

MONKEY

Life

RULE-BOOK

MONKEY LIFE



PLAYERS: 2 TO 6
AGES: 7 AND UP
CARDS: 102

TO WIN THE GAME
Be the first player to reach
12 Monkey Points!

CONTENTS

78 MONKEY CARDS	13 cards for each of the 6 banana colors
10 PREDATOR CARDS	3 Tigers, 3 Anacondas, 2 Crocodile, 2 Bats
8 ACTION CARDS	With 5 individual specialties
6 TOP BANANA CARDS	Blue circle on the back of the card
1 SCOREBOARD	Magnetic
6 COLORED MONKEY PAWNS	Magnetic

HOW TO EARN MONKEY POINTS

- *1 POINT:** The player who collected the most cards (All cards count)
(Tie breaker: The player with the most Top Banana cards, is the winner)
- 1 POINT:** For each Baby Monkey card (Card # 12 – there are 6 cards total)

NOTE: If you win a Baby Monkey Card, you can add the point on the Scoreboard, while you are playing.

- *1 POINT:** The player who collected the most Predator cards (10 cards total)
(Tie breaker: Add up the Numbers on the cards. The player with the highest points is the winner)
- *1 POINT:** The player who collected the most Top Banana cards (13 cards total)
(Tie breaker: Add up the Numbers on the cards. The player with the highest points is the winner)

*** =** If there is a tie between the players after the tie breakers, no points will be awarded to any player.

SETUP

- 2 Players:** Give 6 cards each - (remove 2 full sets of banana colors, for a total 26 cards + remove all Power Up and Power Down Action cards for a total of 4 cards)
- 3 Players:** Give 6 cards each - (remove 2 Monkey cards, preferably with the lowest banana number + remove all Power Up and Power Down Action cards, for a total of 4 cards)
- 4 Players:** Give 6 cards each
- 5 Players:** Give 4 cards each - (remove 2 Monkey cards, preferably with the lowest banana number + remove all Power Up and Power Down Action cards, for a total of 4 cards)
- 6 Players:** Give 4 cards each

Teams: If you have 4 or 6 players, you may play in Teams. Either 2 players against 2, 3 against 3, or 3 Teams of 2 players each. Team members must alternate their seating positions with opponents around the playing table. You cannot sit next to a player from the same Team.

HOW TO PLAY

- ☾ Monkey Life is a strategy card game consisting of **Rounds** and **Matches**.
- ☾ To begin a **Match**, place the 6 Top Banana cards (blue circle on the back of the card) face down and shuffle them.
- ☾ The youngest player randomly picks one of the 6 Top Banana cards, to reveal the strongest Banana Color for the **Match**. These are going to be named “Top Banana” cards. The Monkey cards with the banana color, matching the Top Banana, are considered the most powerful cards for the **Match**.
- ☾ Place the Top Banana card, that was selected, on blue dotted circle on the Scoreboard, face up, to remind the players what the strongest banana color is for the **Match**. Set aside the other 5 Top Banana cards, of different banana colors, since they will not be used.

Choose a dealer to distribute the cards. Deal to each player, face down, the number of cards indicated under the Setup section above. The remaining cards become the draw pile, and are placed on the Sun (yellow circle) on the Scoreboard, face down.

- ☾ To start a **Round**, the youngest player goes first by selecting a card from their hand and placing it face up on the table. Play continues in a clockwise direction.
- ☾ **THE ROUND ENDS AFTER ALL OF THE PLAYERS HAVE COMPLETED THEIR TURN.** (To determine the winner of the **Round**, see the Winning Strategies section below).
- ☾ The winner will collect all of the played cards for the **Round**, including Action cards, from the center of the table, and adds them to their winning pile.



RECOMMENDED: *When playing in Teams, you may choose a Team member, to collect the winning cards for the entire Team in one pile.*



- ☾ At the end of each **Round**, every player will draw 1 card from the draw pile, to replenish the card that was played, starting with the winner of the **Round** and proceeding clockwise.
- ☾ The player who won the last **Round**, starts the **New Round**.
- ☾ **THE MATCH ENDS WHEN THERE ARE NO MORE CARDS LEFT IN THE DRAW PILE, AND PLAYERS HAVE NO MORE CARDS REMAINING IN THEIR HAND.**
- ☾ At the end of the **Match**, count your Monkey Points. Move the Monkey Pawn to the leaf on the Scoreboard, that corresponds to the total number of points earned by the player or the Team.

RULES

- ☾ To start a **Round**, play a Monkey card with a banana color, a Predator card, or an Action card.

Each **MONKEY** card  contains a **BANANA COLOR** , **NUMBERS** with values from **0 THROUGH 12** **12**. The card with the highest Number is the strongest card. These cards have Green leaves. 


PREDATOR cards  are special cards that can be played against any banana color, including the Top Banana cards. The Number on the Predator card will determine the card strength. These cards have Yellow leaves. 

Only one **ACTION** card  can be used per player per **Round**. (See Action card descriptions below, to determine the card's abilities). These cards have White leaves. 

The Top Banana cards, are the most powerful banana cards for the **Match**. Higher numbered Predator cards, can overpower them. Action cards can influence them, based on their specific abilities.

