

## Special cases

This section deals with special cases that may arise during play.

### ★ **What happens when more than one person grabs the totem at the same time:**

If the totem is grabbed by two or more players, the player whose hand holds the lower part of the totem or the player that holds most of the totem is the winner of the duel.

### ★ **Multiple duels at the same time:**

If a coloured arrows card is drawn, and more than 2 players have Active Cards of the same colour, then all the players involved must try to grab the totem. The winner of the duel may choose to either give their Discard Deck to any one other player that was involved in the duel, **or** divide up their Discard Deck equally among all the other players that were involved in the duel.

### ★ **Successive drawing of outward-pointing arrow cards:**

If following the instant draw by all players a new inward-pointing arrows appears at the same time as cards requiring a duel, then first a duel takes place and only afterwards the new simultaneous draw takes place.

### ★ **Be creative:**

It is inevitable that players will encounter during game plays situations not covered in this summary of rules. Players can then either invent their own logical rules or visit the official game site [www.junglespeed.com](http://www.junglespeed.com) for more detailed rules.



[www.junglespeed.com](http://www.junglespeed.com)

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## Summary of Rules

Thank you for purchasing Jungle Speed. Now, get ready for hours of fun and frantic action.

For animated online demonstration of the game rules, visit the official game site: [www.junglespeed.com](http://www.junglespeed.com)

Do not settle for anything but the **original** game of Jungle Speed.

★ **Warning this game is addictive.**

## 1 Game Contents

- 1 Bag
- 1 Totem
- 72 Symbol cards – 18 Red, 18 Yellow, 18 Green and 18 Purple
- 8 Action cards – 2 with colored arrows, 3 with outward-pointing arrows, and 3 with inward-pointing arrows
- 1 set of rules

## 2 Object of the game

The first player to get rid of all their cards wins the game. Players dispose of their cards by winning "duels". To win a duel, a player must be the first to snatch up the totem from the center of the table when the right combination of cards appears in play, as explained in Section 4.

## 3 Preparation

1. The totem should be placed at the center of the table, so that all players can easily reach it.
2. The cards are shuffled and dealt out to all players face down as evenly as possible.
3. Each player places their cards face down in a deck in front of them. This deck is referred to as each player's **Playing-Deck**.

### Note:

- It is acceptable for players to hold their Playing Deck in their palm.
- It's recommended that new players familiarize themselves with the shapes on the cards before playing the game for the first time as the shapes are confusingly similar.
- It is recommended that players cut their finger nails closely to avoid possible hand injury.

## 4 Playing the game

1. One player at a time, in a clockwise order, each player quickly flips over the top card from their Playing-Deck and places it face-up on the table just in front of them. The flipped over card is referred to as that player's **Active-Card**. As the game progresses new cards will be stacked face up on top of the Active-Card, this stack of cards is referred to as the **Discard-Stack**. Players must flip over their cards in a motion away from themselves rather than towards themselves so that they cannot see the new active card before the other players.
2. Players proceed, clockwise around the table, to flip over cards from their **Playing-Deck** onto **Discard-Stack**. The instant two **Active-Cards** around the

table are **identical in form**, a duel occurs between the two players whose Active Cards are identical form. (Except when an inward pointing colour arrows card is active, as explained in the special cards section below)

3. When a duel occurs, the first player to snatch up the totem from the center of the table wins the duel. The winner then gracefully transfers their Discard-Stack to the player who lost the duel. That person then places the stack handed to them *together* with their own Discard-Stack, face down, at the bottom of their Playing-Deck.

It should be noted that players must use the same hand that flips over the cards to grab the totem in a duel.

4. In the event that a player makes a mistake and snatches up the totem when they were not supposed to, they are penalized by solemnly collecting the Discard-Stacks from **all players** around the table and placing them together with their own Discard-Stack at the bottom of their Playing-Deck. **AOOOCH!** So, be quick, but not hasty!

5. There are 3 types of special cards:

- **Coloured arrows pointing inwards:**

When this card is flipped over by a player the rule temporarily changes, and from the moment this card is active and for as long as the card is visible, a duel is bound to occur when two active cards of the **'same colour'** are visible on the table (rather than two cards with identical forms). The rules revert back to the "identical form" rule when either, a duel has taken place, or when the Colour Arrows card is no longer visible. (It has been replaced by a new active card on top of it).

- **Grey inward pointing arrows:**

When this card is flipped over, an instant duel occurs between **all** players! The player that snatched up the totem proceeds to place their Discard-Stack in the center of the table under the totem. This is the **POT**. The next player that loses a duel collects the POT in addition to the Discard-Stack of the winner.

- **Grey outward pointing arrows:**

When this card is flipped over the game pauses and the player that flipped over this card counts to three, at which time **all** players flip over a card at the same time. If a duel occurs – go for it!

## 5 Game End

- The game ends when a player succeeds to get rid of all their cards. The moment the player has no Playing-Deck **and** no Discard-Stack this player is declared the winner.
- Players that have no Playing-Deck but still have a Discard-Deck are not considered winners yet. They continue to play without having to flip cards over trying to win the last duel that will allow them to get rid of their Discard-Deck and thus win the game.

