

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 Crocodiles, 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: 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 collects the most cards (All cards count)
(Tie breaker: The point goes to the player with the most Top Banana cards)

***1 POINT:** The player who collects the most Predator cards (10 cards total)
(Tie breaker: Add up the Numbers on each Predator card. The point goes to the player with the highest Total)

***1 POINT:** The player who collects the most Top Banana cards (13 cards total)
(Tie breaker: Add up the Numbers on each Top Banana card. The point goes to the player with the highest Total)

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

SETUP

2 Players: Remove 30 cards (2 full sets of Banana Colors, and all Power Up and Power Down Action cards), then shuffle the remaining cards and deal each player **6 cards**.

3 Players: Remove 6 cards (2 Monkey cards, preferably with the lowest Number, and all Power Up and Power Down Action cards), then shuffle the remaining cards and deal each player **6 cards**.

4 Players: Shuffle all cards and deal each player **6 cards**.

5 Players: Remove 6 cards (2 Monkey cards, preferably with the lowest Number, and all Power Up and Power Down Action cards), then shuffle the remaining cards and deal each player **4 cards**.

6 Players: Shuffle all cards and deal each player **4 cards**.

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**.

ROUND = When every player takes their turn once around the table.

MATCH = No more cards left in the draw pile, and players have no cards remaining in their hand.

GETTING READY TO PLAY

- ☾ 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 Top Banana cards. Place this card face up on the blue dotted circle on the Scoreboard. The Banana Color of this card is the strongest Banana Color 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 shuffle and 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.

START A ROUND

- ☾ 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.

END A ROUND

- ☾ **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 collects all of the cards played that **Round**, including Action cards, 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 draws 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**.






END OF MATCH


- ☾ The **Match** ends when there are no cards left in the draw pile, and players have no cards left in their hands.
- ☾ Count the number of Monkey Points for each player or Team. Move the Monkey Pawn to the leaf on the Scoreboard, corresponding to the total number of Monkey Points earned by the player or 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**  and a **NUMBER** with values from **0 THROUGH 12** . The higher the Number on the Monkey card, the stronger the 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 higher the Number on the Predator card, the stronger the card. 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 replaces the Banana Color that is currently set in the **Round**.
-  If during a **Round** a player is winning using a Predator or an Action card, it resets the Banana Color to **Neutral**, and it will be up to the next player that plays a Monkey card, to set a new Banana Color for that **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 = 

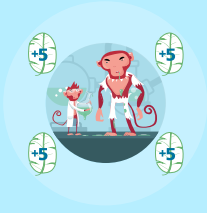
PLAYER A	PLAYER B
	
STRONGER CARD	

PLAYER A	PLAYER B
	
STRONGER CARD	

ACTION CARDS

REACTIVE USE = Can be applied to a player after they have played their turn
PRO-ACTIVE USE = 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 USE: Place the card in front of a Team member, it will add (+5) to the card they have played on the table.

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

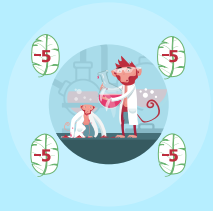
POWER DOWN

(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 by -5. When applied to a Power Up card, it cancels the Power Up effect ($5-5=0$).

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

PRO-ACTIVE USE: Place the card in front of an opposing Team member, it subtracts (-5) from 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 USE: Place the card on top of the card of one of your opponents, "capturing" their card. It can be applied to any card played on the table.

PRO-ACTIVE USE: Place the card in front of one of your opponents. 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 if your opponent 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, must show the cards they are holding in their hand in the **Round**, to the entire group of players.

REACTIVE USE: Place the card on top of the card of one of your opponents, “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 USE: Place the card in front of one of your opponents. 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 if your opponent played their turn in the **Round**.

BANANA EXCHANGE

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

REACTIVE USE: 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 USE: 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 – 2 PLAYERS

EXAMPLE 1:

If Player A starts the Round, playing a **Monkey** card, with a  Banana, with Number **4** , to **WIN**, Player B could:


- Play a **Monkey** card, with a  Banana with Number **5** or higher.
- Play a **Predator** card, with Number **5½** or higher.
- Play a **Top Banana** card of any Number.
- Play a **Poacher** card, which will capture Player A's card.
- Play the **Banana Exchange** card, to swap the cards, and now Player A's card becomes Player B's.


EXAMPLE 2:

If Player A starts the Round with a Number **5½** **Predator** card  , to **WIN**, Player B could:

- Play a **Monkey** card, of any Banana Color, with Number **6** or higher.
- Play a **Predator** card, with Number **7½** or higher.
- Play a **Top Banana** card, with Number **6** or higher.
- Play a **Poacher** card, which will capture Player A's card.
- Play the **Banana Exchange** card, to swap the cards, and now Player A's card becomes Player B's.

EXAMPLE 3:

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

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

EXAMPLE 4:

If Player A starts the Round playing a **Top Banana** card, with Number **8** , to **WIN**, Player B could:

- Play a **Top Banana** card, with Number **9** or higher.
- Play the **Predator** card, with Number **9½** .
- Play a **Poacher** card, which will capture Player A's card.
- Play the **Banana Exchange** card, to swap the cards, and now Player A's card becomes Player B's.


WINNING STRATEGIES - MULTIPLE PLAYERS / TEAMS

While there are multiple players, each battle involves only 2 players at a time. Player A competes against Player B, and the winner moves on to challenge Player C, who plays next in the **Round**. This pattern repeats with each additional player. Depending on the outcomes of the battles, a Previous Player might come back into play, as shown in the examples below.

