



ZEN MONKEYS

OVERVIEW

Monkey King Sun Wukong has gained great wisdom from his Journey to the West and now tasks his disciples to build him a worthy kingdom on the Mountain of Fruit and Flowers following the Principles of Zen.

You control these disciples, helping to create his new mountain kingdom. Score Enlightenment Points by collecting features and resources to landscape your domain, by making offerings to Sun Wukong and by building a fabulous shrine to rival the Celestial Court.

2 - 4 PLAYERS

10+ YEARS

60-90 MINS

CREDITS

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Special Thanks to Masaaki Sakai as the inspirational Monkey King. To Elliot, Laureline and Claire M-D, David and Kirsty Mercer, Mark Christie, David Khan, Steve Fettes and the Stirling boardgame crew.
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COMPONENTS

1 'WILDS' BOARD



The Wilds board represents the Mountain of Fruit and Flowers where features and resources can be found.

1. Moon Track - shows the current round, special harvest moon and Sun Wukong teachings rounds, and tracks the players Enlightenment Points ().

2. Monkey Gates - where monkeys gain landscape tiles. Gates can only be used by the matching coloured player.

3. Action Zones - Ringed areas where monkey markers are placed to perform actions.

4. Mountain Steps - Turn order track giving bonuses when players move up it.

5. Shrine Build Area - where levels of the shrine will be placed.

6. Charity Track - marks the progress of a player's Charity.

7. Honour Track - marks the progress of a player's Honour by building Sun Wukong's shrine.

8. Offerings Table - shows the current bonuses gained by offering fruit to Monkey King.

9. Shrine Build Table - indicates the resources required to build different levels of Monkey King's shrine.



12 ACTION CARDS



20 BONUS CARDS



6 ZEN PRINCIPLE CARDS



12 TEACHINGS CARDS



1 GUARDIAN MOVEMENT DIE

4 PLAYER (DOMAIN) BOARDS



Domain boards represent parts of the mountain forest that players will landscape using tiles. The board contains

1. Landscape tile storage area,
2. Build Action Space - monkey disciples placed here can landscape with tiles, build features or plant trees
3. Resource and Feature Storage area



12 PLAYER TRACKER MARKERS



12 SHRINE TILES



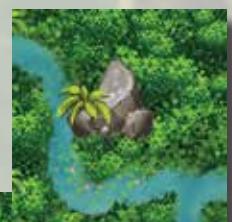
4 ENLIGHTENMENT POINT MARKERS



93 FEATURE TOKENS



102 RESOURCE TOKENS



62 LANDSCAPE TILES



1 MONKEY KING MARKER



3 GUARDIAN MARKERS



12 MONKEY DISCIPLE MARKERS

GAME SETUP

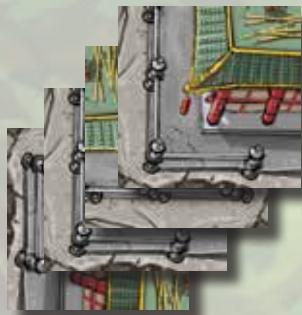
FRUIT TREES

Place all fruit trees (Cherry, Banana, Persimmon and Plum) next to the Wilds board to form supplies.



SHRINE PIECES

Place shrine pieces, sorted by number, near the Wilds board.



LANDSCAPE TILES

Shuffle and place all landscape tiles in 4 stacks near the Wilds board.



BONUS CARDS

Shuffle and place all Bonus cards near the Wilds board.



TEACHINGS CARDS

Shuffle and place the Teachings cards *face down* near the Wilds board.

Flip 2 cards over so all players can see them (3 cards in a 3-4 player game).

Leave space for new cards to be drawn and placed to form a row of teachings.



PRINCIPLE CARDS

Place 6 Zen Principle objective cards *face up* near the Wilds board in view of all players.



DOMAIN BOARDS

Each player takes a Domain board, 4 matching disciple markers, 4 matching tracker markers and a set of monkey movement cards consisting of 1, 2 and 3 paw prints.

