



RuleBook

Jungle Speed KIDS

A game by
Tom, Yako,
Marie, and Will

Illustrated by
Vainui de Castelbajac

2 to 6 Players, ages 4 and up

Duration: 15 minutes



What's it all about?

In the heart of the jungle, the lion fell asleep... Quick! Here is your chance to save the animals!

Use your memory and your quick reflexes to be the first to grab the totem!



contents

- 32 Animal tiles

(4 animals: elephant, giraffe, monkey, and zebra. Each animal has one of the following eye expressions: looking up, looking ahead, looking down, or eyes closed. Each combination of animal and eye expression appears twice.)

- 4 Lion tiles (The lion is made up of 4 tiles.)

- 6 Character tiles

- 1 Totem

- 1 Bag

- 1 Rulebook





setup

Place the totem in the center of the table.

The Animal and Lion tiles (36 in all) are shuffled and spread around the totem facedown.

Each player gets a Character tile that they place in front of them (colored side faceup).

GamePlay

The game starts with the youngest player flipping over one of the tiles (faceup).

Important

When a player flips over a tile, they must do so in the direction of the other players (so that they don't see it before the others).





Once everyone has taken a good look at the tile, the player can flip it back over.

Each player, in turn, flips over a tile (going clockwise).

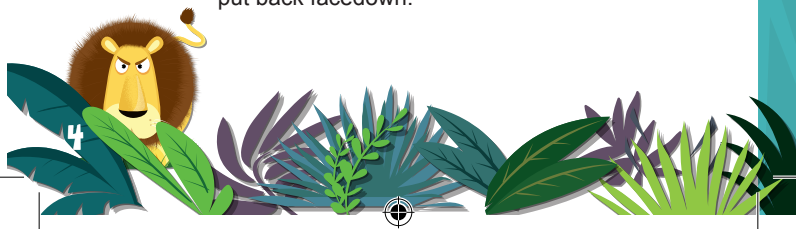
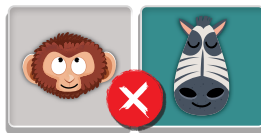
While a tile is faceup, **any player** can grab the totem if they believe they know where an animal of the same family is hidden.

Only the player who grabbed the totem can designate a tile which, according to them, hides an animal matching the one faceup. Then they place the totem on it and flip over that tile (faceup):



If it is indeed an animal of the same family, the player gains both tiles and piles them up next to their Character tile.

If the families of the animals are different, the player flips over their Character tile (frozen side faceup): they temporarily won't be allowed to catch the totem. However, they'll be allowed to memorize the tiles flipped over by the other players! Both faceup Animal tiles are put back facedown.





Then the game resumes: **the player on the left of the one who grabbed the totem** flips over a tile, and so forth.

If a frozen player inadvertently grabs the totem, they simply put it back on the table and the game resumes.

Reactivating a frozen Player

Two options:

1 When it is a frozen player's turn to play, they flip over their Character tile (colored side faceup) instead of an Animal tile. Now they can try to grab the totem once again!



2 When a player flips over a Lion tile, each frozen player immediately flips over their Character tile (colored side faceup) and can try to grab the totem once again!





End of game

Each time a player flips over one of the 4 Lion tiles, they must place it faceup next to the totem.

The lion will appear piece by piece, thus announcing its awakening. **The game immediately ends** upon flipping over the fourth and last tile forming the lion!

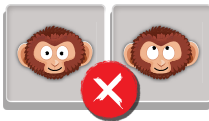
The animals still to be saved, if any, remain hidden, frightened by the presence of the lion!

The player who has the highest pile of tiles wins the game! In case of a draw, the tied players are all declared winners!



Variant 1 : Eye of the Tiger

5 years and up



For this variant, **only eye expressions matter**, regardless of the animal families: players must find the tiles with the exact same eye expression (eyes looking up, straight, down, or closed). Other than this, the rules remain unchanged. Players will have to be more attentive so as to memorize the eye expressions displayed by the Animals.



Variant 2 : The King of the Jungle

6 years and up



On their turns, the players leave the flipped-over tile faceup: therefore, there will be more and more tiles faceup. When a player believes that 2 flipped over tiles are a perfect match (same animal **and** same eye

expression), they must grab the totem and immediately place it on one of the matching tiles while pointing at its twin.

If the player is right, they gain the matching tiles and pile them up next to their Character tile. If the player is wrong, they become frozen. Other than this, the rules remain unchanged.



Published by Zygomatic - Asmodee Group 18 rue Jacqueline Auriol
Quartier Villaroy • BP 40119 • 78041 Guyancourt CEDEX • FRANCE
www.asmodee.com
www.zygomatic-games.com

Created by: Tom Vuarchex, Pierrick Yakovenko, Marie Fort et Wilfried Fort.

Illustrated by: Vainui de Castelbajac.

Visit us on: www.asmodee.com

Find Jungle Speed on: www.junglespeed.com

and on Facebook : [@junglespeed](#)



Contact our CUSTOMER SERVICE
www.asmodee.com



