



Kang-a-Roo



A fast paced card game by Reiner Knizia
for 3 - 6 players aged 6 years upwards

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The kangaroos are jumping all over the bush! You must collect as many of the fast moving marsupials as you can in order to win the game. But be careful – the other players can take your kangaroos away from you if you don't have the right card to defend them with!

Game Contents:

55 kangaroo cards

(5 each in 11 colours)

11 plastic kangaroos (all different colours)

1 set of rules



Game Setup:

All the kangaroos are placed in the centre of the table. Shuffle the cards, and deal a hand of five cards to each player. An additional five cards are dealt face down, and placed to the side - these five cards are not used in the game. Place the remaining cards face down in a pile in the centre of the table.

Game Play:

The youngest player begins, and play proceeds in a clockwise direction. On your turn play one card from your hand and place it face up next to the pile of cards in the centre – this becomes the discard pile. Announce the colour and take the correspondingly coloured kangaroo from the centre. If the kangaroo has



already been collected by another player you take it away from that player. That is unless the player is able to defend it with a suitable card (see section “Defending Kangaroos”).

After playing a card to catch or defend a kangaroo, immediately draw a new card from the face down pile in the centre so that you have 5 cards in your hand at all times. If the pile is used up, no further cards can be drawn. The game however continues.

This concludes your move and now it is the next player’s turn. The next player plays a card from his hand, places it on the discard pile and announces the colour, and so forth.

Defending Kangaroos:

If a player has a kangaroo he can avoid giving it up by playing a card of the same colour onto the discard pile. The attacking player can however again play another card of the same colour to retake the kangaroo, and so on.

(Don’t forget to replenish your hand!)

End of the game:

The game ends as soon as a player has played his last card. The player who has caught the most kangaroos is the winner.

Recommendation:

It is recommended to play a series of games and to record the number of kangaroos each player has caught after each game. The winner of the game series is determined when one player has reached a total of eleven or more kangaroos. In the event of a tie, play another game until there is a winner.

If you have any questions or suggestions concerning “Kang-a-roo”, please contact:
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Warning! Not suitable for children under 36 months. Contains small parts.
Danger of suffocation. Please keep address for further reference.

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