

Once the two phases are completed, draw as many tokens from the bag as needed to fill the empty spaces of the 4 areas on the Forest board. Then the next player's turn begins.



If the next player is the 1st player, they must move the Sun token one number to the right. This marks the beginning of a new round.

End of the Game



The game ends once the 6th round is over. Count the points on your Picture board (see example p. 4). The player who scores the most victory points is appointed best photographer of LOCO MOMO's forest!



Expansions

Want something more challenging? We offer two expansions that will add new objectives and will force you to diversify your strategy! You can play with either one of the expansions or with both.

Expansion A: Endangered species and habitat

To protect them, make sure that the randomly drawn animal or habitats appear as little as possible on your pictures.

When setting the game up, simply place the Forest and Picture boards Advanced side up. Randomly draw one

of the 8 hexagonal tokens and place it on the Forest board on the intended location for expansion A.

You may then carry on with the normal rules.



At the end of the game, the players who have the least tokens matching the animal or color of the randomly drawn hexagonal token score 7 extra points.

Extension B: Acrobatic picture

These animals really can't keep still and have decided to put on a few stunts for the pictures.

When setting the game up, place both picture boards Advanced side up. Randomly draw one of the 5 flower-shaped Animal tokens. Next, place it on the Forest board on the intended location for expansion B.

You may then carry on with the normal rules.



At the end of the game, all players who successfully managed to place the animal of the token drawn on the last square of the top row score 5 extra points.



Solo mode rules

You can also play LOCO MOMO by simply using the normal rules (expansions are not compatible with the solo mode).

See the following table for scoring:



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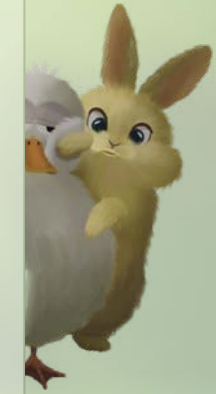
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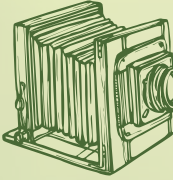
Loco Momo

Rulebook

Once upon a time, in the enchanted forest of Loco Momo, there lived a group of friendly animals: mischievous rabbits which spent their time playing hide and seek, grumpy leopards which were always quarrelling, soft-hearted eagles which thought they were the coolest, shy bears which wanted to befriend everyone, and hyperactive ducks unable to sit still.

One day, a mysterious camera is found in the forest. Everyone finds this new toy very interesting. To determine who it will belong to, the animals of the forest decide that the one to take the best picture will gain ownership of the camera.

Who will be appointed as best photographer of Loco Momo ?



Components



Setup

- 1 - Each player takes a Picture board and place it in front of them, Normal side up (the side without the icons A and B on top).
- 2 - Place the Forest board at the centre of the table, Normal side up (the side without the icons A and B on top).
- 3 - Shuffle the 105 Animal tokens in the bag then fill up each area of the Forest board with 4 Animal tokens randomly drawn from the bag.
- 4 - The player who most recently went on a walk in the forest starts. You can also choose the starting player at random. The starting player takes both the 1st player token and the Sun token.
- 5 - The starting player places the Sun token on the space marked with a 1 at the top left corner of the Forest board. They are responsible for moving the Sun token one number to the right at the beginning of each round.



Goal of the game

You have 6 rounds to collect as many victory points as possible by cleverly placing your Animal tokens on your Picture board.



How to play

Players play clockwise starting with the first player. A player's turn is composed of 2 phases. On your turn, you must first go through Phase 1, then Phase 2:

- Phase 1: Pick one or several Animal token(s) from the Forest board
- Phase 2: Place these tokens on your Picture board

Phase 1: Pick one or several Animal token(s).

Choose one Animal token on the Forest board, move it to a new area, and there, take all the Animal tokens bearing the same background colour as the Animal token you just moved.



Important: Note that each animal has its own way of moving on the Forest board:

- Rabbit: It moves one area *clockwise*. 1
- Leopard: It moves one area *anticlockwise*. 2
- Eagle: It moves one area *diagonally*. 3
- Bear: It stays in its initial area. 4
- Duck: It moves *clockwise to the next area containing at least one other duck*. If there are no other ducks on the Forest board, it stays in its initial area.. 5



Phase 2: Place your Animal tokens for the picture

Once you have picked one or several Animal token(s), you must add them to your Picture board. One rule only applies: **Animal tokens can be placed on any row**, as long as they are placed farthest to the left as possible.

Once laid down, tokens can no longer be moved on your board. Points are scored at the end of the game with the following rules:

≠	Count the number of different animal species (regardless of colour) on this row. You score: 1 point for 1 animal species, 2 points for 2 different animal species, 5 points for 3 different animal species, 9 points for 4 different animal species, 14 points for 5 different animal species.
=	For each group of animals of the same species (regardless of colour) on this row, you score: 1 point for 1 animal, 2 points for 2 animals of the same species, 5 points for 3 animals of the same species, 9 points for 4 animals of the same species, 14 points for 5 animals of the same species.
≡	You score 3 points for each pair of animals of the same species (regardless of colour) placed one on top of the other within those two rows.
≡	You score 4 extra points for each animal token that matches the species of the pair of the two rows beneath (regardless of colour).
RGB +5	You score 5 points by column or row completely filled with tokens bearing the same colour.



- ≠ There are 4 different Animal tokens on this row, so they bring a total of 9 points.
- = There are two groups of animals of the same species: 3 rabbits, which bring 5 points, and 2 leopards, which bring 2 points.
- ≡ There are 3 pairs of animals of the same species on top of one another (leopards, bears, eagles); they bring a total of 9 points.
- ≡ 2 Animal tokens are of the same species as the pairs beneath them (leopards, bears), so they bring a total of 8 points.
- RGB +5 Finally, 2 columns have been entirely filled with tokens of the same colour, so they bring a total of 10 points.

The player's final score is then 43 points!