

- When playing with 2 players, the rules changes a little. See the last section for details.
- Detailed rules and exceptions are explained in the Q&A section. Please visit the official website.

1. Game Overview **The player who gathers the most friends (animals) wins!**



- The player with the most animals is the winner!
- There are three types of animals: Otter, Booby, Wani
- Each card shows a different number of animals. (The number of animals = animal illustrations on the card)

This Otter card counts as 2 animals.

Even the same animal card can show a different number of animals.



2. Setup * The player who most recently visited a zoo goes first. If you can't decide, play rock-paper-scissors.

- First, decide who will be the starting player (*) and deal cards to each player.
- Before dealing, don't forget to place 3 cards face down in the center of the play area.
- The number of cards dealt depends on how many players there are. (Check the chart on the below)
- Set any remaining cards aside for now.

# of Players	Cards Dealt	Cards Left
2 players	11 cards	7 cards
3 players	7 cards	8 cards
4 players	6 cards	5 cards
5 players	5 cards	4 cards

① Place 1 card of each animal face down in the center of the play area.



② Deal cards face down to each player. (For 3 players, deal 7 cards each.)



③ Each player organizes their hand by grouping cards by animal type. (You don't need to arrange them by card values.)

Please rest assured that...

Components are mostly language independent.

Wani-Wani Gang is **Wonderful & Nifty Game!**

3. Round Flow **Collect animal friends from other players by rolling the dice!**

◆ **What the active player(*) does** * Play starts with the starting player, going clockwise

① Roll 3 dice



② Split the dice into 2 groups to decide the "Link Numbers"



- Choose to split the dice into "2" and "3 + 4."
- Each group's total becomes a Link Number. In this case, your Link Numbers are 2 and 7 (3+4).

◆ **What the other players do** (Starting from the player on the left, going clockwise)

③ Check if you have a card in your hand with the same card value as one of the "Link Numbers"

If you do

➡ Choose **one** matching card (even if you have multiple) and give it to the active player.

If you don't

➡ Say "None!" and pass the check to the next player.



Example: Player B's hand



④ Then, repeat the check clockwise with the other players.

- **Once a Link Number has been used, it won't be used again in later checks.**
- When every other player has finished their check, the active player's turn ends.
- The next player clockwise becomes the new active player and takes their turn. (Go back to Step ①: Roll 3 dice)
- The active player places any cards they received **face up** in front of them. (These are now their "Collected Cards".)



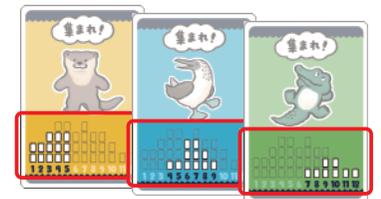
The other Link Number is 7... Fortunately, I don't have a 7. "None!"



Example: Player C's hand

[Tips for choosing Link Numbers]

- Each animal type has a different range of card values:
Otter: 1~5 Booby: 4~9 Wani: 7~12
- You can see from the card back which animal type other players are holding. Try to guess their numbers to improve your chance!
- You can also use the cards already collected as clues.
- There are many hints hidden in the game. Experiment and find your own strategy!



The back of each card shows the value range for each animal. White areas indicate that one card exists for that value.
EX: [4] card
→ 3 Otter cards and 1 Booby card

4. Round End Condition **Round is over when someone runs out of cards**

- As soon as **any player has no cards left**, the rounds ends immediately.
- The round ends even in the middle of a turn, so be careful!
(If there are any remaining Link Numbers, you don't perform checks for them.)

If your hand is empty ➡ Discard one of your collected card **with the most animals** on it.

If you have any cards ➡ Place the cards in your hand **face down** in front of you
(Each card in your hand count as 1 point)

5. Score Calculation **The number of animals on your collected cards = your score**

- The total number of animals shown on your collected cards is your score.
- The card value don't affect your score.

◎ Player with **1 or more cards** left in hand...

A I collected 4 cards and still have 2 cards in my hand. My total score is 14 points!

Cards collected from other players: 1 pt, 2 pt, 3 pt, 2 pt, 4 pt

Remaining in hand: 1 pt, 1 pt

◎ If your hand is **empty**...