BANANA COLORS

- ☾ The first player that plays a Monkey card in the **Round**, sets the starting Banana Color for the **Round**.
- ☾ When a player plays a Top Banana card, it substitutes the Banana Color that was initially in the **Round**.
- ☾ When the first player plays a Predator or an Action card, these cards have **NO** Banana Color. It is up to the next player that plays a Monkey card, to set the Banana Color for the **Round**.
- ☾ Remember that the Top Banana is the strongest banana color for the entire **Match**. For example:

TOP BANANA = 

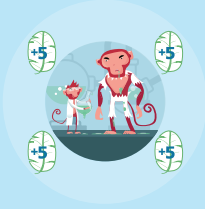
PLAYER A	PLAYER B
	
STRONGER CARD	

PLAYER A	PLAYER B
	
STRONGER CARD	

ACTION CARDS

REACTIVE type card = Can be applied to a player after they have played their turn
PRO-ACTIVE type card = Can be applied to a player that has not started their turn yet

POWER UP



(Reminder: This card can only be used when you play in Teams)

Apply it to a Monkey or a Predator card, in order to increase its Number by +5. When applied to a Power Down card, it cancels the Power Down effect ($-5+5=0$).

REACTIVE: Place the card in front of a Team member, it will add (+5) to the card they have played on the table.

PRO-ACTIVE: Place the card in front of a Team member, it will add (+5) to the card they will be playing.

POWER DOWN

(Reminder: This card can only be used when you play in Teams)
Apply it to a Monkey or a Predator card, in order to decrease its number to -5. When applied to a Power Up card, it cancels the Power Up effect ($5-5=0$).

REACTIVE: Place the card in front of an opposing Team member, it subtracts (-5) to the card they have played on the table.

PRO-ACTIVE: Place the card in front of an opposing Team member, it subtracts (-5) to the card they will be playing.



POACHER



The poacher is a mischievous card that captures animals. When applied to an opponent, it cancels their card. Their captured card will have no value in the Round.

REACTIVE: Place the card on top of one your opponent's card, "capturing" their card. It can be applied to any card played on the table.

PRO-ACTIVE: Place the card in front of one your opponent. Then pick up a random card from your opponent's hand and place it under the poacher card, "capturing it".

NOTE: The opponent has the option to shuffle their cards before you randomly pick a card from their hand.

Because you played a card from your opponent's hand, this counts as they played their turn in the Round.

POACHER WITH BINOCULARS

Works the same way as the regular “Poacher Card”. In addition, this poacher has binoculars, which help spot animals in the distance. The opponent, you play this card against, will have to show the cards they are holding in their hand in the **Round**, to the entire group of players.

REACTIVE: Place the card on top of one your opponent’s card, “capturing” their card. The opponent will also need to show the cards they are holding in their hand, face up, to the entire group of players.

PRO-ACTIVE: Place the card in front of one your opponent. Then pick up a random card from your opponent’s hand and place it under the poacher card, “capturing it”.



NOTE: *The opponent has the option to shuffle their cards before you randomly pick a card from their hand.*

The opponent will need to show the cards they are holding in their hand, face up, to the entire group of players. Because you played a card from your opponent’s hand, this counts as they played their turn in the **Round**.

BANANA EXCHANGE



This Action card allows you to either **Swap** or **Exchange** cards with an opponent.

REACTIVE: Swap your card with an opponent’s card, by placing your Action card in front of them, and taking their card and moving it in front of you. Your opponent will get your Action card, which has no value, while their card will now become your card.

PRO-ACTIVE: Place your Action card in front of you, then select an opponent, and Exchange cards from your playing hand with them. You need to exchange a minimum of 1 card, or up to as many cards as you are holding in your hand.



NOTE: *The opponent has the option to shuffle their cards before you randomly pick a card from their hand.*




If the opponent has not yet played during the **Round**, they will still have a chance to make a play during their turn.

ADDITIONAL NOTE: *If you are playing this as your last card in a Match, treat it as a Reactive play, and swap the card with your opponent. The player that played the Exchange card wins the Round.*



WINNING STRATEGIES




EXAMPLE 1:

If **player A** starts the **ROUND**, playing a Monkey card, with a  Banana, with Number , to **WIN**, **player B** could:



- Play a Monkey card, with a  Banana with Number  or higher.
- Play a Predator card, with Number  or higher.
- Play a Top Banana card of any Number.
- Play a Poacher card, which will capture their opponent's card.
- Play the Banana Exchange card, to swap the cards, and now their opponent's card becomes theirs.


EXAMPLE 2:

If **player A** starts the **ROUND** with a Number  Predator card , to **WIN**, **player B** could:


- Play a Monkey card, of any Banana color, with Number  or higher.
- Play a Predator card, with Number  or higher.
- Play a Top Banana card, with Number  or higher.
- Play a Poacher card, which will capture their opponent's card.
- Play the Banana Exchange card, to swap the cards, and now their opponent's card becomes theirs.



EXAMPLE 3:


If **player A** starts the **ROUND** playing a Baby Monkey card, with a  Banana, which color is **NOT** the Top Banana (ex.  Banana), to **WIN**, **player B** could:

- Play a Top Banana card (ex.  Banana) of any Number.
- Play a Poacher card, which will capture their opponent's card.
- Play the Banana Exchange card, to swap the cards, and now their opponent's card becomes theirs.

EXAMPLE 4:

If **player A** starts the **ROUND** playing a Top Banana card, with Number , to **WIN**, **player B** could:

- Play a Top Banana card, with Number  or higher.
- Play the Predator card, with Number  .
- Play a Poacher card, which will capture their opponent's card.
- Play the Banana Exchange card, to swap the cards, and now their opponent's card becomes theirs.



**ADDITIONAL
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