setup

1. Shuffle all Animal cards and deal 3 to each player as their hand.
2. Deal 4 Animal cards, face down in a row, to each player. No one is allowed to look at these cards unless specified by a card effect.
3. Place the remaining Animal cards in the middle of the playing area in a facedown draw pile.
4. Hold the Bad Kitty card upright next to the draw pile. Then, slide it into the deck at the approximate height determined by the number of players as indicated on the card. With 5 or 6 players place the Bad Kitty below the whole pile.

Play starts with the youngest player.

Number of players on Bad Kitty card

Play Animal cards here.

Place discarded cards here.

goal of the game

In *Hungry Monkey* you have Animal cards both in hand and in a facedown row in front of you. **In order to win, you must be the first to play all your cards**, first from your hand and then from your card row.

If you want to play multiple games you keep track of the scoring with Bean cards. **The player with the most beans at the end of the last game wins.**

gameplay

Players take turns playing cards on the animal stack, in clockwise order.

On your turn you **MUST**:

1. Play **ONE OR MORE** cards face up on the animal pile.
2. Trigger a gang of four if possible, **OTHERWISE** trigger the animal effect, if any.
3. Draw back up to **3** cards in hand (unless the Bad Kitty card has been revealed).

During your turn you try to:

Optimize your cards (row and hand) — *until the draw pile is empty.*

Get rid of all your cards — *after the draw pile is empty.*

play cards

Choose one of 3 ways to play cards:

◆ **PLAY CARDS FROM HAND**

Play **ANY** number of identical valid cards from your hand.

If you play more than one card, only the effect of the topmost card can be triggered. You can **NEVER** play invalid cards from your hand.

Animal pile

◆ **PLAY 1 CARD FROM THE DRAW PILE**

Draw the top card from the draw pile and play it face up on the animal pile.

Note: You may choose to play a card from the draw pile even if you have a valid card in hand.

◆ **PLAY 1 CARD FROM YOUR CARD ROW**

If your hand is empty, you **MUST** play a card from your card row on the animal pile.

Note: This option is **ONLY** available after the Bad Kitty card has been revealed.

Valid Animal cards:

For a card to be valid to play on the animal pile, it must have the **SAME OR A HIGHER NUMBER** than the card on the top of the animal pile. If the **ANIMAL PILE IS EMPTY**, any card is valid.

When you're playing a card from the draw pile or your card row, the outcome depends on if the card is valid or not.

If it's valid: Treat it as if you played the card from your hand. It can trigger an effect or a gang of four.

If it isn't valid: You **MUST** add the animal pile, including the played card, to your hand. **DON'T** trigger its effect.

Example: You play a card from the draw pile: Sneaky Snake (3). It has a lower number than Wise Elephant (10), making it invalid. Add the whole animal pile to your hand. **DON'T** trigger the animal effect.

Draw pile → Animal pile

Take all cards!

SPECIAL CASE: NO PLAYABLE CARD

If the Bad Kitty card has been revealed and you can't play a valid card, you **MUST** add the animal pile to your hand instead of playing a card. Then your turn is over.
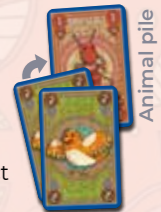
trigger an effect

ONLY the topmost card you played can trigger an effect.

The effect can either be a gang of four, which can be triggered by any animal, or the animal effect, marked with an icon.

If a gang of four is triggered you **MUST** ignore the animal effect.

Example: You play two Swift Sparrows. You only trigger the animal effect **ONCE**.

Animal pile

ANIMAL EFFECTS

If the topmost card has a special icon it triggers an effect. All animal effects can be found on page 8.

A GANG OF FOUR

If there are ever four or more cards of a kind (including copies by a Hungry Monkey) on top of the animal pile, the current player **MUST**:

1. Immediately discard **ALL** cards from the animal pile to the facedown discard pile **WITHOUT** triggering any animal effects.
2. Draw back up to 3 cards.
3. Take another turn.

