

◆ THE ◆

UGLY

FIVE

FIND YOUR
◆ MATCH ◆



◆ THE ◆ UGLY FIVE

FIND YOUR
◆ MATCH ◆



Everyone knows the Big Five... but have you met their less glamorous cousins?

Each player has their own Ugly Five: a wildebeest, a hyena, a marabou, a vulture, and a warthog. These animals may not be graceful, nor photogenic. In fact, they may be downright ugly to look at. But they are your Ugly Five, and you are going to prove that they are the most beautiful creatures on earth. Guide your five animals past mountains and savannahs and through forests and deserts to help them find their inner beauty. Let your sweet Ugly Five realise how gorgeous they are. But beware: you might face some ugly competition.

Let your animals work together smartly by combining their movements. Crawl, sneak, fly, and hide, but above all: startle your opponents! The more animals from other players you startle, the more you limit their movement, creating opportunities for your birds to soar freely across the board. Be quicker than your opponents and be the first to collect all five Match tokens: the beautiful versions of your animals. Once you have them, be sure you place new tokens far away from the animals of other players. Play smart, and you might just win this wonderfully wonky game full of laughable ugliness, hidden beauty, and beastly elegance...

GOAL OF THE GAME

You will take turns activating up to 3 of your 5 Animal pawns. Each animal may move a number of steps up to the number shown on the pawn itself. If your Animal pawn finishes its move on a Match token you do not have yet, you may claim it and place it on your Player board.

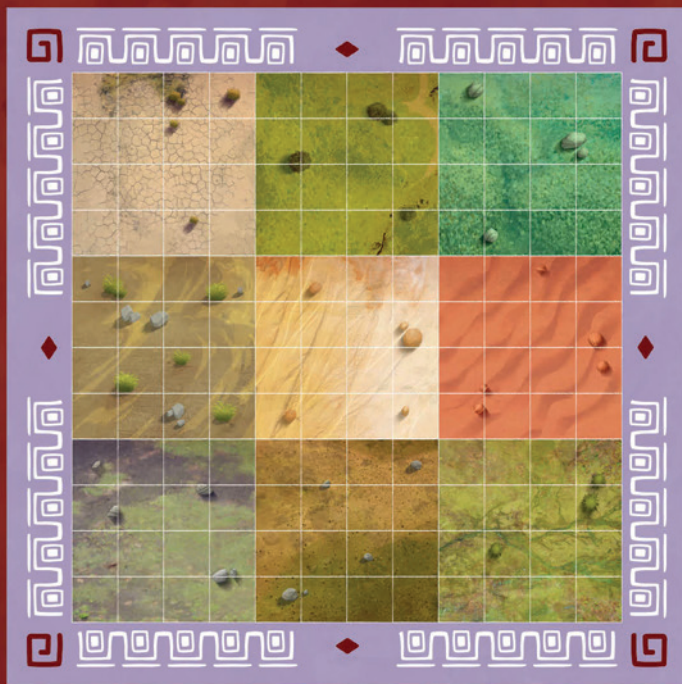
If, after moving, your animal is in the line of sight of another player's animal of a lower rank (meaning lower in height, as well as lower in ugliness), the lower ranked animal becomes startled and is turned upside down. A startled animal may only move one step during its turn and cannot startle other animals. Whenever you startle an opponent's animal, you gain Flight cards, which give each of your birds new movement options. At the end of your turn, flip all your own startled Animal pawns upright again.

The first player to collect all five different types of Match tokens wins the game.

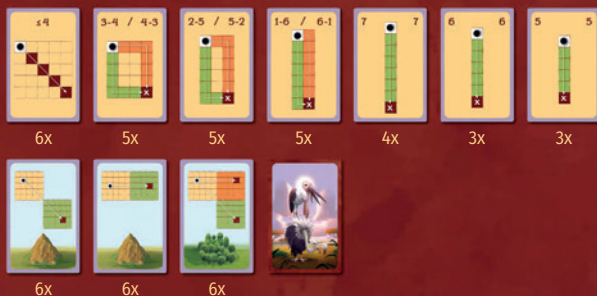
CONTENTS

1 Double-sided game board

(one side for 2 players, the other side for 3-6 players)



49 Flight cards



30 Match tokens

(6 sets, each containing one token of each animal type)



