

RULES OVERVIEW

All the cards are dealt face down. One by one, players lay down cards. As soon as two cards with matching symbols are revealed (matching colors do not count), the two players who dealt the matching cards must grab the totem situated in the center of the playing area. The player who grabs the totem first gives all of the cards he has turned over to the player who did not grab the totem. The aim of the game is to get rid of all of one's cards. But watch out! The symbols look alike and there are many traps. If a player grabs the totem when he is not entitled to, he will be obliged to collect all the cards on the table. All «Arrow» cards indicate special rules to be observed during the game.

Warning: A game of JUNGLE SPEED must be played in a sportsman-like and politically correct manner. Yes, we know, it's more boring this way but being kind to your fellow gamers means less lawsuits.

Jungle Speed is a game that was majestically created by:
«Tom and Yako» (Thomas Vuarchez and Pierre Yakovenko)
and was lovingly edited and distributed by:

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100 Station Street – Loyahanna, PA 15661 – 206-604-8365
www.asmodee-us.com – e-mail: contact@asmodee-us.com

If you'd like to interact with the entire tribe, check out our own slice of the web at:
www.junglespeed.org

Hey! Don't forget, an extended edition with 80 new cards will soon be available! Get ready to start tearing out your hair...



HISTORY

This game was invented approximately 3000 years ago by the Aboulou Tribe in subtropical Spidopotamia. The Aboulous (a rowdy tribe whose favorite delicacy was monkey bones) originally used eucalyptus leaves as cards for the game. This game was used to decide who got what share of the carcass after a successful hunt. These games usually ended in bloody fights, as all of the cards were identical. This simple error nearly drove the tribe to extinction. This is why JUNGLE SPEED remained unknown to the outside world until the 20th century when two clever gamethropologists, Tom and Yako, invented the modern-day playing card.

THE TRIBE

JUNGLE SPEED is a tribal game and is best played in groups (from 2 to 80 players). Anthropological evidence suggests that initiation usually begins around age 7.



THE LAW OF THE JUNGLE

- **THE AIM OF THE GAME IS TO GET RID OF ALL ONE'S CARDS AS QUICKLY AS POSSIBLE.**
- The totem is placed in the center of the playing area. Shuffle and deal the 80 cards between the players, face down. Players may NOT look at their cards, but place them in a draw pile in front of themselves. After the players have had an equal number of cards, any surplus cards are placed face up in a pile under the Totem (this pile is called «The Pot»).
- One after the other (in clockwise order), players take turns turning over cards.
- Players never play at the same time (unless the ALL FLIP card, *figure 1, opposite*, appears).
- On his turn, a player turns over the top card from his draw pile and places it on the top of his discard pile, covering any previously revealed cards. This will create a stack of face up cards as the game progresses.
- **DUELS: When 2 people turn over a card with the same symbol (regardless of the color), a duel ensues. The first of the two players to grab the totem wins the round. The loser of the duel must take all of his own face-up cards as well as the winning player's face-up cards AND any cards that might be in The Pot. The loser uncovers a card to start the next round.**
- Special arrow cards do not start duels, but put special rules into effect (*see Tribal Emblems*).
- **MISTAKE!** A player who grabs when he should not or who knocks over the totem picks up all the cards on the table: all the players' cards and all cards in The Pot. This rule is also effective when a player attempts to grab the totem out of turn.
- Players must play with only one hand; the other must never be used.
- **The cards must always be turned over towards the other players as shown below in the nifty drawing:**



TRIBAL EMBLEMS

There are two types of cards:

1 - SYMBOL CARDS:

- There are different shapes or symbols on the cards. These shapes or symbols are in one of four different colors. When two identical symbol cards are revealed, a duel ensues. Usually, only the symbol is important, *not* the color EXCEPT when the special *Color Match* card is turned over...
- Below are some of the distinctly different shapes you will find on the cards (but beware of subtle similarities!):



2 - ARROW CARDS:

- There are three types of arrow cards. These are special cards that don't trigger duels, but change the rules of the game.

a) The ALL FLIP card (Spinning arrows pointing OUTWARD):

All players turn a card over at once. (To start with, we recommend you count one, two, three!) This helps to ensure that everyone turns his or her card over at the same time. The cards are compared and if none match, the player after the player who uncovered the arrow card uncovers the next card.



Fig. 1



b) The FAST GRAB card (Spinning arrows pointing INWARD):

All players must now attempt to grab the totem at the same time. Whoever succeeds puts his overturned cards in The Pot under the totem. This new Pot will go to the next loser. The player who grabbed the totem now uncovers the next card.



c) The COLOR MATCH card (Arrows in DIFFERENT COLORS):

- For games with of 2-3 players: the COLOR MATCH cards are removed from the deck before beginning play. However, when all three players have uncovered cards of the same color in front of them, the FAST GRAB rule goes into effect.
- For games with 4 players or more, when a player uncovers a COLOR MATCH card, players with matching colors must attempt to grab the totem, regardless of the symbol on their cards. The player who turned over the COLOR MATCH card sits this round out. A multi-player duel is similar to a two-player duel, EXCEPT! In a multi-player duel, the winner can give all his cards to one loser or choose to share his cards among several losers. The COLOR MATCH card is active until: **a.** The totem is knocked over. **b.** As soon as another special arrow card is uncovered.

