



MONKEY GANG

Rules

Fabian Klein
+49 173/7488661
fmklein@gmail.com

Monkey Gang

1. Introduction

The monkeys are on the loose in the jungle! The Monkey King Gorillos is looking for his successor and holds a competition among his offspring.

Who can assemble the most cunning Monkey Gang and use it to collect fruits in the jungle to offer Gorillos the most impressive feast?

In "Monkey Gang," 2 to 5 players compete to gather as many fruits as possible with the monkeys in their gang and then convert these fruits into victory points by offering them as tribute to Gorillos. Over 5 rounds, each player's Monkey Gang is expanded by one monkey and then activated from left to right, with each monkey either collecting fruits or paying tribute. The player who best manages to create clever synergies between the monkeys and strikes a good balance between the two actions to collect the most victory points wins the game and is selected by Gorillos as his successor.

The game is for ages 10 and up and lasts 10 minutes per player.

2. Game Material



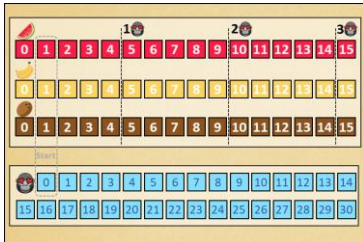
93 Monkey Cards



6 Gorilla Cards



Gorillos
(3 Variants)



