

# Funky Monkey Rules

**Game Object:** In this 3v1 game, one player will take the role of the jaguar, preventing the three other players (monkeys) from reaching the banana tree. The jaguar can manipulate the board and chase the monkeys, knocking them out of play. The three monkeys will use every dice roll to navigate toward the banana tree without getting caught in 12 turns!

**PLEASE READ ALL RULES BEFORE PLAYING**

## Game Contents:

- One board
- 10 bridge pieces (Numbered 1-8 brown, numbered 9-10 blue)
- 10 purple "X" markers
- Three monkey pieces (Red meeples)
- One jaguar piece (Yellow meeple)
- One die
- 4 player cards
- Round/tile tracker sheets
- Sharpie



## Game Setup:

Place the board in the middle of the players. Set up the board's pieces, placing the bridges and meeples in their correctly numbered/lettered starting positions, which can be seen in this photo:



Shuffle all 4 cards. After the cards are face down, distribute one card to each player. This will determine everyone's role in the game.



## Game Play:

Now that each player has their role, they can assume their position and reveal their identity to the other players (It's not a secret!). Monkey 1 will go first, followed by Monkey 2, then Monkey 3, and finally the jaguar. This order will remain constant for the remainder of the game, which lasts up to 12 rounds. A round ends after the jaguar's turn. When the jaguar's turn is over, cross off the "Round '#'" on the tracker sheet using the sharpie to indicate that round is over.



## Monkey Turn Sequence:

1. Roll the die
2. Move the number of spaces shown on the die in an attempt to reach the banana tree without getting caught by the jaguar. Movement can be in any direction either toward or away from the banana tree, but must be consecutive/continuous, as Monkeys can only step on a tile once per turn (i.e. no going back and forth between spaces). Each green tile, brown bridge tile, blue bridge tile, Jaguar "J" space, and green tree counts as one space. These can all be landed on at the end of each turn as long as it is not blocked.



# MONKEY TURN

## EXAMPLE



1. ROLL THE DICE

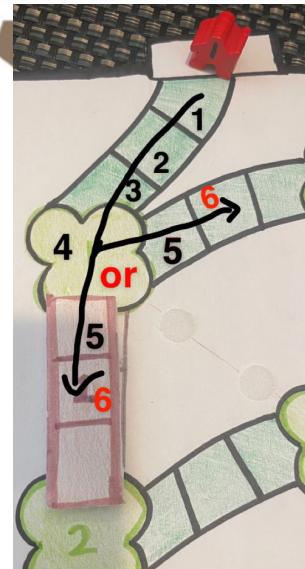


2. MOVE 6 (NUMBER ON DICE) SPACE

3. TURN END



NEXT MONKEY



3.

You are allowed to go on either route to land one of the red numbers shown in the picture.

### Monkey Special Conditions:

Monkeys are allowed to land on the same space as each other if they do eventually cross paths. Monkeys can also pass each other if another is in its path. However, monkeys cannot pass a jaguar in its path during its roll.



## Jaguar Turn Sequence:

1. Roll the die
  2. If a **2**, **4**, or **6** is rolled, move that amount of spaces in an attempt to block the monkeys from reaching the banana tree, or passing them to eliminate them. If a jaguar steps on a space that a monkey occupies, that monkey is now out for the rest of the game. The jaguar does not have to land on the exact space a monkey is on for this to happen. They just have to step on the monkey once during their roll/pass them up. Movement for the jaguar must also be consecutive/continuous.
- If a **1** is rolled, the jaguar now must move/rotate a brown bridge to alter the tree connections. If a monkey is on a bridge that a jaguar moves, the monkey moves with the bridge. Bridge movements must be on top of the faint brown/blue line which acts as a guide. A list of viable bridge connections is listed below to consult if unsure:

### Bridge 1:

- Tree 1 to Tree 2
- Tree 1 to Tree 3

### Bridge 2:

- Tree 3 to Tree 5
- Tree 3 to Tree 7
- Tree 5 to Tree 7

### Bridge 3:

- Tree 11 to Tree 13
- Tree 10 to Tree 13
- Tree 11 to Tree 10

### Bridge 4:

- Tree 18 to Tree 19
- Tree 7 to Tree 19
- Tree 18 to Tree 20
- Tree 3 to Tree 18

### Bridge 5:

- Tree 16 to Tree 17
- Tree 17 to Tree 21
- Tree 11 to Tree 16
- Tree 13 to Tree 17