EXAMPLE 1:

(Top Banana: ) (Teams: A/C versus B/D)

Player A: Plays a **Monkey** card, with a  Banana, with Number **6** .


Player B: Plays a **Monkey** card, with a  **Top Banana**, with Number **4** .

(Player B is **WINNING**, because the **Top Banana** card is stronger than a regular Banana Color.)

Player C: Plays a **Predator** card, with Number **5½** .

(Player C is **WINNING**, because **5½** is a higher Number than **4** from Player B. The Banana Color is set to **Neutral**.)

Player D:


OPTION 1: Plays a **Monkey** card, with a  Banana, with Number **6** .


(Player D **WINS** this **Round**, because the Number **6** is higher than Number **5½** from Player C.)

OPTION 2: Plays the **Poacher** card against Player C.

(Player B **WINS** this **Round**, because Player C is neutralized by the **Poacher** card. Player B has a stronger card against Player A, and Player D card has no value.)


EXAMPLE 2:

(Top Banana: ) (Teams: A/C versus B/D)


Player A: Plays a **Monkey** card, with a  Banana, with Number **2** .

Player B: Plays the **Poacher** card against Player A.

(Player B is **WINNING**, the **Poacher** card neutralized the card from Player A. The Banana Color is set to **Neutral**.)


Player C: Plays a **Monkey** card, with a  Banana, with Number **7** .

(Player C is **WINNING**. Previously, Player B was leading this **Round** with the **Poacher**, but that card has no value. Furthermore, it sets the new Banana Color for the **Round** to **Red**.)


Player D: Plays a **Monkey** card, with a  Banana, with Number **8** .

(Player C **WINS** this **Round**. Although the card of Player D has a higher Number, it does not match the leading color of this **Round** which is **Red**.)

EXAMPLE 3:

(Top Banana: ) (Teams: A/C versus B/D)


Player A: Plays a **Predator** card, with Number $5\frac{1}{2}$.


Player B: Plays a **Monkey** card, with a  Banana, with Number **6** .
(Player B is **WINNING**, because **6** is a higher Number than $5\frac{1}{2}$ from Player A. Furthermore, it sets the new Banana Color for the Round to **Green**.)


Player C: Plays a **+5** **Action** card, towards their team member, Player A.
(Player A is **WINNING**, because $5\frac{1}{2} + 5$ is now $10\frac{1}{2}$ and it is a higher Number than 6 from Player B. The card from Player C is an **Action** card, and it has no value. Because Player A is leading with a **Predator** card, the Banana Color of that Round is now set to **Neutral**.)

Player D: Plays the **Poacher** card against Player A.
(Player B **WINS** this Round. Player A is neutralized by the **Poacher** card, and the **Action** cards from Player C and Player D have no value.)

EXAMPLE 4:


(Top Banana: ) (Teams: A/C versus B/D)


Player A: Plays a **Monkey** card, with a  Banana, with Number **6** .

Player B: Plays a **Monkey** card, with a  Banana, with Number **4** .
(Player A is **WINNING**, because the leading color of the Round is **Yellow**.)

Player C: Plays a **Predator** card, with Number $5\frac{1}{2}$.
(Player A is **WINNING**, because $5\frac{1}{2}$ is a lower Number than **6** from Player A.)

Player D:

OPTION 1: Plays a **Monkey** card, with a  Banana, with Number **8** .
(Player D **WINS** this Round, because Number **8** is a higher number than **6** from Player A.)

OPTION 2: Plays a **Monkey** card, with a  Banana, with Number **9** .
(Player A **WINS** this Round. Although the card of Player D has a higher Number, it does not match the leading color of this Round which is **Yellow**.)


EXAMPLE 5:



(Top Banana: ) (Teams: A/C versus B/D)


Player A: Plays a **Monkey** card, with a  Banana, with Number **5** .

Player B: Plays a **Predator** card, with Number $7\frac{1}{2}$.

(Player B is WINNING, because  is a higher Number than  from Player A. The Banana Color is set to **Neutral**.)


Player C: Plays a **Monkey** card, with a  Banana, with Number **8** .


Player C is WINNING, because  is a higher Number than  from Player B. Furthermore, it sets the new Banana Color for the Round to **Red**.)

Player D: Plays a **Monkey** card, with a  Banana, with Number **10** .

(Player C WINS this Round. Although the card of Player D has a higher Number, it does not match the leading color of this Round which is **Red**.)

EXAMPLE 6:

(Top Banana: ) (Teams: A/C versus B/D)


Player A: Plays a **Monkey** card, with a  Banana, with Number **6** .

Player B: Plays a **Swap Action** card, against Player A.

(Player B is WINNING, by capturing the card from Player A. Moreover, Player A is left with the **Swap Action** card, that has no value.)

Player C: Plays a **Monkey** card, with a  Banana, with Number **5** .

(Player B is WINNING, because the leading Banana Color for the Round is **Green**.)

Player D: Plays a **Monkey** card, with a  Banana, with Number **12** .

(Player B WINS this Round. Although the card of Player D has a higher Number, it does not match the leading color of this Round which is **Green**.)

**SPECIAL THANKS TO GOD
FOR HIS GRACE AND WISDOM THAT
MADE THIS POSSIBLE, AND TO MY
WIFE AND KIDS FOR THEIR
UNWAVERING LOVE AND SUPPORT**





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