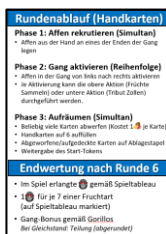
5 Player Board



20 Cubes (4 per Player)



Gorillos Stand







5 Game Overview Cards
(Double-sided for both game modes)

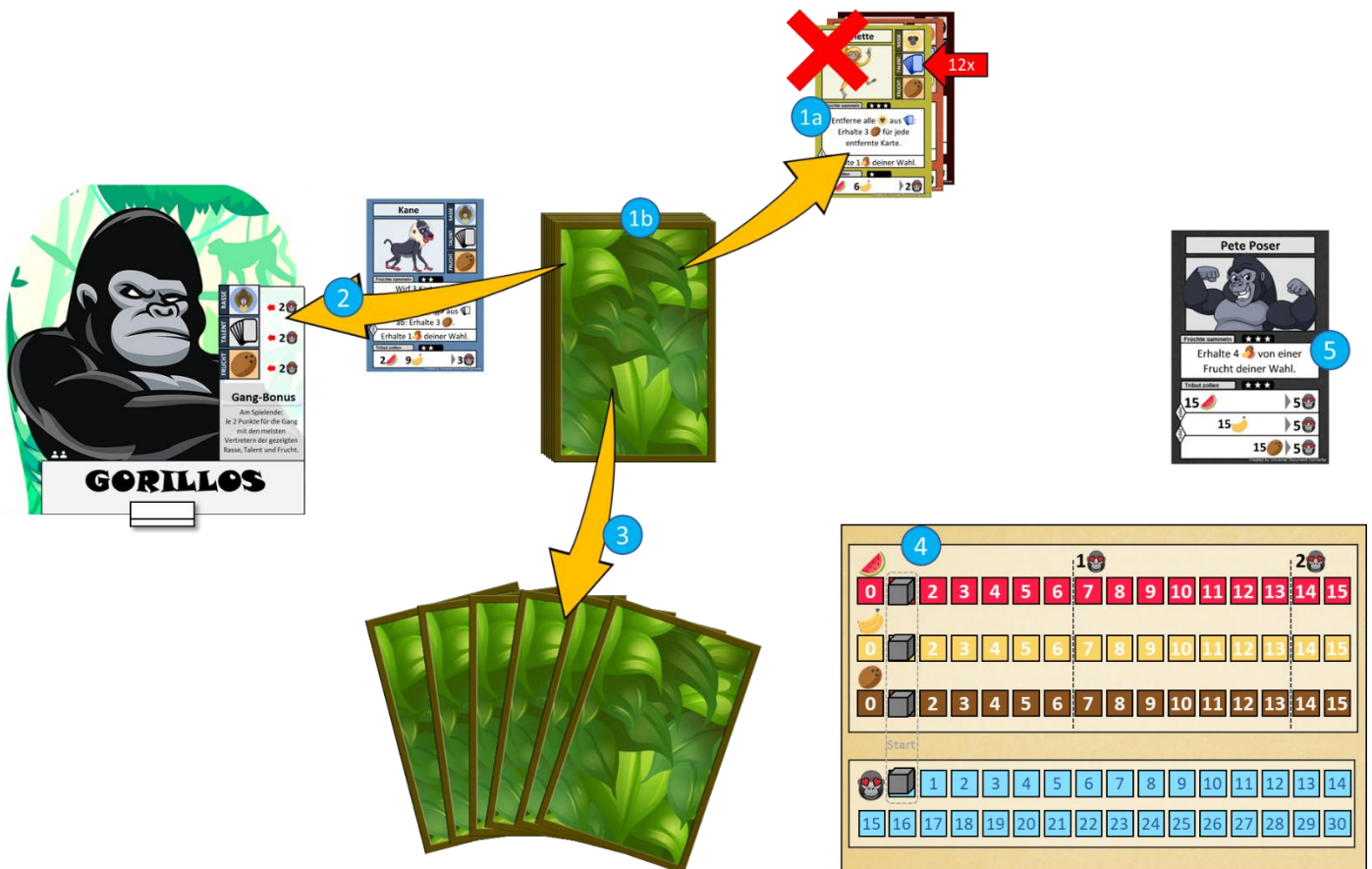


5 Iconography Reference
(Double-sided for both game modes)

3. Game Setup

- (1) (a) Remove all 13 Monkey Cards with the talent symbol. .
 (b) Shuffle the remaining Monkey Cards and place them as a draw pile in the center of the table.
- (2) Draw a Monkey Card and place it behind the Gorillos variant, that shows the appropriate number of players. You will earn victory points (Gang Bonus) at the end of the game if your Monkey Gang has the most monkeys of the indicated monkey species, talent, or fruit (see also 5. End of the Game on page 6).
 If a monkey card with the symbol for  fruit type is drawn, shuffle it back into the deck and repeat this step.
- (3) Each player draws 6 cards from the deck.
- (4) Each player receives a Player Board and 4 markers, which are placed on the four tracks according to the starting position.
 Players start with one of each fruit  in their storage and 0 victory points .
- (5) Each player chooses a gorilla and places the card as the first monkey in their Monkey Gang in front of them.

The game can now begin. The player who can most authentically imitate monkey sounds starts the game.



4. Gameplay

A game consists of 5 rounds in total. Each round is made up of 3 phases, some of which are played simultaneously and others in sequence:

1. Recruitment Phase (Simultaneous)

The Monkey Gang is expanded by one monkey.

2. Action Phase (Sequential)

All monkeys in the Monkey Gang perform an action.

3. Cleanup Phase (Simultaneous)

The game area is tidied up, and the hand cards are replenished.

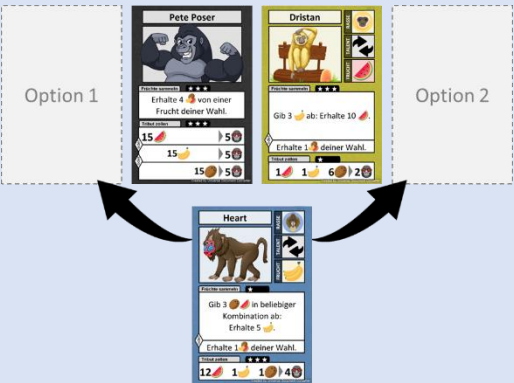
4.1 Recruitment Phase (Simultaneous)

During the Recruitment Phase, each player plays one of the monkeys from their hand to expand their Monkey Gang. The chosen monkey is placed either at the left or right end of the existing Monkey Gang.

For an explanation of all the information on the monkey cards, see "7. Appendix: Monkey and Gorilla Cards."

Example

Kate is in the second round and already has the monkeys "Pete Poser" and "Dristan" in her Monkey Gang. She now wants to play the monkey "Heart." She can place it either on the left (Option 1) or right (Option 2) end of her Monkey Gang.



The diagram shows a player's Monkey Gang consisting of two monkeys: Pete Poser and Dristan. Pete Poser is on the left and Dristan is on the right. Two options are presented: Option 1 (left) and Option 2 (right). A third monkey, Heart, is shown below, with arrows indicating it can be placed at either end of the gang.

