

## 'Jungle Speed' Quick Start

### Object:

The aim of the game is to get rid of all your cards as quickly as possible.

### Setup:

- 1) The totem is placed in the center.
- 2) Deal the 80 cards, face down, between the players. Players may not look at their cards. Each player should have an equal # of cards. The rest are placed in the center under the totem.
- 3) Player may only play with 1 hand.
- 4) Cards must always be turned over towards the other players (outward).

**How to Play:** 4 steps to every round of play

**1) Turn over 1 card.** In clockwise order, each player turns over 1 card, placing it on top of their discard pile.

**2) One at a time, unless....** Players never play at the same time (unless the ALL FLIP card – outward arrows is played)

**3) Duels:** When 2 people turn over a card with the **same symbol**, regardless of color, a duel ensues. The 1<sup>st</sup> of the 2 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 under the totem. The loser uncovers a card to start the next round. Exception: Special arrow cards do not start duels, but put special rules into effect (see below).

**4) Mistakes:** A player who grabs or knocks over the totem when he should not (including grabbing it out of turn), picks up all the face-up cards on the table, including the ones under the totem.

**Symbol Cards:** Different shapes & symbols in 4 different colors. Beware of subtle similarities! Usually, only the symbol is important, **not** the color Except when the **color match** card is played

**Arrow Cards:** 3 types of arrow cards, that change the rules of the game.

**ALL FLIP** (arrows pointing outward): Count 1,2, 3 then all players turn over a card at once. If none match, play continues clockwise.

**FAST GRAB** (arrows pointing inward): All players try to grab at the same time. Winner places his face-up cards under the totem and plays the next card.

**COLOR MATCH** (arrows in different colors): Card removed with only 2 or 3 players (use 3 of same color flipped cards instead). With 4 or more players, players with **matching color** flipped cards, must attempt to grab the totem, regardless of symbols on their cards. The player who turned over the color match card sits out this round. A multi-player duel is similar to a 2 player duel, except in a multi-player duel, the winner can give all his cards to 1 loser or choose to share his cards among several losers. The **color match** card is active until a) the totem is knocked over, or b) another special arrow card is uncovered. **Beware** matching symbol duels are not permitted as long as the **color match** is in play.

**Special situations** with arrow cards: a) if **two ALL FLIP** cards appear 1 after the other, it only goes into effect if no other duel between players is possible, b) another **arrow card** appears at the same time as a duel between 2 players. The fastest player decides the outcome (if the duel is finished, or the arrow card then takes effect, c) if **2 duels** are possible at the same time, the player who grabs the totem first wins – the 2<sup>nd</sup> is no longer possible, d) if **3 or more** players have the **same card**, the losers of the round divide the winner's cards amongst them, e) if the **last card** a player flips is an ALL GRAB card and he loses, he must take all the cards; if it is an ALL FLIP card, he puts his last card under the totem and wins; if it is a COLOR MATCH card, he must take all cards from other players & under totem and continue playing.

**Game End:** When a player has turned over his **last card**, this card remains in play while the others keep playing. The player has not won until he has gotten rid of his last face up card.