Yunka

2-4 players, 30 minutes, 7+

As an enthusiastic animal conservationist, you'll be thrilled to hear that a hiker has discovered the footprints of an endangered animal in a dark corner, deep in the South American jungle. What's more, he's drawn a map of the sites! Could some endangered animals have really re-established themselves in that area? You need to know at once! Get ready for the expedition and then, armed with your maps, you'll venture into the jungle, each one of you in pursuit of an unusual animal. Who will be first to find the trail of the animal they are looking for?

CONTENTS

4 transparent maps
(with missions to find jaguar, marmoset, scarlet ibis and sloth)

64 tiles:
52 tiles for the basic game (jungle, lake, cliff, clearing)
12 tiles for the advanced version (8 tent + 4 map tiles)
3 erasable pens (black, blue, red)
4x6 small footprint discs
4 large animal discs
4+1 help sheets: descriptions of the tiles/explanation of the icons

HOW TO PLAY

Follow the QR code link to find the video explaining the rules!

Before you play for the first time, adhere the stickers onto the coloured discs. On the small ones, the sticker should show a footprint of the same colour as the disc. For the big discs stick them on as shown in the diagram.

SETUP

Put the 8 tent tiles and the 4 map tiles back into the box, they are only needed for the advanced game mode (look the end of the rules for the easier and advanced game modes).

1. Each player should choose a large **transparent map** – it will show their mission, that is, which animal they will be tracking in the jungle. Everyone passes their maps to the player on their left, who then draws 3 landmarks on them at any given place: 2 lakes in **blue** and 1 cliff in **black.** Of course, you can't draw over the footprints! Then give the map back to its original owner, who then has to search for footprints using the landmarks marked on the map as a guide. Make sure that every map is different!*
2. Everyone takes 2 small **footprint discs** matching the colour of their mission (shown at the bottom of their map) and the large **animal disc** that identifies their mission.
3. Take out the 4 **joker tiles** marked with a dot. Each player gets the one that matches the colour of their mission, then put the rest back in the box, they will not be needed.
4. Place a **jungle tile** face up in the middle of the table. From here you can go exploring.
5. Shuffle the remaining **tiles** face down and stack them in a pile!
6. Everyone gets a **tile description/icon explanation** sheet.

THE AIM OF THE GAME

In Yunka, using your map, you have to find as many footprints as you can in the expanding and sometimes changing terrain you have built together. The first to find the 3rd footprint of an animal (or the 6th footprint in the easier game mode), or the one with the most animal footprints when you run out of fresh tiles wins.

HOW CAN YOU FIND A FOOTPRINT?

You can find a footprint when the terrain (that is the jungle you have built together) has a combination of lake tiles and cliff tiles that match those drawn on your map. The way to build the jungle is described in the "How to play" paragraph. **So, your goal is to somehow build a combination of tiles in the jungle as described or notice when someone else does. You can rotate the map, but you cannot turn it over.**

*The maps have to be different, even when rotated.

You can find footprints:

1. If all 3 landmarks marked on your map are in the right place – there is a lake or cliff on the map and also on the tiles, and there is already a tile under the footprint on the map.
2. In this case under the middle square marked with a footprint on your map (i.e., the middle tile between landmarks) you have found a footprint of the animal you are looking for, so you can put your footprint disc there! **No one else can find a footprint here** or touch this tile again. – Figure 1.
3. Once you have, then look at the animals on the tiles covered by the map – tick the corresponding pictures with a **red** pen at the bottom of your map – Figure 2.
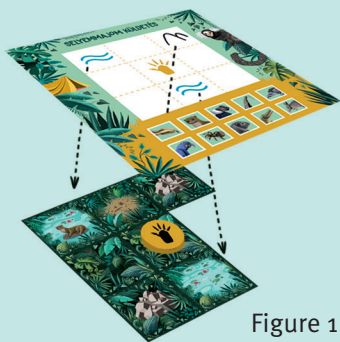
Figure 1.   Figure 2.

Tip: don't just look for footprints during your own turn, keep an eye on the expanding jungle so that when it's your turn, you know where it is worth exploring.

HOW TO PLAY

The person who has most recently visited a jungle (or forest) starts. In turn, each player starts exploring on one of the jungle maps already laid out. The general sequence of exploration is as follows:

1. Point to the tile you are going to start exploring from!*
2. On either side of this tile, place one of the tiles (two if you start exploring from a cliff) from the stack of downturned tiles, keeping it/them face down (marking the direction of exploration). Now you can turn the tile over, but you cannot change its position. The rules for exploration are affected by the area tile you start from; these are described on the next page.
   Once only in the game, instead of drawing a tile you can choose to place your own joker tile on any side (lake or cliff) you wish at any place.
3. Finally, check your map to see if you have found a footprint in the jungle. If you have, place a footprint disc there and tick the other animals you saw in addition to the footprint on your map at the bottom of your own map. (That is, in the 3x3 square.)