WILDS BOARD

1. Place the Monkey King marker on the first space of the **Moon track**.
2. Place all building resources (Bamboo, Clay and Stone) in piles near to their Action zones.
Place the four fruit resources next to their Action zones.
3. Place the 3 Guardian monkeys on their starting locations according to their coloured symbols.
4. The number of Feature tokens available as a supply depends on the number of players as shown in the table opposite. Place Bridges, Statues, and Lanterns next to the Wilds board. Place the Lotus and Koi fish feature tokens near to their Action zones.
5. Place an EP marker for each player next to Sun Wukong's marker on the **Moon Track**.
6. Place players markers below the Honour and Charity tracks.
7. Randomly create a stack of player markers on step 1 of the Mountain Steps Track. The player on top of the stack becomes the 1st player; the 2nd is the second player etc.



LANDSCAPE TILES



| | 2 | 3 | 4 |
|------------------------------------------------------------------------------------------------------|---|---|---|
|  LOTUS | 4 | 6 | 7 |
|  KOI FISH | 4 | 6 | 7 |
|  BANANA PALM | 6 | 8 | 8 |
|  CHERRY TREE | 4 | 8 | 8 |
|  PLUM TREE | 4 | 8 | 8 |
|  PERSIMMON TREE | 4 | 8 | 8 |
|  STATUE | 3 | 4 | 6 |
|  LANTERN | 3 | 4 | 6 |
|  BRIDGE | 3 | 4 | 6 |

When playing with younger players, add +2 of each feature to this table.

The most recent player to eat a banana chooses 3 tiles from the top of the landscape tile stacks. Places 1 on their Domain board in any position and orientation, stores another to the side of their board then discards the last to the bottom of any stack. All other players do the same in anti-clockwise order.

Any symbols on the Domain boards that get covered by a tile (bonus card, fruit or resource) are taken from the supply as a starting bonus.



GAMEPLAY

PHASES OF A ROUND



ACTION CARD SELECTION.

The monkey movement cards show how many disciple monkeys a player will send to the Wilds board to go collecting and how much noise they will make. **Each monkey paw**  **represents one monkey going collecting.** The cards also show how many monkeys will stay and perform a build action  on the Domain board.

Each player secretly chooses one of their move cards, placing it *face down*. All players then simultaneously reveal their cards, placing one monkey disciple marker on each monkey paw icon shown.



MONKEY FORAGING.

Starting with the 1st player, each player takes their turn placing a monkey disciple marker from their chosen move action card onto an action space in a ringed **Action Zone**, until all monkeys are placed. This includes on the ringed **Build Action Zone** on their chosen Action card, or on a Teachings card controlled by the player.

If all action spaces in an Action Zone on the Wilds board are blocked by previously placed monkeys, players cannot place their monkey in that zone. Disciple monkeys cannot be placed in Action zones blocked by Guardians (see Phase 3 opposite).

Action Zones in front of gates are specific to the player of the matching colour. Monkeys of another player cannot be placed on these gate spaces.

TURN ORDER AND PLAYER POSITION

The 1st player in turn order is the player whose marker is highest on the Mountain Steps Track or on top of the highest stack. When moving up, a player's marker always moves to the top of any stack present.



GUARDIANS.

Wild monkey 'guardians' not allied to King Monkey patrol the forest. Chasing away any monkey disciples they find collecting and blocking the Action zone until the Guardians move away on a subsequent turn. The Guardian phase comprises 3 steps.

1. CALCULATE NOISE.

Monkeys are excitable creatures and generate a lot of noise when collecting. This alerts the patrolling guardians. The amount of noise generated by disciple monkeys is shown by the chattering monkey symbol on the monkey movement cards. Total the amount of 'noise' generated by foraging monkeys on all monkey movement cards played this round. This total noise dictates how far the Guardians will move.

Action Card example:

The Green player chooses the single paw card allowing one disciple monkey to go collecting on the Wilds board. His other two monkeys remain at home on the build action space.



Action Zone Placement Example:

In this 3 player example, Purple has taken a space and the greyed space is not available (4 player games only), so Green has only one space to choose. Subsequently, Orange and Blue cannot place a monkey here as no spaces are left.



Turn Order Example:

Current player turn order is **Purple > Orange > Green > Blue.**

If **Blue** moves up 1 step, they would jump on top of **Purple** and become the 1st player.



2. GUARDIAN MOVEMENT.

Guardians patrol along the path around the mountain and between action zones in a *clockwise direction* following their trail of footprints.

