



3 TO 9 PLAYERS

✱ CONTENTS:

- 28 giant Symbol cards
- 4 Team bases
- 10 Totem tokens
- 1 Totem flag
- 1 rules sheet



✱ OBJECTIVE:

Team: Discard all your Symbol cards.

Totem: Place all your Totem tokens.

✱ SETUP:

One player plays as the **Totem**. The other players form 2 to 4 teams made up of 1 or 2 people.

Below, we explain the rules for teams of 2 players. For solo players, see the corresponding paragraph.

✱ STEP 1: CHOOSE YOUR PLAY SPACE

You will need a big enough space to run around in, ideally without obstacles or walls, to avoid crashing into things. For example, a field, playground, or park.

✱ STEP 2: FORM TEAMS

Each team chooses a color and takes the corresponding base. Each team is made up of a **Holder** and a **Runner**. These roles will change during the game, but give each player their starting role.

Equally distribute the 28 Symbol cards between teams. Then each team moves to a corner of the play space and places their base about 3 feet behind them.

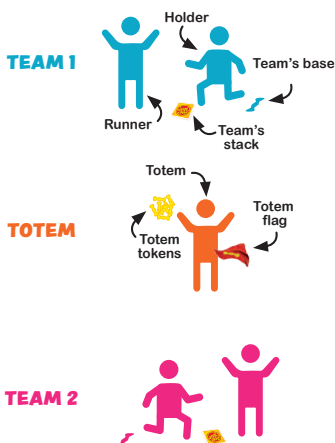
The Holders stack their Symbol cards facedown in front of them.

✱ STEP 3: THE TOTEM GETS READY

The Totem attaches the flag to their clothing, without tying it (for example, pulled through a belt loop), so that it can be grabbed and detached very easily. They hold 8 Totem tokens in their hand, then move to the **center** of the play space, in the middle of all teams, about 30 feet away from each of them.

Note: You can add difficulty for the Totem by increasing the number of tokens they must place, or vice-versa.

SETUP EXAMPLE WITH 5 PLAYERS:



Player roles:

The **Holder** reveals the next Symbol card.

The **Runner** tries to catch the flag when their team is part of a duel.

The **Totem** tries to place a Totem token on a base during a duel.

✱ HOW TO WIN:

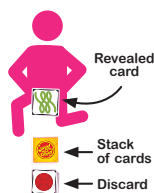
- Each team wins or loses together. If a team manages to discard all their Symbol cards, they win. The other teams and the Totem lose.
- The Totem wins or loses alone. If they manage to place all of their Totem tokens on Team cards, they win. All the teams lose.

✱ GAMEPLAY OVERVIEW:

Teams continue playing clockwise:

- The first Holder reveals the top card of their stack. They pick it up and show it to the other players, holding it vertically and without looking at it.
- Then the next Holder reveals the top card of their stack, and so on.

When a Holder reveals a new card, they place the previous one **in front** of their stack to make a **discard**. Then they reveal the top card of their stack.



✂ DUEL :

When 2 matching symbols are shown on two teams' Symbol cards, their Runners must race forward to grab the Totem flag.

At the same time, the Totem must place one of their tokens on one of the dueling team's bases.

Note: Holders of teams not involved in the duel keep holding their Symbol card up until it's their turn again.

THE RUNNER GRABS THE FLAG

Good job, their team wins the round! They give both their discard and the card that triggered the duel to the losing team. The losing team then takes all of their current and new cards, shuffles them, and makes a new stack.

This is how a team discards their cards! The losing team, however, now has more cards...

When a team discards their last card, they immediately win the game!

Note: Normally, only two teams face off in a duel. However, sometimes more than two teams will have the same symbol, if Holders failed to notice there was already a matching symbol. If this happens, the winning team splits their cards as equally as possible between the losing teams, who each make new stacks.

THE TOTEM PLACES A TOKEN ON A BASE

Good job, they win the round! The dueling teams make a new stack with all their cards.



Note : Make sure that the token is partly or entirely placed on the base. The duel goes on until this occurs.

When the Totem places their last token, they immediately win the game!

Special case: If there is a debate over who won the duel (ex: the Totem and a team fulfilled their objectives at the same time), discuss and agree on a winner.

If your team's stack is empty, do not make a new one. Keep you current card revealed until a new duel occurs. If each team's stacks are empty and there is no duel, each team shuffles all of their cards to make new stacks.

✂ MELEE CARDS:

Included in the Symbol cards is 1 Melee card.

When you reveal the Melee card, all players, Holders included, must immediately race to the Totem to grab the flag!

A melee follows the same gameplay and resolution rules as a duel.

After the melee is over, each team's Holder becomes a Runner, and vice versa.



✂ END OF THE ROUND:

A round ends in one of two ways:

1. A RUNNER GRABS THE FLAG

OR

2. THE TOTEM PLACES A TOKEN ON THE BASE OF A TEAM

✂ STARTING THE NEXT ROUND:

The Totem chooses which team starts the next round, making sure to switch between rounds.

✂ SOLO PLAYERS:

If you are a team of 1 player, you are both the Holder and the Runner. You must reveal cards, but also run during duels or melees. When you reveal a card from your stack, hold it to the side vertically, so you can see it at the same time as the other players.



INSTRUCTIONS – Keep this information for future reference.

- Ensure the material is in good condition and follow the instructions for use.
- Play with adult supervision.
- Use on smooth, flat, and clean surfaces without any obstacles.
- Do not use on slippery, wet, or dirty ground, or on gravel, patches of ice, etc.
- Clean the product after each use.
- The product may be surface washed with a damp cloth.
- Detail may deteriorate over time depending on use.

CREDITS

Created by: «Tom & Yako»

(Thomas Vuarchex and Pierrick Yakovenko)

Jungle Speed is a registered trademark of Asmodee Group

Graphic Design: Guillaume la Rûs, Axel Mahé