6 Starting strips



6 Player boards



30 Animal pawns (6 different colours, 5 animal types)



20 Mountain tiles



10 Forest tiles



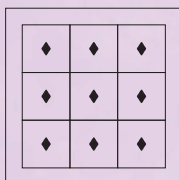
SETUP

- 1 Place the **game board** in the centre of the play area, with the side corresponding to your player count face up.
Note: The game board is divided into several zones, each with its own colour.
- 2 Shuffle the **Flight cards** to form a face down draw pile and place it next to the board.
 Reveal the top 4 Flight cards and place them face up in a row next to the draw pile.
- 3 Choose the **starting player**.
- 4 Gather a number of sets of **Match tokens** (5 different tokens per set) equal to the number of players. Remove any unused sets from the game by returning them to the box.
- 5 The starting player places 1 Match token of each type onto 5 different squares of their choice in the **centre zone** of the board.
 Match tokens may be placed on adjacent squares, but never on the same square. Place the remaining sets next to the board, sorted by animal type.
- 6 If playing with **2 players**, remove **6 Mountain tiles** and **4 Forest tiles** from the game, and return them to the box.
- 7 Starting with the starting player, and proceeding clockwise, each player will take a turn to place either a **Mountain tile** or a **Forest tile**, until no tiles remain or a tile cannot be placed. The tiles may not touch each other, including diagonally. Tiles may be placed next to a Match token, but not on them. If any tiles remain unplaced, remove them from the game and return them to the box.

If you are playing the game for the first time, we suggest you use the example **starting setup** for 3–6 players on page 5. For 2 players, use the setup shown below:



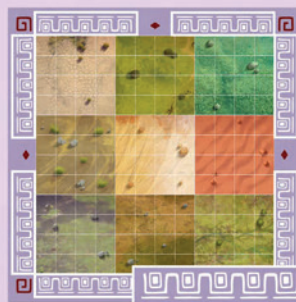
Starting setup
2 players



- 8 Each player chooses a **player colour**, and takes the **Starting strip**, **Player board**, and **5 Animal pawns** of that colour. Place your Player board in front of you.
- 9 In reverse turn order, starting with the player to the right of the starting player, each player places their **Starting strip** on one of the indicated starting squares on the edge of the board.
- 10 Place your **5 Animal pawns** on the 5 spaces of your Starting strip, in a set order from highest to lowest: wildebeest, hyena, both birds*, warthog. The highest one (the wildebeest) is always closest to the centre line of the game board, the warthog (the lowest) closest to the outer edge of the board.

* Both birds are the same height, you may place them either way around on the strip.

If you are playing with **2 players**, do not use Starting strips, instead place your 5 Animal pawns on the pre-printed starting spaces in a corner of the board. They are still placed in order from highest to lowest, but you may choose whether to line them up from left to right or from right to left.



Game board for 3-6 players -
starting squares



Game board for 2 players -
starting squares





Example: 4 players
Starting setup 3-6

GAMEPLAY

On your turn, you may activate up to **three** different animals by completing the following three steps for each animal in turn:

1. MOVE

2. CLAIM

3. STARTLE

At **the end of your turn**, flip any of your startled Animal pawns to their normal side.

NOTE! On their first turn, the starting player may only activate a maximum of 1 animal, the player to the left of the starting player may activate a maximum of 2 animals in their first turn, and from the next player onwards all players may activate a maximum of 3 animals for the rest of the game.

1. MOVE

Each Animal pawn indicates the maximum number of squares they can move. An animal may move fewer squares than shown.



Animals may move horizontally and/or vertically, never diagonally. An animal may move in any direction but may not land on the same square twice in the same turn.

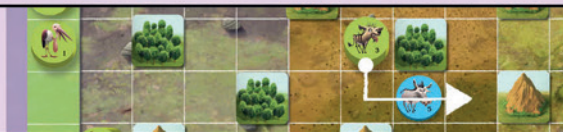


Animals may move over or finish on an empty square. They may not move over or finish on a Forest tile or a Mountain tile, since these squares are not empty. There are two exceptions:

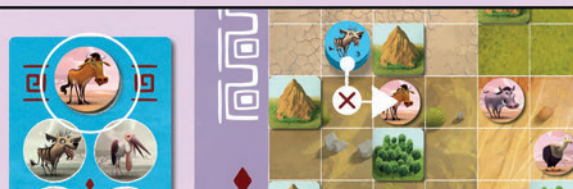
- Both birds can fly; they may move over or finish on a Forest tile or Mountain tile.
- Warthogs can hide in dense forest; they may move over or finish on a Forest tile.



