

It's the year 3015. The Zombie Monkeys have been called home to the planet Boojabaunga. After 100 years of searching the galaxy for brains the Zombie Monkeys are ready to reclaim their planet and start a new civilization. But since there have been no inhabitants on boojabaunga for 100 years the tribe who gets there first is the KING OF THE HILL destined to lead the 6 tribes to eternal peace.

## The Tribes

The Zombie Cowboy Tribe from Southern Boojabangua who believe brains are best served with a side of beans.



The Zombie Green Beret Tribe from the jungles of Boojabaunga who always say

“Finding brains is our business and business is good“!



The Zombie Vampire tribes of Middle Boojabaunga who really just like to dance the Transylvania twist!



The Zombie Mad Scientist Tribe from secret labs of Boojabaunga who believe science is the answer! Now what's the question?



The Zombie robot tribe from Boojabaunga. Nuts and bolts and brain locating machines.



And the ever so deadly Zombie Viking tribe who make wicker baskets and love to dance in their zombie underpants.



# Zombie Monkeys From Planet Boojabaunga .

**Now with extra penguins!**



“Monkeys playing King of the Hill  
Is much more fun with Zombie A-peel“

2 to 6 players

Ages 12 and up

Contents

36 Go bananas cards

6 (20 Sided Dice)

6 (12 sided dice)

60 Rockets 10 of each color

1 Zombie Monkey game Board

12 Penguins of peculiar perplexity (Poppo) driving ufos

And (1) Pirate Penguin

### Object of game

Roll your dice and land all of your rockets on Boojabaunga to be the first tribe to populate Boojabaunga and be KING OF THE HILL.

### Start of game

Players roll 20 sided die and winner gets to roll first and the honor of receiving 2 POPP'S  
Every other player receives 1 POPP and all other POPP's are retired for game.  
The Pirate penguin is placed on Boojabaunga.

Each tribe places their POPP'S on any pyramid to Boojabaunga . Any tribe's rocket can skip over a space that is inhabited by a POPP (they are just penguins.) But cannot at any time occupy that same space..  
**(Pursuant to Rule #15263 of the infamous Zombie Penguin Treaty of 3010)**

On their trip to Boojabaunga each tribe must roll their dice and move 1 rocket the same amount of spaces towards the home planet. Players may move any rocket they choose and can at any time pass a rocket in front of them.

A tribe must roll the exact amount to enter Boojabaunga's atmosphere. If no move is possible they must orbit (keep rockets where they are) until a legal move is possible.  
Once a rocket reaches Boojabaunga a Go bananas card must be drawn.

A roll o 6 or 18 allows a tribe to roll again and pick a go Bananas card.

A tribe may also roll the 12 sided die to attack a enemy tribe by using their POPP.

The POPP may move in any direction the amount rolled on the die in effort to attack a zombie rocket if a POPP lands on a rocket then both players have a cyber duel.

Player attacking with POPP'S rolls a 20 sided die and the opposing player "tribe" must roll 12 sided die. Player with highest number wins.

If the "Tribe" loses their rocket is sent back to start.

If the "POPP" loses they are sent back to 3 spaces.

Player with 2 POPP'S may choose to move 1 or both and split number on die to attack.

I.E player rolls a 15 they may choose to move 1 POPP 15 spaces or 1 POPP 10 and another 5 in order to attack multiple tribes.  
**(Pursuant to Rule #534534512786378 subsection 3a of the infamous Zombie Penguin Treaty of 3010.)**

When 1st player reaches Boojabaunga they are entitled to use the **PIRATE POPP**. This POPP can then be used by that player at any time to knock out any rocket and send them back to start.

Once used it becomes community property and may be used like any other POPP.

When a player wins a cyberspace duel they must pick a "Go Banana's card and do what it says. If tribe refuses or cannot perform task that tribe loses one rocket to their launch pad.

After all 10 rockets have successfully reached Boojabaunga that tribe is declared the winner and supreme leader of the Zombie Monkeys.

Check us out on the web at:

<http://www.thegamecrafter.com/games/zombiemonkeys>