

# Jungle

A tactical card game for 2–6 players in which memory, observation skills, and timing are decisive. The goal: to score as few points as possible—and not to lose track of the game.

## GAME DURATION

A game consists of several rounds and is played until one player reaches the target score.

15–30 minutes (game to 30 points)

25–40 minutes (game to 50 points)

30–45 minutes (game to 70 points)

The target scores are freely selectable and serve only as a guideline.

## OBJECTIVE OF THE GAME

The aim is to have as few points as possible in your face-down hand at the end of a round. Anyone who reaches a set number of points (e.g. 30, 50, or 70 points) after several rounds loses the game.

The player with the fewest points wins.

## GAME SETUP

- ▶ You will need a pad or sheet of paper and a pen. Designate one player to keep track of all players' scores in each round so that a winner can be declared at the end.
- ▶ Each player receives 4 cards and places them face down in a 2x2 grid in front of them.
- ▶ The two bottom cards may be viewed and memorized. The two top cards remain unknown for the time being.
- ▶ The remaining cards form the draw pile in the middle of the table. Next to it, create a discard pile.



Setup as 2x2 grid

## GAMEPLAY

- ▶ The dealer starts and draws a card from the draw pile. (Later in the game, a player can also decide whether to draw the top card from the discard pile instead).
- ▶ If a card is drawn from the draw pile, it can:
  - ▶ be exchanged for one of your own cards (known or unknown)
  - or
  - ▶ be played immediately to use their function.
- ▶ If the top card is drawn from the discard pile, it can only be used to exchange with another card, as cards from the discard pile have no function.
- ▶ Once the player whose turn it is has finished their turn (exchanged a card or used a function), it is the next player's turn in clockwise order.

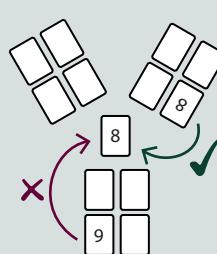
## CARD TYPES & FUNCTIONS

Cards	Function	Points
1-4	No function	1-4
5-7	View your own card	5-7
8-10	View another player's card	8-10
11-12	View another player's card + exchange	11-12
Jungle green	View another player's card + exchange	13
Jungle red	No function but -3 points	-3
Joker	could be anything but the Red Jungle	0

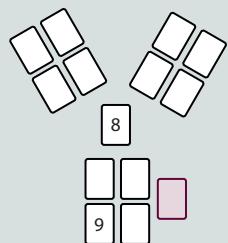
Tip: Use the cheat cards to keep track of the functions during the game.

## SPECIAL RULES

- ▶ When a card is placed on the discard pile, all players with the same card in their hand may also discard it. If you know that another player has a matching card in their hand, you may steal it and discard it, giving them any card of your choice in return – first come, first served!
- ▶ **Please note:** If you reveal the wrong card when stealing, you must draw a penalty card and add it to your hand face down.

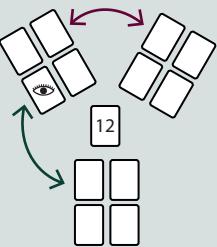


Cards identical to those on the discard pile may be discarded.



Anyone who throws incorrectly must take a penalty card.

- ▶ If a player uses the function of **cards 11, 12, or the green Jungle**, they may look at one of their fellow players' cards and must swap any two cards with each other. The player can swap the card they looked at, but they can also swap two unknown cards. The card swap can be done with one of their own cards, but also between the cards of two fellow players—to cause chaos!



Make it exciting. Just swap however you like – no matter which cards you have.

- ▶ **The Joker – it can be almost anything except the red Jungle.** If the Joker is drawn from the draw pile and played, the player can determine the card value (between 1-12), use its function, and must openly announce this to the other players. **Important:** As always, if a player has the same card in their hand, they can discard it. If the Joker is placed in the player's hand and exchanged for another card in their hand, they benefit from a card with 0 points.