Then, each in turn, the other players can place footprints/footprints if the jungle with the new tile meets the requirements of their own maps.
Then it is the next player's turn.

*On your first turn, you can only point to the jungle tile placed in the middle.

THE END OF THE GAME

The game lasts until

- **EITHER one player has found their 3rd footprint.** In which case they see the animal they are looking for in the thick of the jungle! For the third footprint, put down the big disc that stands for the animal. Then **play the round to the end** (so that everyone has the same number of turns) to find out if anyone else sees their animal. The winner is the player who has found 3 footprints. In the case of a tie, the person who has seen more animals during the footprint search (more animals ticked in red on the map) is the winner.

- **OR when the last tile is used up (whoever is able to, can still find a footprint).** The player with the most footprints wins. In the case of a tie, the winner here is also the player with more ticked off animals on their map.

TILE FEATURES

JUNGLE – the bushes are dense in the depths of the jungle, so you can take a closer look at what is hiding in the bushes. So, if you start exploring from a jungle tile, you can choose to place the drawn tile on top of this tile at the beginning of your turn, rather than on an adjacent empty space. If it is also a jungle tile, you can place another tile on top of it later.

CLIFF – you can see far into the distance from the top. If you start exploring from here, you can draw 2 tiles instead of 1, which you can place in any order in a straight line away from the cliff (so you can swap the two tiles after flipping them over). The special properties of the upturned tiles do not count here.*

LAKE – The expedition equipment can't take water, so you can't go exploring from a lake tile unless it has a boat on it.

CLEARING – you can cut through a clearing quickly, so if you've passed through a clearing, you can come back for more. Draw another flipped tile to either side of the clearing, then flip it face up (if it's a clearing again, you can't draw another).

*On rare occasions, there may be only 1 empty space next to a cliff. In this case you can only pick up 1 tile.

WHAT THE ICONS MEAN

- **BROMELIA:** if you have placed a tile like this, you may remove a tile of your choice and return it to the draw pile, turning it over as you do (optional). Rules for tile removal:
  - you can only take a tile that has at least 1 free edge
  - you cannot take a tile that already has a disc on it
  - cannot take bromelia cards
  - you may remove tiles where there is more than one tile on top of each other. Then shuffle all of them back into the draw pack (some of them may be bromelia).

- **BOAT:** while this is considered to be a "lake" tile, it can be explored in any direction from here. If you have turned this one, you can choose to leave it where it is or place it on top of any previously placed lake tile (unless there is already a footprint on the lake tile concerned).

- **ANIMALS**: In case of a tie, they are important. If you find a footprint, look at the squares around the footprint and the footprint itself to see which animals you see, and check them off on your map. At the end of the game, in case of a tie, the player who has ticked most animals wins.

SIMPLER GAME

If you're playing with younger children, with a minor modification you can easily simplify the game.

When you prepare to play, instead of 2 take 4 footprint discs in your mission colour and draw only 2 landmarks on your map instead of 3: 1 lake in **blue** and 1 cliff in **black.** This will make it much easier to find footprints.

The end of the game is also the same as in the base game, but instead of 3 footprints, you have to place 5 footprints (i.e., 4 footprint discs and finally the animal disc).

WILD CAMPING SUPPLEMENT FOR ADVANCED PLAYERS

When you prepare

- instead of 2, take 4 footprint discs in the colour of your mission
- take the tent tiles, each in the colour of your mission
- mix as many map icon tiles into the draw deck as you have players

Put the remaining tents and map icon tiles back in the box, they will not be needed.

The order of the game is the same as in the base game. The properties of the tent and map tiles that are now in the game are as follows (also listed on the help sheet):

- **TENT:** At any time during the game, you may choose (as with the joker card) to place your own tent wherever you want rather than draw a new tile.
  - Only you can find a footprint where your tent is placed.
  - Placing it next to a map tile will trigger its effect.
  - If you place it next to an animal tile, you can mark the animals that are next to it onto your map.

- **MAP:** By placing a tent next to a map tile, you can erase a lake or cliff on your own map and draw it elsewhere. Make sure that your map is still different from the others! Once a player has placed a tent next to a map tile, it cannot be used by any other player.

The end of the game is also the same as in the base game, but instead of 3 footprints, you have to place 5 footprints (i.e., 4 footprint discs and finally the animal disc).

In the simpler and more advanced game modes, it is possible that someone may find more footprints in the last round than is needed to win. Consequently, we have added extra footprint discs to the game. In this case, the player with the most footprints at the end of the game wins.