Each guardian moves a number of steps equal to the total noise generated by all player monkeys, +1/-1 for the result of rolling the Guardian die. The die is rolled for each Guardian separately.

If the total noise is 0, the Guardians do not move, the die is not rolled and the Guardians continue to block their current Action Zones.

Note: Guardians are fearful of the wrath of King Monkey and never stray from their path.

3. CHASE.

A guardian finishing its move in an Action zone occupied by monkey markers will eject all the monkeys there. The monkey markers are placed on top of the mountain, cannot resolve an action this round and will return to the player's domain board in Phase 5.

4. RESOLVE ACTIONS.

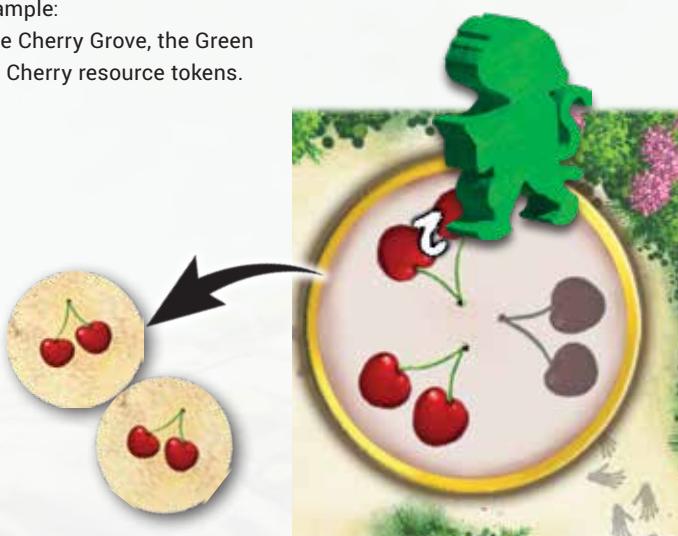
In turn order, players now resolve their chosen monkey actions (Collecting, Landscaping or Building) one at a time in any order that the player chooses, returning to the Domain board after taking their action.

COLLECTING:

Each disciple monkey in an Action Zone can take resources, make an offering, build part of the shrine or take a feature such as a Lotus flower or Fish (**Action Zones** are explained on the next page).

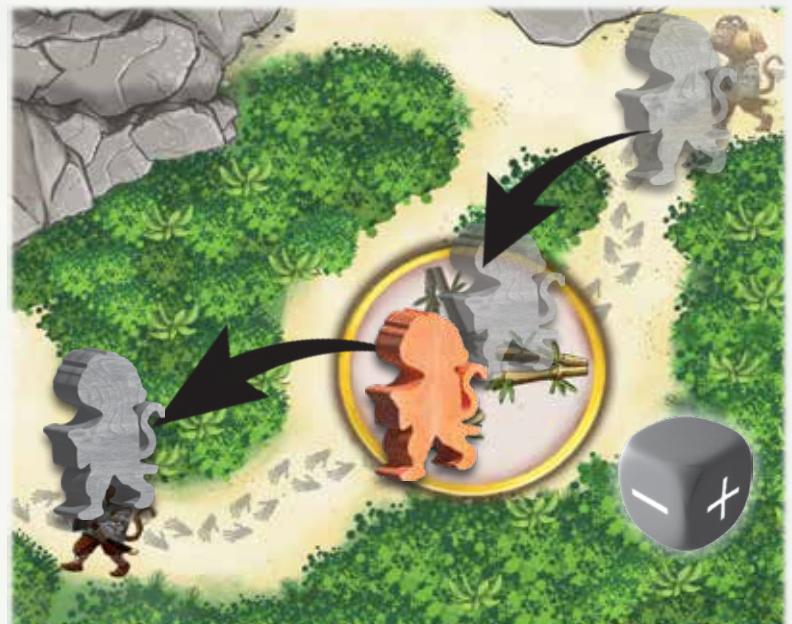
Collecting Example:

Foraging in the Cherry Grove, the Green player takes 2 Cherry resource tokens.



Guardian move example:

A Guardian moves 2 zones, starting from an intermediate guardian space. It passes over the Bamboo Forest zone to another intermediate space. The Guardian dice is rolled but luckily shows 'blank' so the Guardian does not move any extra spaces. Because the Guardian did not stop in the Bamboo Forest, it does not eject any monkeys there.



