

Hungry Monkey

the lost bean

Once upon a time, Hungry Monkey lost his breakfast bean in the jungle. He searched over and over but could not find it. He asked all the other animals to help him searching, from Swift Sparrow to King Tiger, but they all ignored his pleas. All but Tiny Ant. It climbed into Tiger's ear and commanded him to help Hungry Monkey. King Tiger was scared by the voice in his ear and chose to obey. With a thundering roar, he commanded all animals of the jungle to look for the bean, and no one dared to refuse. Eventually, Swift Sparrow found the lost bean, and Hungry Monkey was very happy with his meal.

components

72 Animal cards

6 each of 12 different animals.



back

1 Bad Kitty card

(front and back)



For scoring multiple games:

22 Bean cards

10 of 1 bean

6 each of 2 & 3 beans



back

Setup

1. Shuffle all Animal cards and **deal 3 to each player** as their hand.
2. Deal **4 Animal cards, face down in a row**, to each player. No one is allowed to look at these cards unless specified by a card effect later in the game.
3. Place the remaining Animal cards in the middle of the playing area in a facedown draw pile.
4. Hold the *Bad Kitty* card upright next to the draw pile. Then, slide it into the deck at the approximate height determined by the number of players as indicated on the card. With 5 or 6 players place the *Bad Kitty* below the whole pile.

Play starts with the youngest player.



goal of the game

In *Hungry Monkey* you have Animal cards both in hand and in a facedown row in front of you. **In order to win, you must be the first to play all your cards**, first from your hand and then from your card row.

For multiple games, score 4 games in a row with the optional *Bean scoring* (see page 7).



gameplay

Players take turns playing cards on the animal pile, in clockwise order. On your turn you **must**:

1. Play **one or more** cards face up on the animal pile.
2. Trigger a **gang of four** if possible, **otherwise** trigger the **animal effect**, if any.
3. **Draw back up to 3 cards** in hand (unless the *Bad Kitty* card has been revealed).

During your turn you try to:

Optimize your cards (row and hand)

— until the draw pile is empty.

Get rid of all your cards

— after the draw pile is empty.

1. play cards

Choose one of these ways to play cards:

◆ PLAY CARDS FROM HAND

Play **any number of identical valid cards** from your hand.

You can **never play invalid cards** from your hand.



◆ PLAY 1 CARD FROM THE DRAW PILE

Draw the top card from the draw pile and play it face up on the animal pile.

Note: You may choose to play a card from the draw pile even if you have a valid card in hand.

◆ PLAY 1 CARD FROM YOUR CARD ROW

If the draw pile and your hand are empty, you **must** play a card from your card row on the animal pile.

Note: The draw pile is empty as soon as the *Bad Kitty* card has been revealed.



Valid Animal cards:

For a card to be valid to play on the animal pile, it must have the **same or a higher number** than the card on the top of the animal pile. If the **animal pile is empty**, any card is valid.

Invalid Animal cards:

When you're playing a card from the draw pile or your card row, the card can show a lower number and is therefore invalid.

In this case you **must** add the animal pile, including the played card, to your hand. **Don't** trigger its effect.

Card effects may change these rules!

Example: You play a card from the draw pile: *Sneaky Snake* (3). It has a lower number than *Wise Elephant* (10), making it invalid. Add the whole animal pile to your hand. **Do not** trigger the *snake's* effect.



Important: If the draw pile is empty and you have cards in hand, but no valid card, you must add the animal pile to your hand. Then your turn is over.



2. Trigger an effect

Only the topmost card you played can trigger an **animal effect**.

If you play multiple cards of the same animal, you apply the effect only once.

A **gang of four** (see below) prevents an animal effect!

Example:

You play two *Swift Sparrows*. The animal effect is triggered only **once**.



ANIMAL EFFECTS



If the topmost card has a special icon it triggers an effect. All animal effects can be found on page 8.

Hungry Monkey: The **copy effect** of the *Monkey* is permanent and doesn't need to be triggered!

A GANG OF FOUR

If there are ever four or more cards of a kind (including copies by a *Hungry Monkey*) on top of the animal pile, the current player **must**:

1. Immediately discard all cards from the animal pile to the discard pile **without** triggering any animal effects.
2. Draw back up to 3 cards.
3. Take another turn.

Hungry Monkey:

A *Monkey* always counts towards a gang of four. It doesn't matter which animal it copied originally.

Example:

You play 3 *Stubborn Rhinos* (9). Together with the *Hungry Monkey* they trigger a gang of four.



3. ਰਾਹ ਠਾਕੇ ਧਰ ਤੋ 3 ਟਾਕੇ

Draw until you have 3 cards in hand.

If you have 3 or more cards in hand, do not draw.

If you reveal the *Bad Kitty* card, leave it on top. Do not draw any more cards. The draw pile is now considered to be empty and nobody can draw cards for any reason.

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The first player to play all their cards, both from their hand and from their card row, **is the winner**.

Play continues with the remaining players until only one player has cards left. They lose.

Example: You play the last card from your card row. Your *Slender Mongoose* is valid. You win immediately. The other players keep playing.



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optional bean scoring

You can use the Bean cards to score over 4 games.

The player with the most beans, or the first player to collect 10 beans, **is the winner**.

Setup

1. Give each player a facedown 1 Bean card.
2. Place the remaining 1 Bean cards face-up next to the playing area. With 2 or 3 players you may put the remaining 1 Bean cards back in the box.
3. Shuffle all 2 and 3 Bean cards and place them next to the playing area in a facedown pile.



Scoring a game

- ◆ **The first player to play all their cards draws 2 Bean cards.**
- ◆ **The second player to play all their cards draws 1 Bean card.** In a 2 player game, the second player does not score.
- ◆ **The third player to play all their cards gains a 1 Bean card.** In a 3 player game, the third player does not score.
- ◆ **The last player with cards left discards their lowest Bean card.** If they don't have a Bean card, they don't discard any.



Bean cards are placed facedown in front of you.

Starting the next game

Play starts with the player who has lost the last game.

Final Scoring

The final scoring is triggered when either any player has **10 or more beans** after a game or **4 games** have been scored.

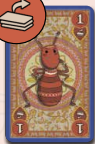
The player with the most beans wins.

In case of a tie, all tied players win.



effects

If the topmost card you played is one of the following, and doesn't trigger a gang of four, it has the following effect:



1 Tiny Ant

- ◆ An **Ant** is **always valid**.
- ◆ If you play your **Ant** on another **Ant**, nothing happens.
- ◆ If you play your **Ant** on another animal, **take all** cards except your **Ants**.



2 Swift Sparrow

- ◆ **Swap** one of your facedown cards with one of the cards in your hand.
- ◆ If your hand is empty, the **Sparrow** has no effect.



3 Sneaky Snake

- ◆ **Peek** at one facedown card of any player.



7 Slender Mongoose

- ◆ Take an **extra turn** (after the draw cards step).



8 Strong Buffalo

- ◆ The next player has to play a card that has the **same or lower** number.



11 King Tiger

- ◆ **Discard all** cards from the animal pile, including **King Tiger**, to the discard pile.



? Hungry Monkey

- ◆ A **Monkey** is **always valid**.
- ◆ A **Monkey** can be played alone or together with other valid cards.
- ◆ Is another animal on top of the **Monkey**, the **Monkey copies** its effect.
- ◆ Is no other animal on top of the **Monkey**, the **Monkey copies** the animal below and triggers its effect.

