

**TOM & YAKO** PRESENT



# Jungle Speed!

safari

**RULES**

**FOR 2-6 PLAYERS**

**AGE 5+**

**N**ormally, calm reigns supreme amongst the animals of the jungle. But when the time comes to eat, the animals gather round the forest of totems and their wild instincts take over. The hungriest animals race to catch their prey first. Others become angry and shout, whilst the chameleon hides. When the hunter appears, there is panic! The animals must protect themselves.

## CONTENTS

- 5 totems (food)
- 1 bag
- 42 cards
- 1 rulebook (that you are now reading)

## PREPARING TO PLAY

Place the 5 “food” totems in the middle of the table in a small circle.

Shuffle the cards and deal them face down equally amongst all of the players. These cards form each player’s draw pile.

During the game, each player will make another stack of cards, which will be their score pile. This stack is empty at the start of the game.

# PLAYING THE GAME

The player who can best mimic a banana peel starts the game. In turns, players flip the first card from their draw pile the “Jungle Speedway” (away from them, so they cannot peek at it first) onto their score pile.



**EVERY CARD THAT IS DRAWN EVENTUALLY TRIGGERS AN ACTION.**

Players resolve the action and play continues on to the next player in a clockwise direction. The game ends when all of the players have run out of cards in their draw pile.

# GOAL OF THE GAME

The player with the highest number of cards in their score pile is declared the winner.



# RESOLVING CARDS

## NORMAL CARDS (12 WHITE CARDS)



**A LITTLE BIT OF REST IN THIS CRUEL WORLD.**

The player who draws the card put this on their score pile. No action is taken for these cards.

## HUNGRY ANIMALS (15 BLUE CARDS)



**THE ANIMAL IS HUNGRY**

**AND MUST BE FED AS SOON AS POSSIBLE!**

All players must race to grab the totem that shows the favourite food of the animal revealed. The player who succeeds wins the card and adds it to their score pile. Players may only use one hand to play and may only grab one totem.



## ANGRY ANIMALS (5 RED CARDS!)



### THE ANIMAL IS ANGRY: IMPERSONATE IT!

Players must immediately imitate the animal revealed (sounds and gestures). The last player to do so loses the top card from their score pile, which is permanently removed from the game and placed in the middle of the totems, face down. If it is impossible to determine a loser, nobody loses a card and play continues normally. Below are some examples of the noises and actions you may choose to use.



MMHH



CLAPP CLAPP



BROUH



OHHOHH



RRHH



If you are playing for the first time or you are playing with children under 6, you may wish to remove both the Chameleon and the Hunter cards from the deck. You can always put them back in once players are familiar with the basic game.

## CHAMELEON (5 CARDS)



**THIS CURIOUS ANIMAL  
WILL MAKE YOU SEE ALL COLOURS!**

Before playing, choose one of these following two rules:

### • JUNGLE-RULES

Players must immediately touch an object that is the same colour as the chameleon card revealed. The last player to do so loses the top card from their score pile which is permanently removed from the game and placed in the middle of the totems, face down.

- Objects must not be part of the game
- Objects cannot be worn by another player
- Only one player may touch each object. If two or more players touch the same object, they both lose a card.

If it is impossible to determine a loser, nobody loses a card and play continues normally.





## • SPEED-RULES

Players must immediately grab the totem that is the same colour as the chameleon.

The player who succeeds wins the card and adds this to their score pile. Players may only use one hand to grab the totem.



## THE HUNTER (5 CARDS)



### THE HUNTER CAN FIRE QUICKLY, COVER YOUR ANIMALS!

The player who draws this card is the hunter. The hunter must try to put their hand on the score pile of a player of their choice. All other players must protect their score pile by covering it with their hands before the hunter can touch it.

- If the hunter can place his hand on the score pile of another player before they can cover it, he wins the top card from their score pile and places it on his.
- If the hunter fails, he only keeps the hunter card.
- If the hunter covers their own pile by mistake, he shoots himself in the leg! The hunter loses the hunter card and it is removed from the game and is placed in the middle of the totems.

## SPECIAL CIRCUMSTANCES

If a player is supposed to lose a card but does not have any cards in their score pile, nothing happens.



**A GAME BY TOM & YAKO**  
(THOMAS VUARCHEX AND PIERRIC YAKOVENKO)

**ILLUSTRATED BY  
LUDOVIC HELL**



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