

THE GOAL...

Get all three of your monkeys around the board and into the Banana Grove before anyone else can!

TO START...

- Pick a color. Place two of your colored monkeys in their colored circle, and place the other monkey on the first spot leading out of the circle.
- Each player takes 3 Guide Cards.

ON YOUR TURN...

Select one Guide Card from your hand, read it aloud, and move ONE of your monkeys. Discard the card and draw a new one for next time.

*If none of the cards in your hands will earn you moves, discard them all and draw three new cards. Then, play as usual.

IF YOU...



LAND ON FRUIT

Draw a Fruit Card, read it aloud, and do what it says immediately.

LAND ON A SPACE WITH ANOTHER MONKEY

The other player's monkey gets knocked backward to the closest quicksand. Then, follow the directions under "LAND ON QUICKSAND."



LAND ON A BOTTLE

Draw a Boost Card. You do NOT use it now. Leave it face up on the game board, and the next monkey (of any color) to land on a bottle wins the boost. *Put the Boost Card back after a monkey is boosted.*

*If you are moved to a bottle tile on another player's turn, do not draw or use a Boost.

LAND ON QUICKSAND

Lay your monkey on its side. The monkey in the quicksand is stuck for one turn and cannot move.

ENTER THE BANANA GROVE

When your monkey goes all the way around the circle and enters the Banana Grove through your colored path, you earn 10 bonus moves that you must use immediately on another one of your monkeys.