Optionally, after placing the monkey, the "Arrange Gang" action can be performed:

- Choose a monkey in your gang and relocate it to any other spot in your gang, including between two other monkeys.
- The action can only be used once per game and it costs 2 victory points 🧐 to do so.

4.2 Action Phase (Sequential)

The Action Phase is carried out in turn by each player, starting with the current starting player and proceeding clockwise. Each player performs an action with every monkey in their Monkey Gang, following the order from left to right. Each monkey can either "Collect Fruits" or "Pay Tribute." The exception are monkeys with a particularly strong ability (4 stars), who cannot perform the other action.

Action "Collecting Fruits"

This action allows players to collect fruits according to the ability described on the card.

Monkey Cards always have the option to collect one single fruit of any type instead of using their ability.

The collected fruits 🍉🍌🥥 are stored on the Player Board.

Important: A maximum of 15 fruits of any one type can be stored. Any fruits collected beyond this limit are lost. Victory points do not have a maximum limit.

Action „Paying Tribute“

This action converts the specified number of fruits 🍉🍌🥥 into victory points 🏆. The corresponding fruits are deducted from the Player Board, and the victory points are added.

All required fruits must be available on the Player Board and paid to perform the action. Gorilla Cards offer three different tribute actions to choose from.

In each Action Phase, players can choose again which action a monkey will perform. An action cannot be carried out if the specified requirements are not met or if the required fruits cannot be paid. Players may also choose for a monkey to perform no action, effectively skipping that monkey.

After each action is performed, the markers on the Player Board are adjusted according to the gain or loss of fruits and victory points.

If an action requires drawing a card and the draw pile is empty, the discard pile is shuffled and becomes the new draw pile.

Example

Kate performs the following actions:

- (1) Pete Poser uses "Collecting Fruits" and gains 4 bananas.
- (2) Dristan uses "Collecting Fruits" and exchanges 3 bananas for 10 melons. Since Kate already has 11 melons, any melons exceeding the 15 maximum are lost.
- (3) Heart uses "Pay Tribute" and gives up 12 melons, 1 banana, and 1 coconut to gain 4 victory points.

The diagram shows three monkey cards: Pete Poser (4 stars), Dristan (3 stars), and Heart (4 stars). Below the cards is a Player Board with 30 slots (0-29) for fruits and victory points. An arrow indicates the clockwise order of actions. Pete Poser's action (1) is shown as 4 bananas being added to slots 1-4. Dristan's action (2) is shown as 3 bananas being removed from slots 1-3 and 10 melons being added to slots 11-14. Heart's action (3) is shown as 12 melons, 1 banana, and 1 coconut being removed from slots 11-14, 15, and 16, and 4 victory points being added to slots 17-20.

4.3 Cleanup Phase (Simultaneous)

During the Cleanup Phase, players perform the following steps in the order listed:

1. All cards revealed through actions are placed in the discard pile.
2. Each player may discard any number of cards from their hand to the discard pile but must pay one fruit of any type for each card discarded after the first.
3. Hand cards are refilled to 6 cards. If more cards are needed and the draw pile is empty, the discard pile is shuffled and becomes the new draw pile.

The starting player then passes to the next person clockwise, and the next round begins.

5. End of the Game

The game ends after 5 rounds, when all Monkey Gangs consist of 6 monkeys at the end of the round. Players then count their victory points as follows:

1. Victory points according to the Player Board.
2. One victory point for every seven fruits of a single type (marked accordingly on the Player Board).
3. **Gang-Bonus**

You earn the victory points indicated by Gorillos if your Monkey Gang has the most monkeys of the type, talent, or fruit type favored by Gorillos. Each category is evaluated and awarded separately. In case of a tie, the victory points are divided (rounded down), but the required monkey species, talent, or fruit type must be present in your Monkey Gang at least once.

The player with the most victory points wins. In the event of a tie, the player with fewer victory points from fruits wins. If there is still a tie, the player with more fruits in storage wins. If the tie persists, the players share the victory.

Example

(1) Tom was able to collect 12 victory points. Additionally, he earns 1 victory point for his 8 melons and 2 victory points for his 15 coconuts. He does not earn any victory points for his 5 bananas. Thus, Tom has a total of 15 victory points without the Gang Bonus.

