

# CANNIBAL PYGMIES IN THE JUNGLE OF DOOM

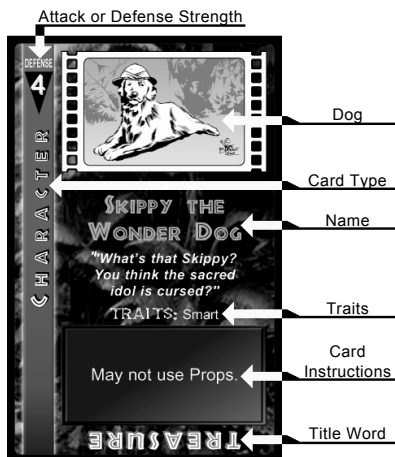
From the producers of Grave Robbers from Outer Space, the B-movie Horror/Sci-fi card game, comes another low in B-movie card games. Cannibal Pygmies in the Jungle of Doom takes you to the realm of jungle and pulp adventures!

To play Cannibal Pygmies in the Jungle of Doom (CPJD) you will need one deck of CPJD cards, a flat place to play, at least one friend, and a sense of humor.

## Object

To win, you need to score more points than your opponents do. You may play one game and highest total wins or you can keep playing games to a specific point total and the first player to reach or exceed that total wins.

A deck of CPJD cards is made of six types of cards, which are explained below. But first, let's look at the anatomy of a sample card:



**Characters** are the cast of your Movie. They all have a Defensive Strength (DS) value printed in the top left corner which is used to defend against attacks and to score your Movie when the game ends. Characters are played into your Movie on your turn only and you may play as many as you want in one turn. When a Character is removed from play, all its Props and any other cards that have been slid under it are discarded as well.

**Locations** are the places your Movies happen. They all have a DS bonus printed in the top left corner and it's used the same way as on Characters. The DS bonus of many Locations will change depending on

certain circumstances listed on the individual cards. When that happens, replace the bonus printed in the top left with the new value listed in the text box. A Movie may only have one Location at a time; playing a new Location on a Movie replaces the old Location. You may play as many Locations as you want, and in anyone's Movie, but only on your turn.

**Props** are the items, weapons, vehicles, etc., that your Characters find lying around. They have a DS bonus printed in the top left corner. Characters may have an unlimited number of Props, but you may only give a Character one new Prop per turn. Characters in your Movie may give Props to other Characters you control, simply by moving the Prop from the one Character to the other - this counts as playing a new Prop on that

Character. Props are placed under the card they are attached to and stay in play until the card they belong to gets removed from play or the Prop is removed by an SFX. You may only give out Props on your turn.

**Creatures** are the monsters and villains you use to attack the Characters in your opponents' Movies. They all have an Attack Strength (AS) printed in the top left corner. You may only make attacks on your turn, as many as you want, but one at a time (see below for a sample attack). At the end of the attack the Creature is discarded.

**Special Effects (SFX)** are the little extras that make the game different each time you play. **SFX can be played at any time** and resolve immediately upon being played. An exception is when another card is played to stop the SFX card: any effects generated by the SFX card is canceled and the card is sent to the discard pile. SFX that can stop attacks immediately ends the attack. SFX that give a permanent bonus to a card are slid under that card and remain until it or the card is removed from play.

**Roll the Credits** ends the game. They cannot be played in the first 2 turns. After the second turn, you can only play Roll the Credits on your turn and only if you have at least one Character alive in your Movie and you possess a card with the Treasure trait in play. (Note: The game also ends at the end of the turn of the player who drew the last card from the draw pile.)

**Card Conflicts:** If a card ever conflicts with the rules stated in this booklet, the text of the card always takes precedence.

## Playing the Game

### The Title

Each game of CPJD is a B-movie flick and every flick needs a title. This is where the Title words at the bottom of each card come into play. To determine the title for a game, take the top 6 cards from the deck and look at the Title words. Using as many of the 6 words as possible (and adding whatever pronouns, prepositions, conjunctions, plurals, adverbs, etc. you need), all players work together to create a title for that game. The title must make sense and sound like a B-Movie title. Write down the title noting which of the Title words got used and return the cards to the deck. Example: You draw 6 cards and get the following Title words: Eye, Trouble, Quest, Man-Eating, Doom and Volcano. You could decide upon the title "Quest for the Man-Eating Eye of Doom" or "Doomed Quest of the Man-Eating Eye.", etc. **Note: All players use the same title for the current game.**

