



# DONKEY KONG<sup>TM</sup>

## RULEBOOK

A game by Tom & Yako

**JUNGLE SPEED® DONKEY KONG® IS A GAME FOR 2 TO 8 PLAYERS.**

### ★ AIM OF THE GAME

- To be the first person to get rid of all their cards.

**OR**

- To have as few cards as possible once all the bananas have been placed in the barrel.

### ★ SET UP

Deal the 67 cards as evenly as possible, face down, between all players (they must not see these cards). These become each player's draw pile.

- Place the **barrel** in the centre of the table.
- Randomly scatter the **bananas** around the barrel.
- Finally, place the **totem** on top of the barrel (creating a lid).



### ★ KEY TERMS

In the rules, we will refer to the:

**DRAW PILE:** to designate a player's pile of face-down cards;

**DISCARD PILE:** to designate a player's pile of face-up cards;

**POT:** to designate the pile of cards placed under the barrel.

### ★ START OF THE GAME

Taking turns (clockwise), each player turns over a card from their draw pile and places it in front of them, thus creating their discard pile. It will then be covered during their next turn.

*The game must be played using only one hand; the other hand must never be used (with the exception of holding the draw pile).*

*The cards should be turned over towards the other players, as illustrated:*



### ★ DUELS

When two players turn over the **same symbol** (regardless of the background color), these two players enter into a duel. The other players are not involved.

**To win the duel, you need to complete a specific mission according to the location of the totem:**

#### IF THE TOTEM IS LOCATED ON THE BARREL:



The first of the two players who catches the totem wins the duel. They must then place it back **on the table**, next to the barrel.

#### BE SMART BUT NOT MEAN

Should a dispute arise as to who caught the totem first, there is no point in brutally pulling it towards you. We first try to determine who has the most fingers directly in contact with the totem and, in the event of a tie, the one with the hand below the other is declared the winner.

#### IF THE TOTEM IS LOCATED ON THE TABLE:



the first of the two players who places a banana inside the barrel wins the duel. The totem remains in its place.

#### BE COMPETITIVE BUT FAIR

If both players place a banana inside the barrel, the winner is whoever placed it first! Whatever happens, never remove a banana from the barrel during the game.

The loser picks up the winner's discard pile, as well as their own and the cards of the pot, if there are any (see below), and places them face down under their draw pile.

The game then continues normally by starting again by the loser.

As long as the visible card of a discard pile is not covered, it can trigger a duel.



### ARROW CARDS:

when an Arrow card is turned over, **all players** are affected and try to catch the totem! The player who catches it first wins. They place their discard pile in the pot and must place the totem on the barrel (**the totem always returns to the barrel following an Arrow card!**). It is then this player's turn again.

The totem changes places throughout the game! It will sometimes be located on the barrel and sometimes on the table. It's up to you to quickly determine which mission to carry out each time!

### ★ MISTAKES AND PENALTIES

If a player that incorrectly believes they are in a duel touches the totem or a banana, they instantly pick up the discard piles of all the players, as well as the cards in the pot. If the totem has been moved, place it back where it was.

Players that are in a duel are not affected by this penalty (if for example one of the players catches the totem instead of picking up a banana).

You can, of course, evenly distribute the bananas around the barrel between two rounds.

### ★ END OF GAME

There are two ways to end the game:

- 1 **When a player is out of cards;**
- 2 **When there are no more bananas on the table.**

- 1 When a player turns over their last card, this card remains in play while the other players continue to play. The player does not win until they get rid of their discard pile. As soon as they get rid of their discard pile, this player is immediately declared the winner. If several players get rid of their last cards at the same time, they are all declared winners.

*Special case: if a player's last card is an Arrow card and they don't catch the totem, they lose. This person picks up each player's discard pile, as well as the cards from the pot. It is then this player's turn again.*

- 2 As soon as the last banana is placed inside the barrel, the game ends immediately. Each player counts the cards they have left (draw pile + discard pile). Whoever has the least cards is the winner.

### ★ TWO-PLAYER VARIANT

The game is played in the same way, but each player has two discard piles and turns over their cards, alternating between both piles.

When a player turns over the first card in their draw pile, they place it on their first discard pile. Their next card will be placed on their second discard pile, then again on the first one, and so on.

#### PLAYER 1



If the same symbol appears on both discard piles of a single player, this player does not have to catch the totem or place a banana in the barrel. A duel only takes place when the same symbol appears on two discard piles of different players.

In a duel, the loser picks up the winner's two discard piles, as well as their own discard piles and the cards in the pot.

When an Arrow card is turned over, proceed normally with the exception that the winner places their **two discard piles under the barrel**.

#### CREDITS

A game by « Tom & Yako » (Thomas Vuarchex and Pierrick Yakovenko)

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