Animals may not finish their move in a square with another animal, but may move across each other.



Animals may move across Match tokens and may finish their move on a Match token you don't have yet. An Animal may not end its move on a Match token you have on your Player board. Match tokens will be claimed in step 2: Claim.



Animals may move on the squares of their own Starting strip, but not on squares of the outer border. Any animal that moves from the Starting strip to the inner board may not return to the Starting strip. Only when animals move on the inner board (from a square on the inner board to a square on the inner board), all the special actions apply (see *Startle* on page 9 and *Flight cards* on page 10).



Startled Animal pawns (see step 3: *Startle*) may only move one space. They may not use *Flight cards* (see *Flight cards* on page 10) or *startle* other animals.

Example of a startled
Animal pawn



If either of your bird Animal pawns (the marabou or the vulture) lands on another animal, this other animal grants the bird extra moves. The bird may take a number of additional moves up to that animal's normal movement. If the Animal pawn is startled, then this is only one move.

- During these extra moves, the bird may not land on another animal and therefore repeat this effect.
- The bird may move fewer squares than the indicated number of extra moves, but must always move at least one extra square.
- A bird may never finish on another animal. If it is impossible to finish on an empty square, or on a Forest or Mountain tile, or on a square with a Match token that you still need, this bird may not do this movement.

Example: Your vulture starts on a square next to your warthog. You move it one square so it lands on the warthog, and then take 5 additional moves from that warthog to finish on the Match token.



2. CLAIM

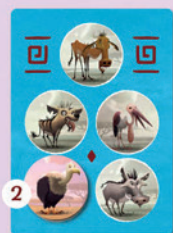
If one of your animals finishes on a Match token you do not have yet, claim the token by taking it off the board and placing it on your Player board. Any type of animal can claim any type of Match token, regardless if they're of the same type or not. You may not claim more than one Match token of any type. Claiming immediately ends the movement of this animal. It can still startle.

Claiming a Match token does not necessarily end your turn, only the movement of the animal who claims the token. If you still have activations remaining, you may still perform them. You may gain more than one Match token in the same turn.

After claiming a Match token, you must immediately take a new Match token of the same type from the supply, and place it on any empty space on the board. Only the centre zone may contain more than one Match token. Every other zone may contain a maximum of one Match token!

NOTE: In a 6-player game, multiple Match tokens are allowed in each zone.

As soon as any player collects all 5 different Match tokens, the game ends immediately and this player wins the game!



3

Example: Your warthog finishes its movement on the vulture Match token 1. You don't have this Match token yet so claim the token, placing it on your Player board 2. You must now place a new vulture Match token on the board 3. You choose to place it here since there's no other Match token in that zone and it is furthest from your opponent who also needs that Match token.



3. STARTLE

Whenever an Animal pawn finishes its move, check to see if any other animals are startled: if one or more Animal pawns of lower height belonging to another player are in line of sight (see below), those lower Animal pawns become startled. Both birds are the same height, so they cannot startle each other. Turn all startled Animal pawns upside down. Upside down animals cannot be startled again. For each animal you startle, add one Flight card to your hand. You may select any of the Flight cards in the display or draw from the top of the deck. If you choose a card from the display, immediately replace it with the top card from the deck.

Line of Sight

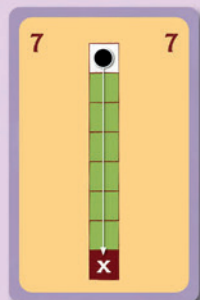
Line of sight is a straight line, in each of the four cardinal directions, regardless of distance. Line of sight is blocked by Animal pawns, Forest tiles, and Mountain tiles. Animal pawns on Forest or Mountain tiles cannot startle other animals or be startled since the tile blocks line of sight.

Example: Your wildebeest finishes its movement here **1**. Since the wildebeest is the ugliest (highest ranked) animal, it will startle all animal pawns within line of sight. The orange warthog is startled **2**. The green warthog is not startled since it is on a Forest tile **3**. The vulture is not startled since it is yours **4**. The blue hyena is already startled and cannot be startled again **5**. The orange hyena is not startled since it's behind the warthog **6**.

