

- If a contest occurs between the left and right hand of a single "real" player, the player gets to decide which hand wins the contest. As in normal play, he/she transfers the face up cards from both hands to the face down cards of the losing hand.
- The game ends when one of the players has gotten rid of either one of their stacks of cards (not both, that would be too insane). Both players then count their remaining cards owned by both hands. The player with the fewer cards wins the game.
- **Color Match Variant:** Only use this rule in games of 4 or more players. When a player turns over the Color Match card, there is a contest between players that have cards which are the same color as the arrow which is pointing towards the Totem. Otherwise, the rules for this contest are the same as a normal Color Match.
- **3 Player Variant:** Even though the Color Match cards are removed from the deck, when all 3 players have cards of the same color faceup, a contest ensues.

**Warning:**The tribal nature of this game does not mean that you should resort to violence! You are strictly forbidden to try to hit your opponents with the Totem! The gurus hold the tribe responsible for the peaceful use of sacred objects.

Jungle Speed is a game... Which was created by: "Tom" & "Yako"  
(Thomas Vuarchex & Pierric Yakovenko)

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If you wish to interact with the entire tribe,  
check out our own slice of the web, @:

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



The creative gurus: Thomas Vuarchex & Pierre Yakovenko

## JUNGLE SPEED®

1 Jungle Speed. Whatzinit?  
1 Totem + 80 Cards + 1 Rules + 1 Bag

### HISTORY

This game was invented approximately 3000 years ago by the Aboulou Tribe in Eastern Trisopotamia. The Aboulous (a rowdy tribe whose favorite delicacy was monkey bones) originally used eucalyptus leaves as cards for the game. This game was used to determine the shares of food each member received after a successful hunt. These early games usually ended in bloody fights because, unfortunately, all of the cards were identical. This simple error nearly drove the tribe to extinction. This is why Jungle Speed remained unknown by the outside world until the 20th century when 2 clever gamethropologists, Tom & Yako, replaced the leaves with the playing cards we now use today.

### THE LAW OF THE JUNGLE

Jungle Speed is a tribal game, and is best played in groups (from 2 to 80 players). Anthropological evidence suggests that initiation usually begins around age 7.

### AIM OF THE GAME

The object of the game is to get rid of all of your cards as quickly as possible. The first player to do so wins the first choice of food.

### DESCRIPTION AND PREPERATION

- The Totem is placed in the middle of the players.
- If you are playing with less than 4 players, remove the special Color Match cards (see below) from the deck.

- Shuffle and deal the 80 cards as equally between the players, face down. Players may NOT look at their cards, but place them in a draw pile in front of them. After the players have an equal number of cards, any surplus cards are placed, face up, in a pile under the Totem (this pile is called "The Pot").
- The player that brought the most food to the game goes first.

## THE CARDS

There are two types of cards in the game:

- 1) - **Symbol Cards**
- 2) - **Special Cards**

**1 - THE SYMBOL CARDS:** there are different types of symbols on the cards. The various symbols are in different colors. Usually, you ignore the colors and only concentrate on the symbols, until one of the special cards appears...

Below, you can see some of the different symbols. Also notice how some of the symbols are VERY similar, but actually different.



**2 - THE SPECIAL CARDS:** There are three types of special cards. Each has a different effect when it appears in the game. These are brief descriptions of the cards. Full explanations appear on page 4 of the rules:



**a) - ALL PLAY** (Spinning arrows pointing **OUTWARD**): All players play a card at once.



**b) - FAST GRAB** (Spinning arrows pointing **INWARD**): The first player to grab the Totem places his/her uncovered pile of cards beneath the Totem in the center of the table.



**c) - COLOR MATCH** (Arrows in different **COLORS**): Players now ignore the symbols, and instead compare the colors of the cards. Note, these special cards are only used in games with 4 or more players.

## ORDER OF PLAY

- Starting with the first player, players take turns one after the other in clockwise order.
- Players never play at the same time (unless the ALL PLAY card appears).
- On their turn, a player turns over the top card from their draw pile, and places them on the top of their discard pile covering any previously turned over cards. This will create a stack of face up cards as the game progresses.
- Players may use only one hand (left or right) to play their cards, the other may never be used.
- Cards must be turned over towards the other players (as shown below).



**WHEN A PLAYER TURNS OVER A CARD THAT HAS THE SAME SYMBOL, (REGARDLESS OF THE COLOR), A CONTEST ENSUES.**

- When a contest has ended, or an error has been made (see below), the loser starts the new round.

## THE CONTEST

- The players that have the matching symbol both attempt to grab the Totem from the middle of the playing area. The first of these two players to grab the Totem, wins the contest. The other player loses the contest.
- The losing player who must take all of their own face up cards, as well as the winning player's face up cards and any cards that might be in The Pot. All of these collected cards are placed (un-shuffled) at the bottom of the loser's facedown draw pile.
- A game is composed of several contests.
- The object of the game is to get rid of all of your cards as quickly as possible.
- The No Bloodshed rule: When 2 players grab the Totem at the same time, the winner of the contest is the one with the larger number of finger tips in contact with the Totem. If both players have an equal number of fingers, the winner is the player with the lowest hand on the Totem.