Guardian chase example:

The guardian finishes its move in the Quarry zone. He ejects Orange and Blue, then blocks this zone for future placements until he moves away.



LANDSCAPE and/or BUILD:

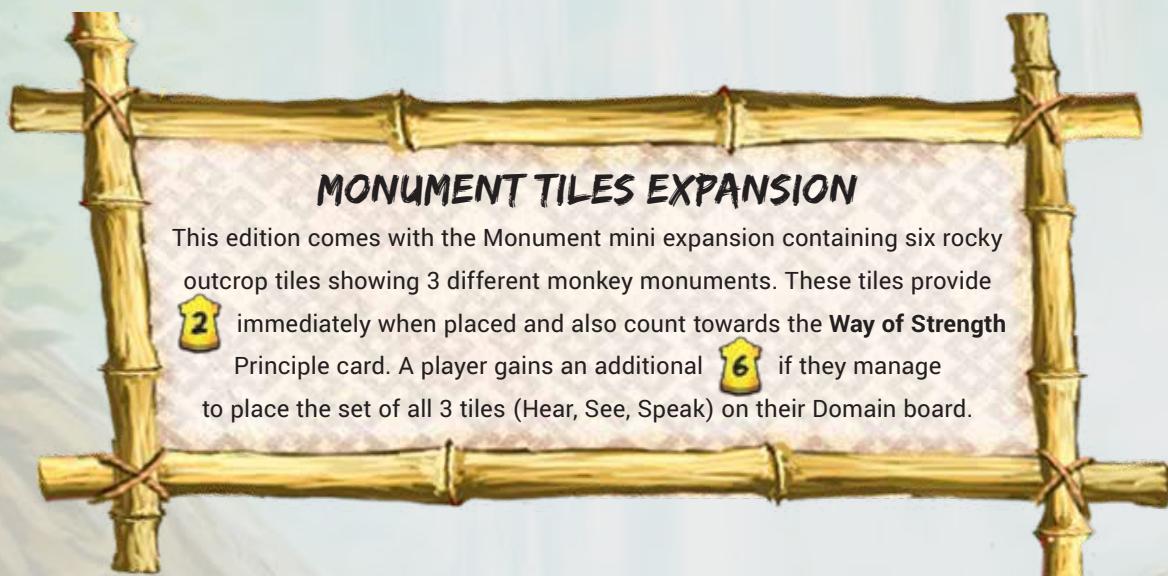
Monkeys placed on the Build action zone of a Domain board can place landscape tiles or build features using resources. These actions can be carried out in any order. Only the feature shown on the tile (with its cost in resources) can be placed. **Landscape Domain & Build Actions** are explained in more detail on page 11.



Players gain Enlightenment Points (EPs) during the game as soon as they:

