

NO ONE BEATS YOUR COMBINATION?

If your combination doesn't get beaten by the other players, discard it at the beginning of your turn and play any other combination to start a new round.

DOUBLE CARDS

The Double cards can assume one of the 2 indicated values, at the choice of the one who plays it.



This card is a "3" or a "4", depending on its owner's choice.



In this combination, the player has decided that the Double card is a "7".

EMPTY DRAW PILE

If the draw pile runs out, shuffle the cards in the discard pile and form a new draw pile.

END OF THE GAME

Once a player has no more cards in hand, they win the game. The games are quick, and you can play several rounds in a row! In this case, you can agree that the first player to win 2 times wins the game.

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ANY QUESTIONS?

When I take a beaten combination, may I separate the cards while inserting them in my hand?

Yes.

May I play a combination with MORE cards AND of a higher value?

Yes, and sometimes it's a great idea!

May I call for the law of the Jungo without adding cards from my hand?

Yes, if the drawn card is stronger than the previously played combination, you can call for the law of the Jungo with the drawn card only. For example, there is a "5" on the table and you draw a "7". You may announce JUNG0 and play the drawn "7".

I took a combination of a "3" and "3/4". Does the "3/4" card stay a "3" for the rest of the game, or can it become a "4"?

Once in your hand, it can assume the value you want: 3 or 4. For example, you can play a combination of "4" + "3-4" + "4" later.

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TURN SUMMARY

1 If there is a combination on the table and you played it during your last turn, discard it.

2 Perform one of the following two actions:

- Play a combination of cards:
 - of the same value,
 - AND - adjacent in your hand,
 - AND - stronger than the combination on the table.

Then place the cards from the "beaten" combination either:

- into your hand (anywhere)
- OR → into the discard pile.

- Draw 1 card and
 - add it to your hand (anywhere),
 - OR → discard it into the discard pile,
 - OR → call for the law of the Jungo.



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JUNG0

A game by **Toshiki Arao** illustrated by **Laura Michaud**
From 3 to 5 players - Ages 10 and up

CONTENTS

• 72 cards



64 **Number cards**
(1 to 8, 8 of each)



8 **Double cards**
(1/2, 3/4, 5/6, 7/8, 2 of each)

• This rulebook

AIM OF THE GAME

Get rid of all your cards before your opponents.

ATTENTION! When playing, you will ADD and REMOVE cards from your hand, but **you will NEVER be able to rearrange your cards** (neither sort nor move).

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SETUP

- 1 Shuffle all the cards and deal them face down to each player:

3 players	10 cards each
4 and 5 players	8 cards each

- 2 Each player looks at their cards in hand but keeps them secret from opponents.

ATTENTION: YOU CANNOT CHANGE THE ORDER OF THE CARDS IN YOUR HAND!

- 3 With the remaining cards, form a face-down draw pile on one side of the table within everyone's reach.

- 4 The player who most recently ate a banana starts.

Setup for 3 players



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HOW TO PLAY

Players take turns, going clockwise.
On your turn, you must:

- either play one or more cards **A**,
- or draw a card **B**.

A Play one or more cards

Play a combination of cards (1 or more) from your hand face up in the center of the table. These cards must:

- all be the same value,
- AND - be adjacent in your hand,
- AND - if there is a combination on the table, your played combination must be stronger:

- EITHER have **MORE** cards (regardless of their value),
- OR have the same number of cards, but of a **HIGHER** value.

This combination is stronger as "7" is higher than "4"



The combination to beat



This combination is stronger as there are more cards (3 cards against 2)



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If you play a stronger combination, take ALL cards of the "beaten" combination and:

- EITHER add them in your hand (wherever you want, even in different places).
- OR discard them into the discard pile. The discard pile is a face-up stack next to the draw pile.

The combination just played is now the one to be beaten by the next player (the player to the left).

The current combination is "two 4's". Lily beats this combination by playing her combination of "two 7's" and she gets to choose whether she wants to:



OR

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B Draw a card

If you cannot or do not want to play any cards from your hand, draw a card from the draw pile and:

- EITHER add it to your hand (wherever you want),
- OR discard it into the discard pile,
- OR call for the law of the Jungo and play a combination with the newly drawn card. In this case:

- 1 Place the drawn card in front of you and announce "JUNGO!".
- 2 If necessary, add more cards from your hand (adjacent cards of the same value as the drawn card) to create a stronger combination.

Valentin draws a "3" and he either:



OR

OR

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