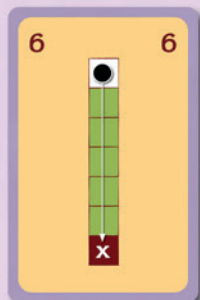


Flight Cards

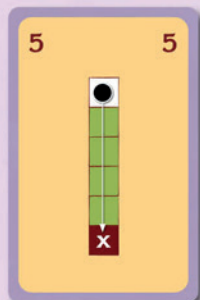
For each animal you startle, you may immediately take a Flight card. Flight cards are kept in your hand and are hidden from other players. You may play a Flight card instead of moving a bird Animal pawn (the marabou or the vulture) on the inner board using its normal movement. Move one of your birds according to the movement shown on the card, then place the played card into a central discard pile. All rules for landing on another animal still apply. You may play Flight cards in the turn in which you get them, provided you have activations remaining. You may never have more than 6 Flight cards. As soon as you draw a seventh Flight card, you must immediately discard one of your cards.



4x



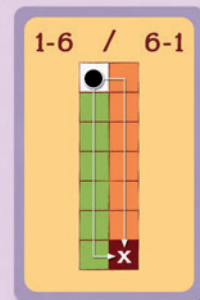
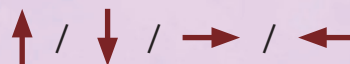
3x



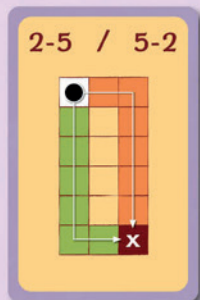
3x

7 (4x) or 6 (3x) or 5 (3x):

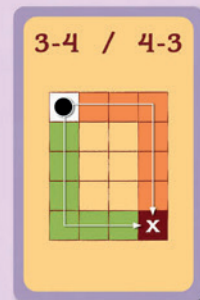
move your bird exactly the indicated number of squares (7, or 6, or 5) in a direction of your choice.



5x



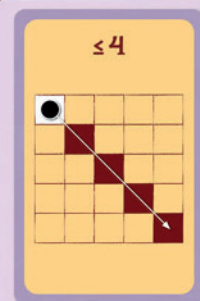
5x



5x

1-6/6-1 (5x) or 2-5/5-2 (5x) or 3-4/4-3 (5x):

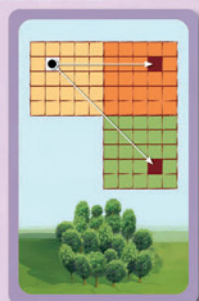
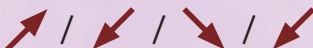
move your bird exactly the number of squares indicated forward and then exactly the number of squares indicated sideways. Start in any direction.



6x

≤4 (6x):

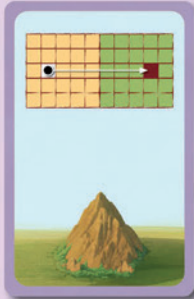
move your bird a maximum of 4 squares diagonally in a direction of your choice.



6x

→↓ (6x):

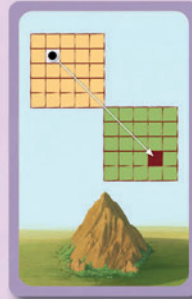
move your bird from a Forest tile to another Forest tile of your choice on a directly or diagonally adjacent zone. This move is possible only if your bird is already on a Forest tile.



6x

→ (6x):

move your bird from a Mountain tile to another Mountain tile of your choice on a directly adjacent zone. This move is possible only if your bird is already on a Mountain tile.



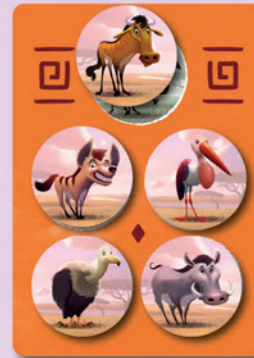
6x

↓ (6x):

move your bird from a Mountain tile to another Mountain tile of your choice on a diagonally adjacent zone. This move is possible only if your bird is already on a Mountain tile.

END OF THE GAME

If, during the claim step of your turn, you claim your fifth Match token, you immediately win the game! Congratulations, all of your animals have found their match!



OUR GAMES







 @mnkyentertainment



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8-99



2-6



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WARNING! Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might differ from the images used in the rulebook.