



A JUNGLE PARTY GAME FOR 3-9 GIBBONS.

Food, leisure, and dance: **life is good for gibbons...** until **your chatter** attracts the **attention of the King**, the most despotic gibbon of the jungle. Pay attention, **memorize his commands**, because only the sharpest will **escape with the bananas!**

1. OBJECTIVE

To receive as few cards as possible by correctly miming the sequences of Gibbon gestures.

2. DISTRIBUTING AVATARS

2.1 One player is crowned the first Jungle King and places the King Avatar card [a] in front of them.

2.2 All others select a different Gibbon Avatar. There are 4 Gibbon Avatars: See No Evil, Hear No Evil, Speak No Evil, Scratch [d]. With 5 or more players, some Avatars will be shared.

3. BUILDING THE DECK

3.1 The draw deck is made up only of Gibbon Cards [a] corresponding to the Avatars actually in play.

➡ If an Avatar was not chosen, the related Gibbon Cards are removed.

3.2 Add the Special Cards in as well (Pigeon, Banana Helmet, Jungle King) [b].

3.3 Shuffle the deck and hand it to the King.

4. BANANA CARDS

The King places the Banana Cards [c] in the center of the table – always two fewer than the number of players, spaced out and not stacked.

5. HOW TO PLAY

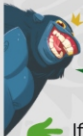
The game is divided into rounds; each round has several turns.

Turn - At the beginning of the turn, the King draws the top card from the deck, shows it to everyone, and then keeps it in hand. The cards must remain hidden: the other players must not see them.

"Remember: the cards must be kept in the order drawn! Only this way can I check the sequences!"



The player with the corresponding Avatar must mime, in the correct order, the entire sequence of Gibbon Cards in the King's hand. The King checks the correctness of the sequence.



"Easy with a single card, but then..."

➡ If the player mimes correctly, the King draws a new card and a new turn begins.

➡ If they make a mistake, the round ends.

6. SPECIAL CARDS

Special Cards interrupt the turn and immediately end the round:

➡ **Banana Helmet** – Everyone, except the King, grabs a Banana Card.

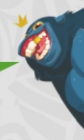


Pigeon – Everyone, except the King, imitates a pigeon, then grabs a Banana Card.



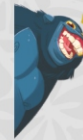
Jungle King – The King beats their fists on their chest; only when finished may the others grab a Banana Card.

"Someone will always be left without a banana!"



7. END OF ROUND

The player who makes a mistake in the sequence, fails to grab a Banana Card, or acts out of turn (when their Avatar has not appeared or while the Jungle King has not yet finished beating their fists on their chest) suffers the penalty: they receive all the cards in the King's hand and place them face down in front of them.



"If two players make a mistake in the same turn... I decide who gets the cards!"

8. NEW ROUND

At the end of a round, reposition the Banana Cards in the center and pass the King Avatar card to the player on the left, who becomes the new Jungle King.

9. END OF THE GAME

The game ends when:

- ➡ all players have been King twice, or
- ➡ the green deck runs out.

Count the penalty cards:

- ➡ the player with the fewest wins;
- ➡ in case of a tie, the one who best imitates a gibbon wins!

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