After the title is made, shuffle the deck and deal 6 cards to each player. If your first hand of 6 cards doesn't contain at least one Character, show your hand to the other players and shuffle it back into the deck and draw 6 new cards. Repeat this procedure until every player is dealt at least one Character. Then, starting with the player to the left of the dealer, each player take turns placing all of his or her Characters face up on the table in front of them. This is your starting cast. Once everyone has his or her starting cast assembled, you are ready to play. **NOTE: When playing a card you should read aloud the name of the card and the quote.**

## The Turn

Play starts with the player to the left of the dealer and continues around the table. At the start of your turn you draw cards to fill your hand to 6 cards. **NOTE: No one may play cards that affect an opponent or his or her Movie during the first turn of the game. Think of the first turn as a player's Establishing Shot.**

Here is a breakdown on what you can do during your turn. There is no specific order to doing these things.

1. Play new Characters
2. Play new Props on and/or move Props between Characters you control (each character can gain only one prop per turn).
3. Play new Locations
4. Make Attacks (See "Making Attacks" below)
5. Use a card's abilities.
6. Play SFX cards. (In fact, anyone can play SFX cards, but note: **the current player has the option to play the first card for his or her turn.**)
7. Roll the Credits. (Remember, you need a Character and a card with the Treasure trait and only after the second turn.)

At the end of your turn, after you have played all the cards you want or can, you may discard as many cards from your hand as you like. If you have more than 6 cards in your hand, you must discard down to 6 or fewer.

## Making Attacks

You play one Creature card per attack. Play your Creature card on the table and declare which Movie you are attacking. An attack succeeds if its Attack Strength equals or exceeds the Defensive Strength of the Movie it is attacking. (You add the DS of all Characters in the Movie being attacked, plus any bonuses given by Props and SFX, plus the DS of the Location). Once the attack is declared, any player may play any SFX cards or use card abilities to affect the outcome of the attack. Once all players have had the chance to play any cards or use any card abilities that they wish, the attack is resolved. If the attack failed, the Creature card and any SFX played by all players go to the discard pile. If the attack succeeded, the attacker chooses one Character from the target player's Movie to be discarded as well. All that Character's Props and any other cards that have been slid under it are discarded as well.

### Example of an Attack:

Ray, Dana, and Amanda are playing. It is Ray's turn and he wants to attack Dana's 10DS Movie, containing the Characters "Jungle Queen" (DS3) and "Native Porter" (DS2), who are in the "Ridiculously Elaborate Treehouse" (DS+5). Ray attacks with the "Witch Doctor" (AS6), a Native Creature, which causes Dana's Location to become -5 (Treehouse's DS= -5 vs. Native attacks), reducing the Movie's DS to 0. However, the Jungle Queen's ability kicks in against that Native attack giving her a DS of 6 and Dana gives her the trait, Native, thus pumping up the Porter by one. Total DS now is 4. Dana plays the SFX "Pygmies Don't Wear Reeboks", to cut the Native attack by half, but Amanda plays "Jade Talisman" in response to stop Dana's SFX card. Dana then plays "Second Wind" to bring back the "Bush Pilot" from the discard pile, adding 3DS to the Movie. It is now DS7 vs. AS6. Ray plays "The Natives are Restless" doubling the AS to 12. No one plays anything else, so Ray's attack succeeds and he kills off the Jungle Queen. Ray may make another attack if he wishes.

## Special Rules

Some Creature traits have the following special rules.

**Native:** A Native Character must be chosen as the victim of a successful attack if there is one in that movie.

**Swarm:** Gun props provide no bonuses against these attacks.

**Aquatic:** Creatures with this trait can only attack Movies that have no Location or one with the Aquatic trait.

## Scoring Your Movie (and we don't mean the soundtrack)

Once a player has played a "Roll the Credits" card, or at the end of the turn of the player who drew the last card of the draw pile, it is time to tally the scores. Add up the total DS of all the cards in your Movie to get your Base Score. Then add 5 Bonus Points for each card in **your Movie, in your hand or on a "Roll the Credits" card you played** that has a Title word that matches any of the words in this game's Movie title. (For example: If the Movie is "Land of the Prehistoric Ape", and you have cards with Land and Ape as Title words, you will get 10 bonus points.) Add any Bonus Points you earned to your Base Score to get your Final Score for this game. The player with the highest total wins or if you are playing to a set goal, add your Final Score to your running total, then play a new game.

## Playing With Grave Robber Cards

Cannibal Pygmies uses the same mechanics found in Grave Robbers from Outer Space. You may mix the two decks together, however, you don't need the Treasure trait to Roll the Credits, but each card with the Treasure trait you have in your Movie will score 5 bonus points.

## Acknowledgements

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Credits:

Designed by Stephen Tassie

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