## CONTEST ERRORS

- If a player makes any of the following errors, the player in error must take all of the face up cards from all of the players and the pot and add them to the bottom of their own draw pile:
  - grabs the Totem when they should not (they do not have the matching symbol)
  - grabs the Totem when there are no matching symbols
  - grabs for symbol matches when the COLOR MATCH card is in play
  - knocks over, throws or otherwise fails to grab the Totem when attempting to grab it
  - uses their second hand to interfere with play

## LIFE IN THE JUNGLE

*Example with 4 players: Bob, Zora, Rex, and Wanda*

- Bob turns up the same card (a card with the same symbol) as Wanda.
- Zora and Rex should do nothing.
- Bob grabs the Totem before Wanda reaches it.
- Wanda has lost the contest, and takes Bob's face up cards, as well as her own, and the cards in the "pot". She places these cards at the bottom of her stack. Too bad for her, since the object of the game, as you may recall, is to get rid of all of your cards.
- Zora and Rex's cards remain where they lay.
- Wanda continues the game by turning up a card.
- Another possible scenario: Upon seeing Bob and Wanda's matching cards, Rex in a burst of enthusiasm, grabs the Totem first, Hooray! The problem is he made an error. Only the players with the matching symbols may grab the Totem. Too bad for him...
- Rex must now collect all of the face up cards from ALL of the players, as well as those in the "pot".

## THE SPECIAL CARDS IN DETAIL

### A - ALL PLAY:



When a player turns up an All Play card, there is a pause in the round. The player that revealed the card then slowly counts, out loud "1, 2, 3". On "3", all players turn up a new card at the same time and try to compare symbols. If no matches occur, the next player in turn continues the game.

### B - FAST GRAB:



When a player turns up the Fast Grab card, all players grab for the Totem at once. The player who gets the Totem places all of their face up cards into "The Pot" underneath the Totem. The player who successfully grabbed the Totem continues the game.

## C - COLOR MATCH:



When a player turns up the Color Match card, it changes the focus of the game. Now contests occur when players have cards of matching COLORS matching symbols are ignored. The focus of the game returns to symbols as soon as the Color Match card is captured or covered.

A few special cases involving the All Play card: three special cases can occur:

**1. Another Special card appears during a normal contest between two players:** The fastest player to the Totem decides the outcome. (for example: Zora, Rex, Wanda, and Bob all flip a card at the same time. A special card appears at the same time as a match between Zora and Rex. Zora grabs the Totem first. She then chooses whether the Contest is decided, or the arrow card takes effect).

**2. A Color Match card is revealed, and 3 or more other players have cards of matching color:** The contest proceeds normally, but winner of the contest decides how to distribute the cards amongst the losers.

**3. Finally, if another All Play card is revealed: it will be resolved normally only if no other contest is indicated.**

## END OF THE GAME

As soon as one player turns over his or her last card (depleting their draw pile), he or she must watch and wait while the other players continue turn over cards hoping to see a match. This player has not won until they are rid of ALL of the cards in front of them (this includes the face up pile).

## Special Cases:

• If a player's last card turned over is a Fast Grab card, and that player fails to win the contest, he/she picks up all revealed cards from the other players and The Pot, and continues the game (too bad, you were so close!)

• If a player's last card is an All Play card... Bravo! The player wins! The player places his face up cards in the pot under the Totem, and the remaining players continue to play. The game is over when there are only two players left.

## OPTIONAL RULES

Here are some new rules. Some will make the game easier, and some will make your brain hurt!!!

• **For faster games:** The game ends as soon as only one player has gotten rid of his or her cards.

• **2 Player Variant:** If you are desperately unable to find more than 2 players (or you have only 2 players remaining and want to prolong the game), you can use the following rule changes (beware, these rules are insane!):

• The left and right hand of each player is considered to be a different independent player.

• Each "real" player divides his/her stack of cards into two equal sized draw piles: one for their left hand, one for their right hand.

• The real players alternate turns between them. On each "real" player turn, the players alternate which hand they use, left or right (Player 1L, Player 2L, Player 1R, Player 2R, etc.)

• When a contest occurs, the hands involved in the contest must reach for the Totem. The SPECIFIC hand whose stack is matching a card must grab the Totem (remember, each hand is an independent player.)

*Example: Zora and Rex are the last two players. They divide their stacks of face down cards into two equal stacks. The stacks are set respectively next to their left and right hands. Zora's right hand turns up a card with the same symbol as Rex's left hand. Zora should grab the Totem with her right hand and Rex should grab the Totem with his left hand. If either player grabs the Totem with the wrong hand, the player in error collects all of the face up cards.*