59 POINTS: Exiled from the Kingdoms

Please try harder next time, the animals are honestly embarrassed.

60-69 POINTS: Court Jester

You didn't become Monarch, but at least you get to entertain the new Monarch on a daily basis! That's something, right?

70-84 POINTS: Council Member from the Arctic Kingdom

You didn't become Monarch, but you get a seat on the Council from the Arctic Kingdom! It's not the best, as it's cold, snowy, and dark a lot of the time, but at least you're somebody!

85-94 POINTS: Council Member from the Ocean Kingdom

You didn't quite make it to Monarch, but this is the next best thing! You now control the Ocean Kingdom, which is the best as it has all the beaches.

95+ POINTS: Monarch

You are the new Monarch! The Kingdoms are yours to rule as you please.

MISSION MODE

You can also play Solo using missions, which require you to both beat a certain score AND meet a mission requirement. You must do both to move on to the next mission.

Mission Number	Necessary Score	Additional Requirements
1	90+	Score the same council member twice AND completely fill in two Kingdoms
2	92+	Score all 5 council members AND fill in the largest Kingdom
3	94+	Completely fill at least 3 Kingdoms
4	96+	Completely fill at most 1 Kingdom
5	98+	Completely fill all Kingdoms



CREDITS

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