

The logo for 'Jungle Speed Beach' is centered on a yellow background. It features the words 'Jungle Speed' in a large, white, stylized font with a 3D effect, set against a blue circular backdrop that resembles a pool of water. This circle is framed by a thick, brown rope. Various beach-themed illustrations are scattered around: a large red starfish at the top left, a small white seashell, a blue card with a yellow octopus, a blue card with a blue octopus, a pink starfish on a blue card, and several smaller orange starfish. Below the blue circle, the word 'BEACH' is written in a sandy, textured font.

Jungle Speed

BEACH

Learn to Play

A blue, bean-shaped game piece is shown partially submerged in a blue wave at the bottom of the page. An orange starfish is attached to its side. The wave has white foam and small white bubbles.

Jungle Speed Beach® is a tribal dexterity game for 2 to 10 players, 7 years old and up.



HISTORY

Jungle speed was
invented 3,000 years ago
in subtropical

Speedopotamia by
the Aboulou tribe.

The Aboulous used

eucalyptus leaves as cards in order to perform
a ritual to resolve any disputes. This ritual was transmitted
secretly through the centuries, until Tom and Yako, last
descendants of the Aboulous, decided to reveal it to the world.



JUNGLE'S LAW

The first player to get rid of all of their cards wins the game.



RITUAL SETUP

Deal the 64 cards, facedown, as equally as possible among
the players (the players do not look at them) so that each
player has their own Deck.

Place the Totem in the centre of the table.



DIALECT

In this rulebook, the following words mean:

- **DECK:** A player's stack of facedown cards;
- **DISCARD PILE:** A player's stack of faceup cards;
- **POT:** The stack of cards placed under the Totem.



THE RITUAL MAY START

On their turn and proceeding clockwise, each player flips over the top card of their Deck. On their next turn, they place the newly flipped card on top of their previous card so as to form their Discard Pile.

Players may use only one hand to flip their cards; they cannot use the other hand (except for holding the Deck).

Flip the cards toward the other players, as shown below.

NO!



YES!





DUEL

A duel is triggered when 2 players flip cards with matching symbols (colour is of no importance).

The first of the two players to grab the Totem wins the duel. The other players cannot take part in the Duel. The defeated player takes their opponent's Discard Pile, theirs, and the Pot (if any: see next page). That player places them facedown at the bottom of their Deck.

The defeated player starts the new round.

A Duel involving several players may be triggered when a Special Card (see next page) is flipped. The player who grabs the Totem first wins the round.

In this case, each loser takes their own Discard Pile while the winner splits the cards of their Discard Pile and the Pot among the losers.

As long as a card from a Discard Pile remains visible, it can trigger a Duel.

TO BE SMART IS A GOOD THING BUT TO BE MEAN IS NOT!

When a dispute arises about which player grabbed the Totem first, trying to take it by force is a big no-no! To determine the winner, see which player has the most fingers on the Totem. In case of a tie, the player who has their hand under another player's hand is declared the winner. If the Totem falls off of the table, the Duel is canceled.

ERROR AND PUNISHMENT

A player who grabs the Totem (or knocks it over) in error must, humbly and without making any fuss, take the Discard Piles of all the players and the Pot.



SPECIAL CARDS

Special Cards noticeably change the course of Duels



ARROWS POINTING INWARD



All players must try to grab the Totem. The player who grabs it first places their Discard Pile in the Pot. Then, they start a new round.

OLALA



WHITE ARROWS:



Can exclusively be used when playing outside, preferably near a body of water while wearing a swimsuit!

Before starting the game, take out two « arrows pointing inward » cards and replace them with those two cards.

When one appears, all players must try to grab the totem. The one who does must throw it about ten meters away. They discard their cards in the pot and the game resumes, but next duel all players will have to run... Or swim to grab the totem!

ARROWS POINTING OUTWARD WOPOPOP



All players flip their top card simultaneously. A Duel is triggered when 2 or more cards have matching symbols. Otherwise, the player who flipped the Arrows Pointing Outward card starts the new round.

Advice: Start with a countdown from 3 to 1 to ensure that all players flip their cards simultaneously.

CLARIFICATIONS

When an Arrows Pointing Outward card is flipped, AND:

- Another Arrows Pointing Outward card is flipped: That card is resolved as usual unless a Duel is simultaneously triggered; OR

- An Arrows Pointing Inward card is flipped simultaneously to a Duel: The player who grabs the Totem decides on the outcome; the Duel (if that player was involved in it) or the Special Card; OR
- Multiple Duels occur simultaneously: The player who grabs the Totem wins their Duel and the other Duels are canceled.



END OF GAME

When a player flips their last card, it stays in play while the other players keep playing. That player is declared the winner (and congratulated) after getting rid of their Discard Pile.



CLARIFICATIONS

- If the last flipped card is an Arrows Pointing Inward Special Card and the player does not grab the Totem, they take all the Discard Piles (instead of placing them in the Pot). The game resumes.
- If the last flipped card is an Arrows Pointing Outward Special Card, they win the game.
- If the last card played is a « white arrows », it doesn't take effect, they take all the discard piles and the game resumes.





THREE-PLAYER VARIANT: When a player flips a card and if each top card of each of the 3 Discard Piles matches the colour of the others, the players must play as if an Arrows Pointing Inward card had been flipped.



TWO-PLAYER VARIANT: In this variant, the word Set means the combined Deck and Discard Pile belonging to each hand.

Each player's hand is considered to be a player. The « white arrows » card are taken out of the game. Players sit across from each other. Divide the cards into 4 even Sets (one Set per hand). Players play in turns, switching between one hand and the other:

- Player 1: Right hand;
- Player 2: Right hand;
- Player 1: Left hand;
- Player 2: Left hand.



And so forth... If a Duel is triggered, the players must grab the Totem with the hand they used to flip their card. Take only the Discard Pile of the hand that participated in the Duel. If a Duel is triggered between both of one player's hands, they cannot grab the Totem.

When an Arrows Pointing Inward card is flipped, it is best to choose the correct hand for grabbing the Totem (i.e.; the one having the greatest Discard Pile).

The game ends:

- When both players have got rid of all the cards from one of their Sets. Then, they count the number of remaining cards. The player with the fewest cards wins the game; OR
- When one player gets rid of all of their cards from both Sets.

All the other rules remain unchanged.



ONE-PLAYER VARIANT: There is none! Find your tribe, get together, and play with the proper rules.



Contact our **CUSTOMER SERVICE**
www.asmodee.com

Credits

Game design: "Tom & Yako"

(Thomas Vuarehex and Pierrick Yakovenko)

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Visit our website: www.asmodee.com

The Jungle Speed tribe is available at: www.junglespeed.com

And Facebook : [f @junglespeed](https://www.facebook.com/junglespeed)