B I collected 5 cards, but I ran out of cards... My 3-animal card has the most animals, so I have to discard it. My total score is 10 points!

Cards collected from other players: 2 pt, 3 pt, 3 pt, 2 pt, ~~3 pt~~

Remaining in hand: 0 cards

6. Special Abilities **Use your collected cards' special abilities wisely to aim for victory!**

- Some cards have special abilities that you can use once you've collected them. Use them wisely to gain an advantage!
- You can use each ability **only once**. Turn the card sideways when you use it.
- Using the card's ability won't reduce your score, so feel free to use it anytime!
- Unused abilities at the end of the round are fine. There is no penalty. Use them only when you want to.



Otter: Reroll one die

- Use during your turn in step "① Roll 3 dice".
- After rolling, choose one die and reroll it once.



Booby: Add +2 to a die

- Use during your turn in step "① Roll 3 dice".
- After rolling, choose one die and add +2 to its value
- Special rules for 5 and 6. If the die shows 5 -> change to 1. If the die shows 6 -> change to 2.



Wani: Skip the check

- Use this ability during another player's turn when it's your turn to be checked.
- You skip the "Check" step. Don't reveal or give any cards. Pass the check to the next player.

7. Other Rules **Roll triples and guess any number you think other players have!**

[Triple Bonus] If you roll three of the same number, a special bonus is activated.

- Instead of splitting the dice into two groups to make your "Link Numbers," you may choose any number from 1 to 12 as your Link Number.
- This bonus also activates if you use the Booby's ability to change your dice so they all show the same number.
- You can still play as normal and split the dice into two numbers if you prefer.

8. Preparing for the Next Round **Gather all cards, shuffle them well, and deal them out again.**

- Gather all cards, shuffle them well, and deal them out again.
- Don't forget to include the 3 face-down cards in the center, and any leftover cards that were set aside.
- The next starting player is the one with the lowest total score.
(If there is a tie, the starting player is the one who took their turn last.)

9. End of the Game & Winner **After 3 rounds, the player with the highest total score wins!**

- Play from 2. Game Setup to 5. Scoring as one round.
After 3 rounds, the player with the highest total score is the winner!
- If there is a tie, the winner is the player who took their turn latest in the final round.

10. Differences in a 2-player game

- Link Number Check: If you have more than one card with the matching number, give two cards.
Example: Link Numbers are 2 and 7 → If you have 2, 7, 7, give one 2 and one 7 (you choose which 7 to give).
- Wani Ability: You can ignore one of the Link Numbers, instead of skipping your check.
- If the game feels a bit short, try dealing 13 cards instead of 11 at the start of the round.

11. FAQ

- Q1. I can see the card backs while dealing... is that okay?
A1. It's generally not a problem since you're dealing multiple cards to each player. But if it bothers you, try deciding who receives cards first, then shuffle, and start dealing from the second card of the deck to avoid revealing the back of the top card.
- Q2. What's the distribution of animal counts (points)?
A2. We don't publish a full list, but in general, larger numbers tend to have more animals.
- Q3. Can I write down the Link Numbers that were called?
A3. Rules-wise, yes, taking notes is allowed, but please check with the people you're playing with. From the designer's perspective, you don't need to memorize everything to enjoy the game, and keeping track of every number might slow things down. So feel free to just play casually!
- Q4. A player's hand is empty after resolving the first Link Number. Do we still resolve the second Link Number?
A4. No. As soon as any player's hand reaches 0 cards, the game ends immediately. So the second Link Number is not resolved.
- Q5. Can I use the special ability of a card that's currently in my hand?
A5. No. Special abilities can only be used on cards you have collected. Cards in your hand are not considered "collected," so their abilities cannot be used.
- Q6. I used a card ability. Can I use the same card's ability again on my next turn?
A6. No. Each card ability can be used only once during the game. It does not refresh on later turns. To keep track, you can place used cards as shown in the example diagram.
- Q7. Can I use the Wani ability even if I don't have the matching Link Number card in my hand?
A7. Yes, you can. If used well, it can really throw off other players' expectations, though it's a pretty advanced mind game, so use at your own risk! (lol)
- Q8. What happens if all other players use the Wani ability?
A8. Unfortunately, no resolution happens that turn, and no cards are gained.