WATCH OUT! Matching symbol duels are not permitted as long as the COLOR MATCH card is in play.

d) SPECIAL SITUATIONS INVOLVING THE ARROW CARDS:

- Two ALL FLIP cards appear one after the other: if a second ALL FLIP card appears immediately after the first, it only goes into effect if no other duel between players is possible.
- Another Arrow Card appears at the same time as a duel between two players. The fastest player decides the outcome. *Example:* Pete, Ollie, Veronica and Peggy Sue all turn over a card. An arrow card appears, as well as a duel between Pete and Ollie. Pete grabs the totem first. Pete decides whether the duel is finished, or if the arrow card will then take effect.

- If two duels are possible at the same time: the player who grabs the totem first is the winner and the second duel is no longer possible.
- If three or more players have the same card: the losers of the round divide the winner's cards amongst them OR the winner can decide how to distribute his cards (and the cards from The Pot). For example, he could give all of his cards to his gaming nemesis and none to his friends; just remember, the winner can only give his cards to losers of the duel).

LIFE IN THE JUNGLE

A sample game with four players: Pete, Ollie, Veronica and Peggy Sue.

- Pete turns over the same card as Ollie (a card with a matching symbol).
- Veronica and Peggy Sue do nothing.
- Pete grabs the totem before Ollie.
- Ollie has lost the duel, and must take all of the cards in Pete's discard pile, IN ADDITION to any cards that might be in The Pot. He puts these cards at the bottom of his draw pile. Tough luck! *Remember, the aim of the game is go get rid of all your cards.*
- Veronica and Peggy Sue's cards are still in play.
- Ollie (the loser of the duel) resumes play, turning over a new card.

A second sample game:

- Peggy Sue thinks she has the same card as Pete, but she is mistaken (Or, she tries to participate in a duel when she is not entitled to). She grabs the totem or knocks it over. Peggy Sue must then take ALL the cards of all the players, her own cards, AND any cards that might be in The Pot.

WINNING! AND FINISHING THE GAME

- When a player has turned over his last card, this card remains in play while the other players keep playing. The player has not won until he has gotten rid of his last face up card.

- The game is finished when there are only two players left playing. On the other hand.... to make the game go faster, the game can be ended as soon as the first player gets rid of all their cards.

Special Situations:

- If the last card a player turns over is an ALL GRAB card and he does not grab the totem first, he must take all the cards of the other players as well as the cards in The Pot and continue to play. *Noooooooo! And you were so close!*
- If the last card a player turns over is an ALL FLIP card... Well done! He wins! He puts this card into The Pot, under the totem, and the other players continue to play without him.
- If the last card a player turns over is a COLOR MATCH card... !#@%!*\$! He must take all the cards from the other players and those in The Pot and continue playing.

OPTIONAL RULES

COLOR MATCH CARDS:

- This crazy game gets even more exciting! In games with four to five players, when the COLOR MATCH card appears, it remains active until a new card covers it.

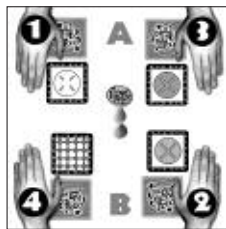
ANTI-RIOT RULE:

- When two players grab the totem at the same time, the winner is the person with the most fingers in contact with the totem. If both players have the same number of fingers touching the totem, he or she who has their hand closest to the base of the totem wins.

TWO-PLAYER RULES:

- Each hand of each player is considered an independent player. The players sit facing each other. The cards are dealt into four equal piles (one for each hand: 2 players = 4 hands).
- The players play one after the other, switching from their right hand to their left hand. So, play proceeds as follows: (1) Player A's right hand; (2) Player B's right hand; (3) Player A's left hand; (4) Player B's left hand and so on... (At first, this is going to be tough for those old neurons, but keep at it and all will go well).

- If there is a duel between the players' face up cards, only the hands that turned the matching cards can try to grab the totem. Watch out! If a player wins a duel with his left hand, the loser only takes the face up cards from this hand. The winner can not give away the cards from his right hand (even if this would work out well for him!). Any mistake is punished according to the regular rules.
- In the example to your right, the duel is only between (2) and (3). If (1) grabs the totem, player A collects all the face up cards and puts them under their right hand draw pile. If (2) wins the duel, player A takes only the face up cards of (2) and (3) and puts them under their left hand draw pile. Conclusion: player A is a bit of a moron but you're not required to be a genius to play this game.



- If there is a duel between the two hands of the same player, he must not grab the totem! If he does, he must collect all the face up cards and put them under the draw pile of the hand that grabbed the totem.
- The ALL GRAB card: when this card shows up, before grabbing the totem, think for a moment (but do it fast!) about which hand should be grabbing! Of course, the hand with the most face up cards should grab.
- The ALL FLIP card: play proceeds as in a normal match.
- The COLOR MATCH card: When you're first getting the hang of things, leave this card out of play. (We're telling you this so you won't go bonkers!)
- The game is over when both players have managed to get rid of all the cards in one draw pile. The players then count their remaining cards; whoever has the most loses the match.

**TRIBAL LIFE DOES NOT MEAN THAT YOU SHOULD RESORT TO VIOLENCE!
IT IS STRICTLY FORBIDDEN TO TRY TO WIN BY BLUDGEONING YOUR OPPONENTS
WITH THE TOTEM! THE GAMING GURUS HOLD THE TRIBE ENTIRELY
RESPONSIBLE FOR THE PEACEFUL USE OF SACRED OBJECTS.**