(2) Kate was able to collect 13 victory points. Additionally, she earns 1 victory point for her 11 melons. She does not earn any victory points for her 2 bananas and 1 coconut. Thus, Kate has a total of 14 victory points without the Gang Bonus.

(3) Both Tom and Kate have a mandrill in their Monkey Gang. Each receives 1 victory point for the Monkey Type Gang Bonus. Neither Tom nor Kate has a monkey with networking in their Monkey Gang, so neither of them receives the 2 victory points for the Talent Type Gang Bonus. Tom has one monkey that collects coconuts in his Monkey Gang, while Kate has two. Thus, Kate receives 2 victory points for the Fruit Type Gang Bonus.



Overall, Kate wins with $14 + 1 + 2 = 17$ victory points, ahead of Tom with $15 + 1 = 16$ victory points.

6. Game Variant: Open Display


In this variant, hand cards are replaced by an open display. This increases interaction between players and makes the game slightly more challenging. Additionally, there are no more simultaneous phases; players take their entire turn before the next player's turn begins. As a result, the same person remains the starting player for the entire game.

The rules are the same as in the base variant, with the following changes:

3. Game Setup

- (1) Remove all monkey cards with the talent symbol  instead of .
- (2) Instead of 6 hand cards per player, 10 cards are placed in an open display. In this variant, there are no hand cards.

4.1 Recruitment Phase

Before a monkey is chosen from the open display, players may pay 2 fruits  of any type once to add 3 more monkeys from the draw pile to the open display.

4.2 Action Phase

All monkeys revealed from the draw pile through an action are placed in the open display. Any monkeys removed from the open display through an action are placed in the discard pile.

In the unlikely event that all monkeys are in the open display, the "Collecting Fruits" actions from the "Gather" talent can no longer be used.

4.3 Cleanup Phase

This phase is completely omitted.

5. End of the Game

The game ends when all players have completed the 5th round.

7. Glossary: Monkey and Gorilla Cards

Each Monkey Gang consists of one Gorilla Card and several Monkey Cards, with which various actions can be performed.

(1) Monkey Name

(2) Species (Monkey Cards Only)

The species can be identified by the symbol and the card color. It is relevant for Gorillos' Gang Bonus and some abilities.



(Color: Brown): Chimpanzee



(Color: Orange): Orangutan



(Color: Yellow): Gibbon



(Color: Blue): Mandrill

(3) Talent (Monkey Cards Only)

The talent indicates how the monkey collects fruits. It is also relevant for Gorillos' Gang Bonus and some abilities.



Monkey Cards



Gorilla Cards

Symbol	Name	Description
	Gathering	Gain fruits by revealing cards
	Trading	Gain fruits by exchanging other fruits
	Networking	Gain fruits based on hand cards or the open display (depending on game mode)
	Storing	Gain fruits based on your existing fruits
	Leading	Gain fruits based on your Monkey Gang
	Spying	Gain fruits by interacting with other Monkey Gangs

(4) Fruit (Monkey Cards Only)

The fruit indicates whether the monkey collects melons , bananas or coconuts with the "Collecting Fruits" action. It is also relevant for Gorillos' Gang Bonus and some abilities. Cards with the symbol are treated as if they have all 3 fruit types.

(5) Action "Collecting Fruits"

This action allows players to collect fruits according to the ability described on the card. Monkey Cards always have the option to collect one single fruit of any type instead of using their ability.

The collected fruits are stored on the Player Board. A maximum of 15 fruits of any one type can be stored. Any fruits collected beyond this limit are lost.

(6) Action "Paying Tribute"

This action converts the specified number of fruits into victory points . The corresponding fruits are deducted from the Player Board, and the victory points are added.

All required fruits must be available on the Player Board and paid to perform the action. Gorilla Cards offer three different tribute actions to choose from..

(7) Quality of "Collecting Fruits" and "Paying Tribute" Actions

Each action is rated with 1 (poor), 2 (average), 3 (good), or 4 (excellent) stars to indicate the quality of the action. Each Monkey Card has a total of 4 stars, which are divided between both actions. Gorilla Cards have 3 stars for both actions.