### Bridge 6:

- Tree 14 to Tree 15
- Tree 14 to Tree 13





**Bridge 7:**

- Tree 7 to Tree 8
- Tree 6 to Tree 7
- Tree 8 to Tree 18

**Bridge 8:**

- Tree 8 to Tree 11
- Tree 9 to Tree 11
- Tree 8 to Tree 17

**Bridge 9:**

- Tree 20 to Banana Tree
- Jaguar "J" Spot to Banana Tree

**Bridge 10:**

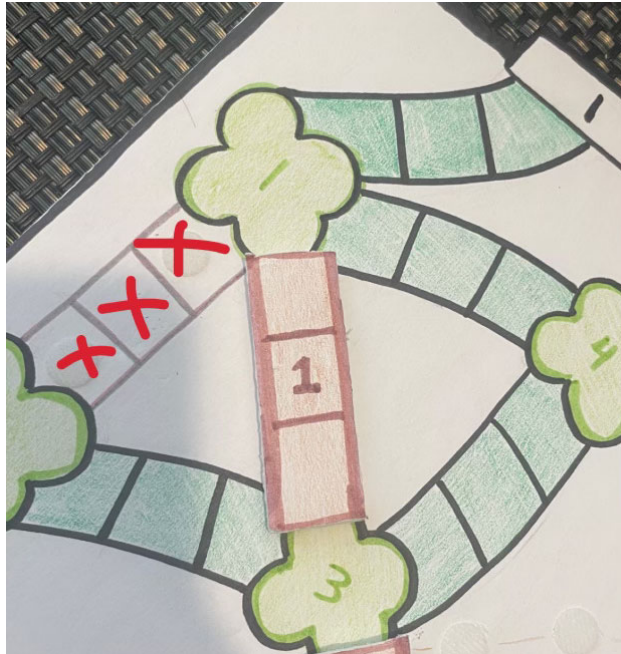
- Tree 21 to Banana Tree
- Jaguar "J" Spot to Banana Tree

If there is any white space between the trees and the bridge after a bridge is moved such as in the following photo, both players should disregard it and move as they normally would. In this example, if a 4 is rolled and the monkey wants to cross the bridge, their turn would end on tree 21.

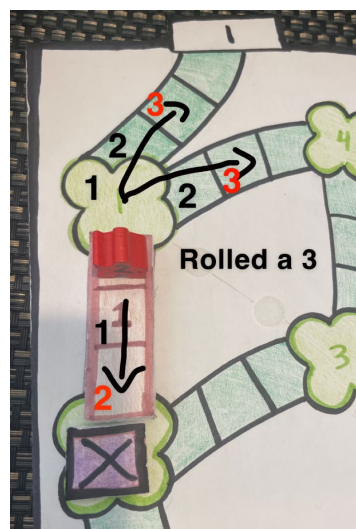
The blue bridges are the only ways to cross to the final banana tree, and its correct movement is shown here:



When a bridge is moved, the “white bridge” on the board like in this photo cannot be stepped on by any player as it is merely an indicator of the bridge’s starting position:



- If a **3** is rolled, a jaguar must put a purple “X” marker on top of any number tree, which now acts as a blocker. (The Jaguar is not allowed to put an “X” marker on a tree that a monkey is currently on). As long as an “X” marker is on the tree, no monkey can step on it during any point of their turn. The monkey is now forced to cut their movement short and stop on the tile right in front of the tree, or find an alternate route. An example is shown here if a 3 is rolled:



The monkey can end their turn on any of the red numbers in the photo during this scenario.

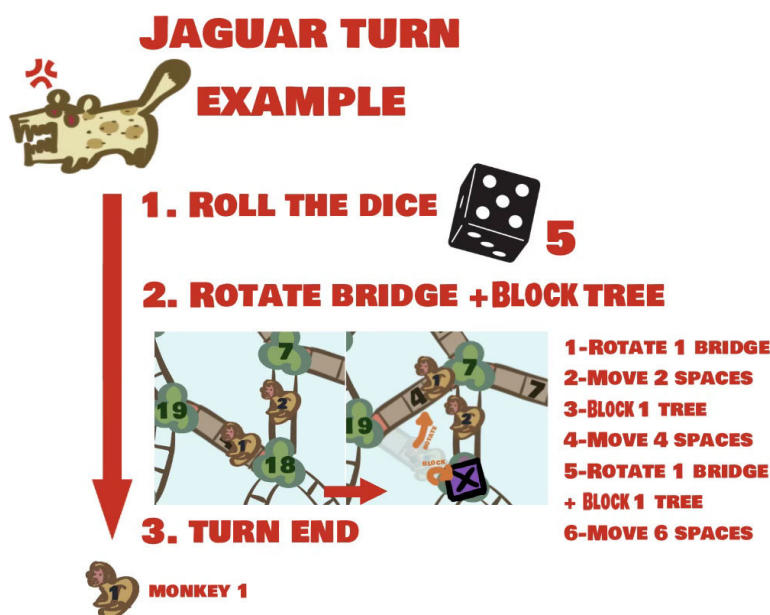


- However, the “X” blocker does not affect the Jaguar as it can still navigate the board as it normally would. The “X” blocker stays on the tree for a total of 3 turns. To keep track of this, when a jaguar puts a blocker on a tree, use the sharpie to mark the box of the corresponding tree number for the FOLLOWING round. Draw a mark/arrow for 3 boxes straight downwards. For example, if it is round 5 and the jaguar blocks tree 11 during their turn, the sheet should look like this after the jaguar’s turn:

Tree	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
<del>Round 1</del>																					
<del>Round 2</del>																					
<del>Round 3</del>																					
<del>Round 4</del>																					
<del>Round 5</del>																					
Round 6																					
Round 7																					
Round 8																					
Round 9																					
Round 10																					
Round 11																					
Round 12																					

In this example, the “X” marker would be removed at the start of round 9. Multiple trees can be blocked at once.

- If a 5 is rolled, the Jaguar must block a tree with an “X” marker AND move a bridge. The same exact rules for each action apply from if a 1 or a 3 were rolled.





## **Winning the Game:**

### **Monkeys:**

Once any of the three monkeys reach the banana tree within the 12 turns, all three monkeys win the game. They do not have to roll the exact amount of spaces to land on the banana tree, just enough spaces to reach it. Not all monkeys have to be in the game for the entire team to win.

### **Jaguar:**

The jaguar wins either if all 12 rounds have passed and no monkey reaches the banana tree, or if the jaguar eliminates all 3 monkeys from the game within the 12 rounds.