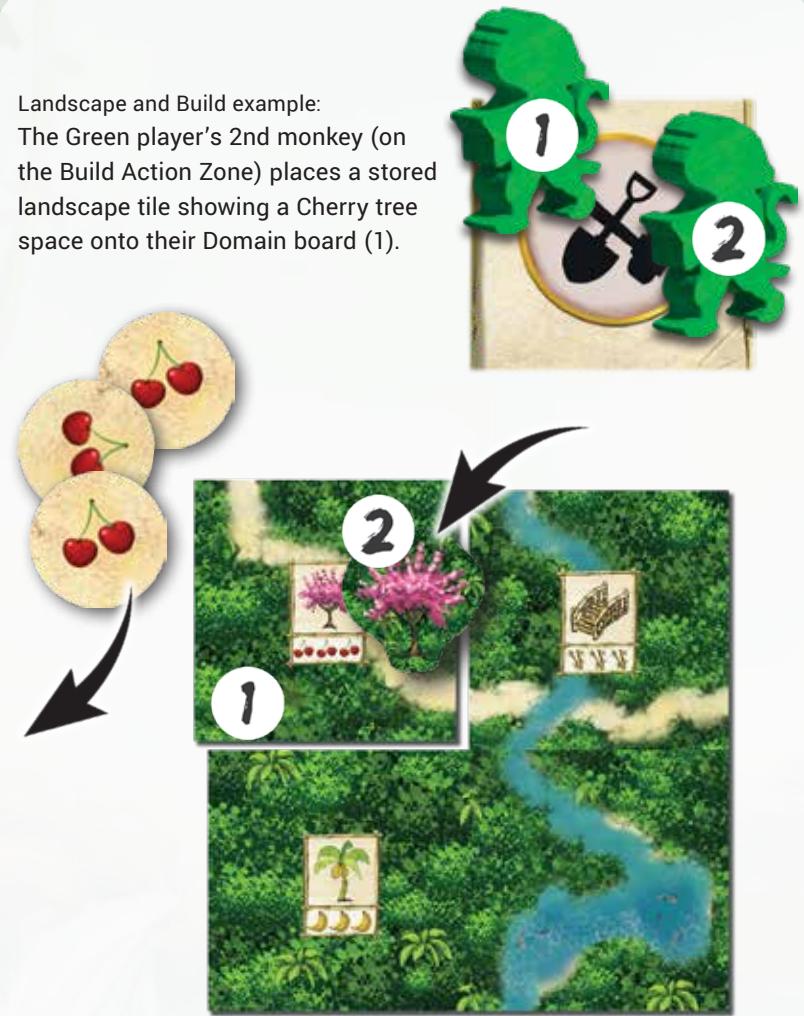
- Place a feature token on a landscape tile on their Domain board
- Place a shrine tile on the Shrine Build space
- Claim EPs from Bonus cards or specific steps on the Mountain Steps track
- Make a fruit offering that provides EPs.
- Move a marker up the Honour or Charity track

The amount of EPs gained is shown on page 13.



This edition comes with the Monument mini expansion containing six rocky outcrop tiles showing 3 different monkey monuments. These tiles provide **2** immediately when placed and also count towards the **Way of Strength** Principle card. A player gains an additional **6** if they manage to place the set of all 3 tiles (Hear, See, Speak) on their Domain board.

Landscape and Build example:
The Green player's 2nd monkey (on the Build Action Zone) places a stored landscape tile showing a Cherry tree space onto their Domain board (1).



The player's 3rd monkey (also on the Build Action Zone) discards 3 Cherry tokens to plant a Cherry tree feature onto the now available Cherry tree space (2). The player immediately claims **2** for placing the Tree feature.

ACTION ZONES EXPLAINED

There are 5 types of **Action Zones** on the Wilds board. Feature Zones (for collecting features), Resource Zones (for collecting resources), Gate Zones (for collecting landscape tiles), an Offerings Zone for making offerings to Monkey King and a Shrine Zone for building Sun Wukong's shrine.

Note: Greyed out spaces are only available in four player games.

FEATURE ZONES:

Feature zones provide placeable features such as Lotus flowers or Koi fish. Players take matching token(s) from the supply, placing them in the storage area of their Domain board, ready to be added to tiles using a build action.

RESOURCE ZONES:

Resource zones provide Clay, Bamboo or Stone and four kinds of Fruit. Players take matching token(s) from the supply, placing them in the storage area of their Domain board. Some spaces indicate two resources can be claimed instead of one.

Note: Resources can never be placed directly onto landscape tiles.

LANDSCAPE ZONE (GATE):

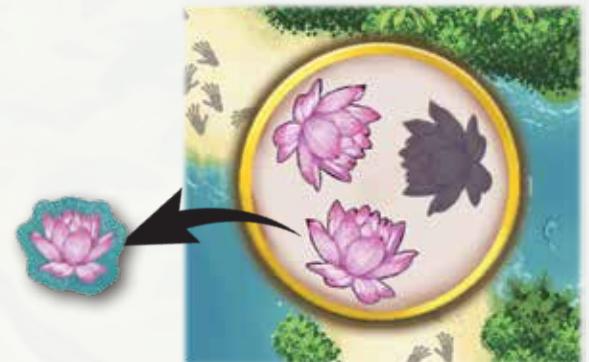
Each monkey player has a matching coloured gate where they can draw new landscape tiles from **any landscape tile stack**. All three disciple monkeys can use the gate during the round. New landscape tiles must be stored on their Domain board until a build monkey can landscape them.

Note: A player cannot look at the underside of a Landscape tile until they have claimed it from a stack.



Feature Zone example:

A monkey marker placed in this zone can claim one Lotus feature.