Note: A gang of four can be formed by cards from different players. You simply check for 4 or more cards of a kind on top of the animal pile.

Animal pile

draw back up to 3 cards

Draw until you have 3 cards in hand.

If you have 3 or more cards in hand, don't draw cards.

If you reveal the Bad Kitty card, leave it on top. Do not draw any more cards. The draw pile is now considered to be empty and nobody can draw cards for any reason.

game end

The first player to play all their cards, both from their hand and from their card row, **is the winner**.
Play continues with the remaining players until only one player has cards left. They lose.

Example: You play the last card in your card row, winning immediately. The other players keep playing.

Animal pile

credits

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eco friendly game
www.ecofriendlygame.com/en

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www.heidelbaer.de

scoring over multiple games

You can use the Bean cards to score over 4 games.
The player with the most beans, or the first player to collect 10 beans, **is the winner**.

setup

1. Give each player a facedown 1 Bean card.
2. Place the remaining 1 Bean cards face-up next to the playing area. With 2 or 3 players you may put the remaining 1 Bean cards back in the box.
3. Shuffle all 2 and 3 Bean cards and place them next to the playing area in a facedown pile.

Bean cards are placed facedown in front of you.

scoring a game

- **The first player to play all their cards draws 2 Bean cards.**
- **The second player to play all their cards draws 1 Bean card.** *In a 2 player game, the second player does not score.*
- **The third player to play all their cards gains a 1 Bean card.** *In a 3 player game, the third player does not score.*
- **The last player with cards left discards their lowest Bean card.** *If they don't have a Bean card, they don't discard any.*

starting the next game

Play starts with the player who has lost the last game.

final scoring

The final scoring is triggered when either any player has **10 or more beans** after a game or **4 games** have been scored.

The player with the most beans wins.
In case of a tie, all tied players win.

animal effects

If the topmost card you played is one of the following, and you did not trigger a gang of four, it triggers its effect as follows:
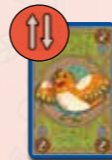
1 Tiny Ant
A *Tiny Ant* is **always valid**.

Take all the cards in the animal pile **EXCEPT** any *Tiny Ants* you played this turn (including *Hungry Monkeys*).
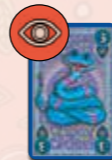
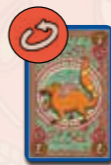But take nothing if there are only *Tiny Ants* in the animal pile.

2 Swift Sparrow
Swap one of your facedown cards with one of the cards in your hand.

If your hand is empty, *Swift Sparrow* has no effect.

3 Sneaky Snake
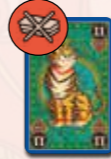**Peek** at one facedown card of any player.

7 Slender Mongoose
Take an **extra turn** after this one. The extra turn starts **AFTER** the draw cards step.
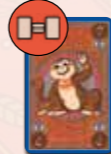
8 Strong Buffalo
The next player has to play a card that has the **same or lower** number.

11 King Tiger
Discard all cards from the animal pile, including *King Tiger*, to the discard pile.

? Hungry Monkey
Treat *Hungry Monkey* as a **copy** of the card below.

If there is no card below, treat it as a copy of the card on top. If the copied card has an effect, it is triggered.

Hungry Monkey

the lost bean

Once upon a time, Hungry Monkey lost his breakfast bean in the jungle. He searched over and over but could not find it. He asked all the other animals to help him searching, from Swift Sparrow to King Tiger, but they all ignored his pleas. All but Tiny Ant. It climbed into Tiger's ear and commanded him to help Hungry Monkey. King Tiger was scared by the voice in his ear and chose to obey. With a thundering roar, he commanded all animals of the jungle to look for the bean, and no one dared to refuse. Eventually, Swift Sparrow found the lost bean, and Hungry Monkey was very happy with his meal.

components

72 Animal cards
6 each of 12 different animals

22 Bean cards
10 of 1 bean
6 each of 2 & 3 beans

For scoring multiple games:

back

back

1 Bad Kitty card

back