

Spy Lice

Introduction

Maybe nobody noticed them before, but here they are: the Spy lice... Enrich your game with mischief and espionage, as you only lice twice!



45
min



2-4
players



age
8+

Setup

- 1 Setup a normal game of Itchy Monkey.



2 When separating all lice (wooden tokens) by color, add the spy lice (round wooden tokens) to the corresponding color.



Extra rules

Spy lice have power 0. They add to the number of Worker lice on a Monkey when checking for colonies **for all players** on that Monkey.



Colony for red and yellow

They also add to the number of Worker lice on a Monkey when checking for Nitpicking.



This Monkey can be Nitpicked!

They cannot be removed by Jump or Bump, but are subject to Nitpicking. There can be a maximum of one Spy louse of each color on a single Monkey.

During the Spawn phase, instead of adding a Worker louse you may add a Spy louse. During the Move phase, when using Jump or Bump, you can choose to move a Spy louse, possibly in addition to other lice, applying all the same rules as the base game. However, Spy lice may move onto Monkeys even if the total power of jumping lice does not exceed the total power of your opponents' lice.

During the Move phase, when using Bump, you may move any one Monkey with your Spy louse on it, even if it has lice of your opponent(s) on it. Note that if you, as a result, bump into another Monkey, you can only move your own (Spy) lice.

End of the game

The goal and winning conditions of the base game do not change.

Licence
to Kill

Itch Away!

only 2 players



45
min



2
players



age
8+

Introduction

All the Monkeys are infested with lice! Are you the first clan of Monkeys who can get rid of them?

Setup

1 Setup a normal game of Itchy Monkey for 2 players.

2 Put a Worker louse on each Monkey. It doesn't matter which colors you use.

3 Each player chooses one species of Monkeys except the Gorillas.

NOTE: you cannot use the Monkey Special Abilities or the Spy lice for this game mode.

Rules

Players play in turns. A turn consists of 2 phases: first Spawn, then Bump! If at any time a Monkey contains 6 Worker lice, the lice are immediately exchanged for a Queen. If at any time a Monkey gets a second Queen, the Monkey is Nitpicked automatically.

Phase 1

Spawn

Players play in turns. A turn consists of 2 phases: first Spawn, then Bump! Rules for spawning are identical to the rules in the base game, except you may add the Worker lice to any Monkey containing at least one louse.

NOTE: Also the Monkeys of your opponent.

Phase 2

Bump

Rules for bumping are identical to the rules in the base game, with the following exceptions:

- ➡ you may move any Monkey, except a Monkey of one of your opponents' species and the Monkey that your opponent moved in his/her last turn.
- ➡ when using Bump, if the bumping Monkey has no lice and if there are no Monkeys between the bumping Monkey and an edge of the game board, you may move the bumping Monkey off the game board (into safety). Place the Monkey tile in front of you.
- ➡ when bumping into another Monkey, you may only move lice onto the bumped Monkey if it has the same or less power of lice on it.
- ➡ when you move lice onto a bumped Monkey, all lice of the bumping Monkey are added to the bumped Monkey.

Outbreak

An Outbreak may occur after "Spawn" and "Bump", once per turn per Monkey. An Outbreak occurs if a Monkey contains 5 Worker lice. If possible, move 1 louse to every directly horizontally and vertically adjacent Monkey. This might result in a chain of Outbreaks. However, as stated before, every Monkey can have a maximum of 1 Outbreak per turn.

NOTE: if at any time a Monkey contains 6 or more Worker lice, these are exchanged for a Queen before an Outbreak occurs.

End of the game

You win the game if you are the first player to remove all lice from your species of Monkeys.

Licence
to Kill