Resource Zone example:

The Purple monkey can claim two bamboo resources instead of one.



Landscape Zone example:

The Blue monkey claims a tile, placing it in storage on their Domain board.



OFFERINGS ZONE:

The Offerings Zone is where King Monkey provides special bonuses in exchange for fruit. To make an offering, place disciple monkeys on the available spaces. In Phase 4, each disciple monkey can pay the required resources (discarding tokens to the supply) to claim an applicable bonus shown in the Offerings table. **Note: Some offering options require two or more fruit that are NOT the same.**

Offerings example:

Blue Player has a disciple monkey in the Offerings zone. In Phase 4 he spends 3 banana resources to use the 'up 1 step' option of the Offerings table. Blue Player moves his marker 1 space up the Mountain Steps, taking the bonus (move 1 position up the Charity track). He immediately does so and triggers another bonus (move 1 step up the Mountain Steps). He does so, taking the lead as 1st player over Green Monkey and claims a fruit as a reward.



OFFERINGS TABLE

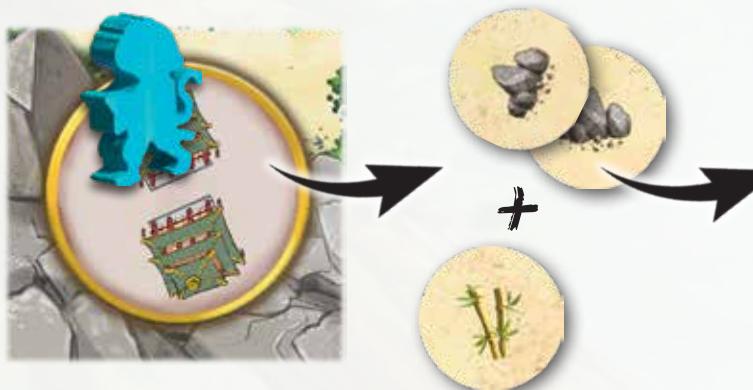
| | | |
|-----------|--|--|
| $x3 \neq$ | | |
| $x3$ | | |
| $x3 \neq$ | | |
| $x2$ | | |

Offerings must either be all the same fruit or all different fruits (\neq).

SHRINE BUILD ZONE:

The Shrine Build Zone is where disciple monkeys pay resources to build levels of the shrine. Each disciple monkey placed in the Shrine Action zone can build a single piece. The player discards the necessary resources (shown in the Shrine Build table on the Wilds board and on page 13), takes a shrine piece and places it on top of the mountain. The player then claims for doing so and moves their marker one step up the Honour track following the arrows and takes the indicated bonus.

Shrine Build example:



LANDSCAPE DOMAIN / BUILD ACTIONS EXPLAINED



PLANT TREE FEATURE

Spend the resources shown to plant a tree on the landscape tile. Then claim the tree as shown on page 13.



BUILD FEATURE

Spend the resources shown to build the feature (Lantern, Statue or Bridge) on a landscaped tile. Then claim the  shown on page 13 for the feature.

Bonus card effects are summarised on page 13.



LANDSCAPE

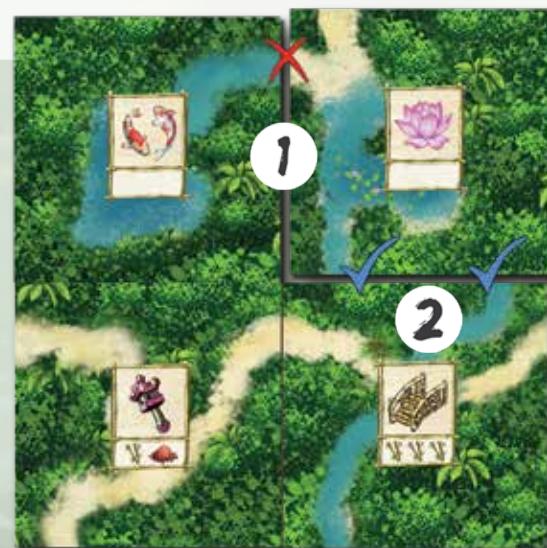
Place a stored landscape tile on an empty square (either side and in any orientation) of the Domain board following the placement rules on the next page. Claim any resource or bonus card covered by the new tile.

