

8+ 2-8 10'

asmodee

Goal of the Game

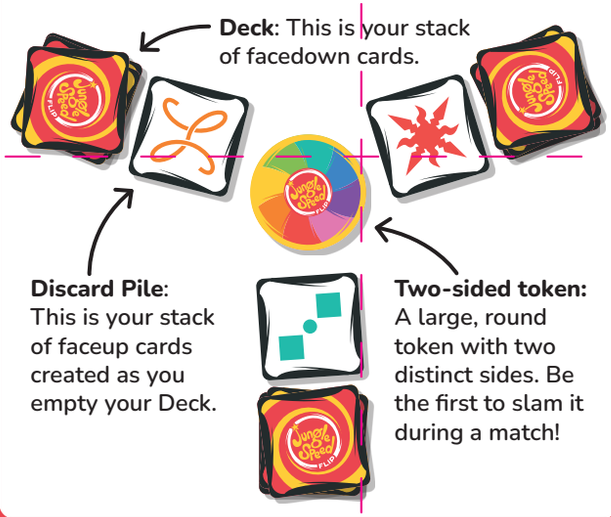
To win, get rid of your cards as fast as you can.

Setup

Deal the 77 cards facedown as evenly as possible among the players so that each player has their own Deck.
Place the two-sided token in the center of the table, symbol side up.



Dialect



Game Round

The game proceeds clockwise. The first player is the one who is in the greatest hurry.
On your turn, flip the top card of your Deck toward the other players to reveal it:



Then, place it faceup on top of your Discard Pile.

Match

When a card is revealed, it may match another.
If your card matches an opponent's card, quickly slam the token.

Remember, you can only match the top card of your Discard Pile with your opponents' cards.

There are **2 types of matches**:

When the token displays its black-and-white side, only the **symbols** matter: You match with an opponent when your cards feature an identical symbol, regardless of colour. For example, and .

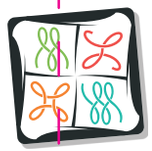


When the token displays the multicoloured side, only the **colours** matter: You match with an opponent when your cards feature an identical colour, regardless of the symbol. For example, and .





***Note:** The token is flipped over after the Flip card has been resolved (see next page).*



***Special case:** Family cards feature 4 symbols and 4 colours. Regardless of which side of the token is displayed, a Family card offers 4 matching options with the other cards.*

Resolving a Match

The first player to slam the token wins the match!

WHO SLAMMED THE TOKEN FIRST?
If there is any doubt, the winner is the player whose hand covers more of the token.

The defeated player collects their Discard Pile and the **winner's**, placing both facedown under their Deck. Then, they flip the top card of their Deck to start a new round.

***Important:** Any card that remains visible can trigger a match at any moment!*

ERROR AND PUNISHMENT
Did you slam the token when you shouldn't have? If so, politely and without fuss, collect all Discard Piles, including your own. Then, flip the top card of your Deck to start a new round.



Multi-match

When more than 2 players compete, it is a multi-match. In that case:

- All players in the multi-match slam the token as fast as they can.
- **The first player to slam the token** permanently removes the top **2 cards from their Draw Pile** and places them under the token or stows them in the game box.



- **The last player** to slam the token collects the Discard Piles **from all players** in the multi-match. Then, that player flips the top card of their Deck to start a new round.

Triggering a Multi-match



FAMILY CARD: When revealed, a Family card **can match multiple cards**. In this case, **all players with a matching card must compete** in this multi-match.





FLIP CARD: When a Flip card is revealed, all players must slam the token, regardless of their card.

After resolving the multi-match triggered by the Flip card, flip the token over.



Important: *The type of match changes each time a Flip card is resolved.*

End of the Game

After your Deck runs out, you won't have any more cards to flip. But as long as you have a Discard Pile, you stay in the game.

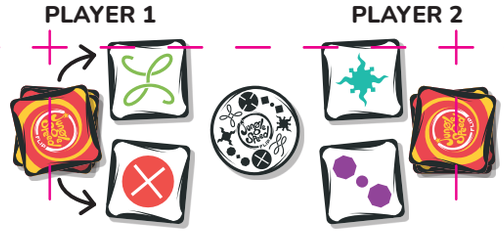
The game ends when a player has **no cards** left in front of them. That player is declared the winner!

In a tie, players share the win.

2-Player Variant

Each player has two Discard Piles and takes turns playing their cards.

Start by flipping the top card of your Deck and placing it on your left Discard Pile. Your opponent will then do the same. Next, flip the top card of your Deck again and place it on your right Discard Pile. Continue alternating turns in this manner.



A match happens only if both players have the same symbol or colour (based on the face of the token) on at least one of their Discard Piles. **The defeated player of that match** collects **all the Discard Piles**, including their own. That player starts a new round by flipping the top card of their Deck.

Important: *There is no match if both of your Discard Piles display the same symbol or colour. In that case, do not slam the token.*

When a **Flip card** is revealed, both players must slam the token. The **defeated player** collects all the Discard Piles, while the **winner** permanently **removes the top 4 cards from their Draw Pile**, and places them under the token or stows them in the game box. Flip the token. Then, the defeated player starts a new round.

Jungle Speed FLIP

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Credits

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