

## 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 number?

Yes, and sometimes that'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 card, 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.



We'd love to hear what you thought of this game!

[happycamper.games/feedback](https://happycamper.games/feedback)



**HAPPY CAMPER** has a simple mission: bring families together through games and other joys of face-to-face play. Built into our mission is a belief in the transformative power of summer camp. To that end, a portion of profits from this game goes towards funding camp scholarships.



Thanks for your support!

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## TURN SUMMARY

**1** If there are cards on the table and you played them during your last turn, discard them.

**2** Perform one of the following two actions:

**A** Play one or more cards:

Of the same number,

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)

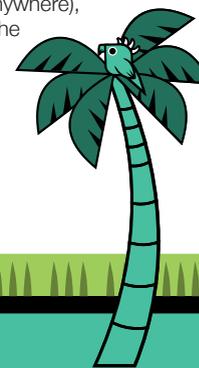
OR → into the discard pile.

**B** Go to the Jungo. Draw 1 card and EITHER

add it to your hand (anywhere),

OR → discard it into the discard pile,

OR → call for the law of the Jungo.



# JUNGO

2-5  
PLAYERS  
8+  
AGES

## CONTENTS

• 72 cards



64 Number cards  
1 to 8 (8 of each)

## OBJECT

Be the first player to play all of your cards. You must play cards that are all the same number AND stronger than the combination on table. However, you can NEVER rearrange the cards in your hand!



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



WATCH & LEARN TO PLAY!



## SETUP

- Shuffle the deck and deal cards face down to each player as shown in the table on the right. (Look at your cards but keep them secret from opponents.)

Players	Cards
2 - 3	10
4 - 5	8

**IMPORTANT:**  
You cannot change the order of the cards in your hand!

- Stack the remaining cards face down in the center of the playing area to form the Jungo (draw pile). Leave room for a discard pile.

Setup for 3 players:



## HOW TO PLAY

Whoever most recently ate a banana goes first and play continues to the left. On your turn, you **MUST** either:

- Play one or more cards, or
- Go to the Jungo. (Draw a card.)

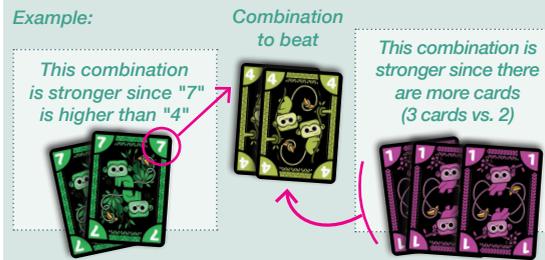
### A Play one or more cards

Play one or more cards from your hand face up in front of you. These cards must be:

**All the same number,  
AND next to each other in your hand,  
AND stronger than the cards already on the table  
(if any), meaning that they're:**

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

Example:



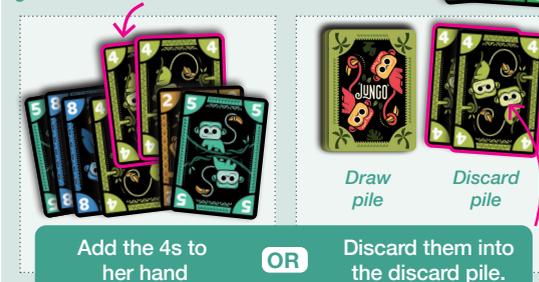
If you play a stronger combination, take **ALL** cards of the "beaten" combination and **EITHER**:

- Add them to your hand (wherever you want, even in different places),
- OR**
- Discard them into the discard pile.

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

Example:

The current combination is "two 4s". Laura beats this combination by playing "two 7s". Then she gets to choose whether she wants to:



### B Go to the Jungo

If you cannot (or do not want to) play any cards from your hand, draw the top 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 the newly drawn card. In this case:
  - Place the drawn card in front of you and announce "JUNGO!".
  - If necessary, add more cards from your hand (adjacent cards of the same number as the drawn card) to create a stronger combination.

Lee draws a "3" and he either:



### NO ONE BEATS YOUR COMBINATION?

If your combination doesn't get beaten by the other players, discard it at the beginning of your next turn and then play any card (or adjacent cards) from your hand to start a new round.

### DOUBLE CARDS

Double cards can be EITHER of the 2 indicated numbers, at the choice of whoever plays it. (If you play a Double card by itself, you must announce its value.)



### EMPTY DRAW PILE

If the draw pile runs out, shuffle the discard pile to form a new draw pile.

## ENDING THE GAME

The first player to play all of their cards wins! Games tend to be quick, so we recommend playing several rounds in a row. In this case, whoever is first to win 2 rounds wins the game.