PLACING LANDSCAPE TILES

Landscape tiles must be placed on empty Domain board spaces in any orientation or side, as long as rivers do not connect to paths. Both rivers and path sections can be blocked by forest.

Example:

The new tile cannot be placed like this since paths cannot connect to rivers (1). Both river sections can be blocked by forest however (2).



POND TILES

Ponds are any water areas wider than rivers. They can be either connected or not connected to rivers. Some examples are shown here.



5.

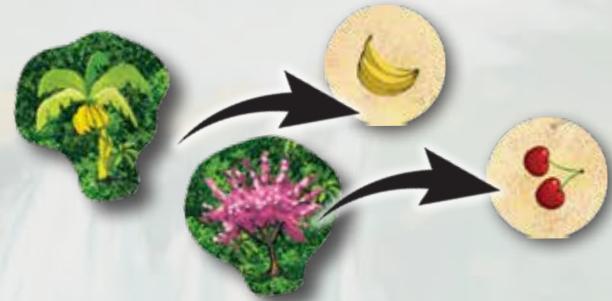
MONKEY KING MOVE

The Monkey King marker is now moved one space forwards along the **Moon Track**, potentially triggering a **Harvest Moon round (marked in red)**. Moving King Monkey ends the round, all monkey disciples return to their Domain boards and the next round begins at Phase 1.



HARVEST MOON:

When a Harvest Moon triggers, all fruit trees planted on Domain boards produce one fruit resource each and the catch up rule applies.



CATCH UP RULE

Sun Wukong is a benevolent ruler and will sometimes give out gifts. In Harvest Moon rounds, the player with the least EPs gains free resources (of their choice) equal to the number of Monkey King icons shown on the Moon track between their current position and the lead player.

TIE-BREAKER RULE

If two players are ever tied over the timing of an action, claiming a token or a Teaching card, the monkey disciple highest on the Mountain Steps Track gains the benefit.

MONKEY KING TEACHINGS

When the Monkey King marker is placed on a round space showing his symbol, Sun Wukong arrives to teach his disciples the Path to Enlightenment; represented by Teachings cards.

Turn the next Monkey King teachings card (2 cards in 3-4 player games) *face up* then begin the new round at Phase 1.

Teachings cards are secondary objectives for all players. **At any time**, a player satisfying the conditions shown on the card can claim it. The card provides a new Action Zone available to the owning player (top left corner) who may place a disciple monkey here in Phase 2 instead of foraging or building. Should another player later satisfy the card requirements **with a higher total value**, they can immediately take ownership of the card.



GAME REFERENCE

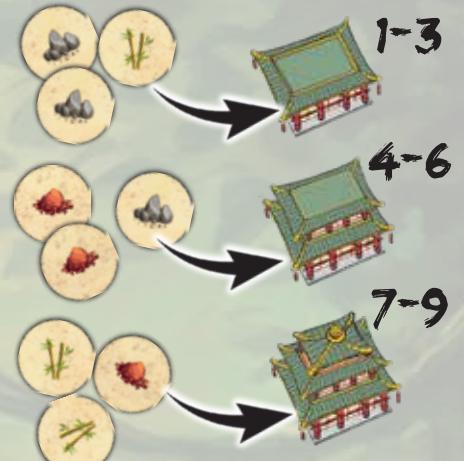
ROUND PHASES

- 1 Action card selection
- 2 Monkey Foraging (in player turn order)
- 3 Guardian effects (and possible chase)
- 4 Monkey actions (including builds)
- 5 Monkey King (round advancement)

+ Possible Teachings/ Harvest Moon Phase

| FOR PLACED FEATURES | |
|------------------------------------------------------------------------------------|-----------------|
|  | 2 |
|  | 3 |
|  | 3 / 6 / 9 / 12 |
|  | 3 / 7 / 12 / 16 |

SHRINE BUILD COST



BONUS CARDS

Bonus cards can be played at any time. If multiple Bonus cards are played at the same time, they are played in turn order. Bonus effects supersede all other rules.



Take a landscape tile from the top of any stack and store it on your Domain board.



Claim 2 EPs.



Immediately landscape 1 tile from storage into your Domain (does not require a build action).



Move a single guardian one space forwards or backwards during its movement.



Take 2 fruit resources of your choice from the supply.



Swap one of your unused landscape tiles with the top tile of any stack.



Take 2 build resources of your choice from the supply.



When taking a landscape tile from a stack, take 2, choose one and return the other to the bottom of the stack.



Prevent one monkey from being ejected from an Action zone. The monkey can use this Action zone as normal.



Move a previously placed landscape tile in your Domain to elsewhere in your Domain including flipping and rotating it if desired.

GAME END AND FINAL SCORING

The game finishes at the end of the round when either 1) the Shrine is completed, or 2) Monkey King is on Round 18 of the Moon Track (Round 14 for shorter games). Each player now scores their Domain board in each of the following categories. The player with the most points is the winner. On ties, the tied player highest on the Mountain Steps track wins. If still tied, the tied player with the most impressive Domain (chosen by all players) wins.

DOMAIN BOARD SCORING:

-  for each empty landscape tile space
-  for each unused landscape tile in storage
-  for each unused resource / feature in storage
-  for placing all 12 landscape tiles

ZEN PRINCIPLES SCORING:

For each card, the player with the highest value wins . The runner up gains . On ties for 1st place, tied players each receive  and there is no 2nd place. On ties for 2nd place however, the tied players each receive .



WAY OF STRENGTH

Number of rock features present on landscape tiles



WAY OF ENERGY

Longest complete river made of landscape tiles
(include ponds)



WAY OF ENDURANCE

Most planted Fruit Tree features.



WAY OF ENLIGHTENMENT

Most ornamental feature tokens (Statues, Lanterns, Bridges)
on landscape tiles



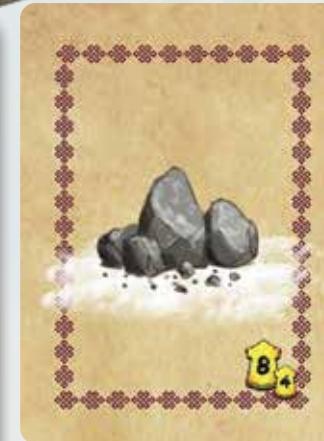
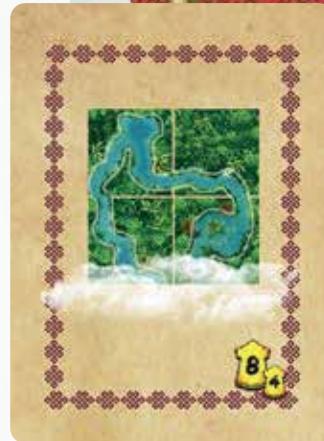
WAY OF JOURNEYS

Longest continuous pathway present on landscape tiles



WAY OF UNITY

Most landscape tiles containing both paths and streams
(add +1 to total for each Bridge built)



HONOUR SCORING (SHRINE):

The player highest on the Honour track gains Sun Wukong's Favour ().

The runner up gets  . On ties, the tied players both receive  .

CHARITY SCORING (OFFERINGS):

The player highest on the Charity track gains Sun Wukong's Gift of Charity (). On ties, the tied players both receive  .

MONKEY KING TEACHINGS SCORING:

Each player gains  for each Monkey King Teaching card controlled.



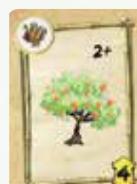
ABUNDANCE

Most Banana palm features



FAMILY

2 or more built bridges



WISDOM

Most Persimmon tree features



SUSTENANCE

Two of each fruit currently in storage



PERSEVERANCE

Most Plum tree features



GUIDANCE

2 or more built Lanterns



RENEWAL

Most Cherry tree features



LOYALTY

2 or more built Statues



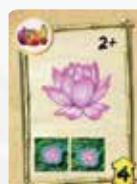
CONTEMPLATION

Most Koi fish features in linked ponds



CLEANLINESS

3 or more ponds shown on landscape tiles.



PURITY

Most Lotus flower features linked by rivers



HONOUR

After building 3 levels of shrine. At game end, score  for each level of shrine built.

DOMAIN BOARD SCORING EXAMPLE

1 empty domain space  - ()

2 unused landscape tiles - ()

Way of Energy (tied 2nd place) - ()

Way of Strength (2 tiles, 1st Place) - ()

'Purity' Teaching card - ()

SCORE =



