



BANANA GRABBERS PACKING CO EMPLOYEE INSTRUCTIONS



Banana Hammock is a fast-paced card game about monkeying over your friends while scoring Bunches of Bananas. The game is designed for 2 to 4 players with an average 4-player game taking about 25 minutes.

Pretty Much What To Do

Score points by putting Bunches of Bananas in your Crate. The player with the most points at the end of the game wins!

Types of Cards



Inside you'll find different types of cards. Banana cards for scoring points. Monkey cards to cause trouble. Watch out though for the game ending Finale card, Barrel Full of Danger!

The game ends if you cannot pay the price when you draw the Finale card! The player with the highest score wins!

In the event of a tie, each Banana card in the tied player's hands adds 1 additional point.



Banana and Monkey cards make up the rest of the deck. Even though the cards work differently, when you know how to read one, you know how to read them all.

What Stuff Looks Like

This Banana Peel is an example of a Banana card. It requires 2 Banana Peel cards in order to Crate it as a Bunch. Once Crated, the Bunch is worth 1 point. Cards have their own unique effects. Don't forget to read the card text to see how it can best be used.

Card Type



The card effect tells you what happens when you play this card

How many points this Bunch is worth when Crated

How many Banana cards it takes to Crate this Bunch

Keywords to Look Out For

Pay attention to these keywords when playing the game!

DRAW - Take a card from the top of the deck. Add it to your hand.

! - An exclamation mark by the card type and a yellow border around the card mean that card is played instantly when drawn during a turn (no action needed if it is in your starting hand). This does not count as your card played for a turn.

REVEAL - Show a card face up for all to see.

DISCARD - Put the discarded card into the Discard Pile. This could be done at the End of Turn phase to Discard down to the maximum hand size or as part of a card effect.

CRATE - The Crate is the location in your play area that Bunches are placed in. Crate is also the action of creating a Bunch.

BUNCH - A Bunch is the grouping of Banana cards placed into a Crate. The amount of Bananas required for a Bunch can vary. Draw 1 card whenever you Crate a Bunch unless otherwise stated.

HAMMOCK - The Hammock is part of your play area. When you Hammock, place a Banana card in the Hammock to store it for later. You can Hammock or Un-Hammock a card only once during your turn.

EAT - Some Monkey cards will try to Eat your bananas. You gain a Banana Peel card from the pile for each Banana card Eaten. Banana Peels and Rotten Bananas will not be Eaten, so be careful!

STEAL - Take a card from another player. It goes to the same location in your play area as the other player's unless otherwise instructed.

TRADE - Swap cards with another player as instructed.

COUNTER - Stop a card from being played. That card is Discarded.



Setup and Getting Started

Whether it is your first time or your fiftieth, there are some steps to follow when setting up the game.

Remove the Banana Peel cards and the Finale card, Barrel Full of Danger, from the deck. Set the Banana Peels aside in a separate pile. Shuffle the remaining cards and deal 5 cards to each player. Shuffle the Barrel Full of Danger back into the deck. Place the deck and Banana Peel pile where everyone can reach them.

Now you're ready to start the game! The player who ate a banana most recently takes the first turn (winner goes first next time). Players take turns in clockwise order.

Play Area

The Play Area consists of a few zones; Deck, Discard Pile, Banana Peel Pile, Active Area, and player areas like Crate and Hammock.

Active Area - Cards that are played, whether from the hand or deck, are placed in the Active Area until they are resolved.

Discard Pile - Cards that are resolved or Discarded are placed in the Discard Pile; often from being Eaten or due to exceeding maximum hand size.

Banana Peel Pile - Banana Peels stay in the pile until gained from a card effect with Eat. When a Banana Peel is discarded, it is returned to the pile.

Hammock - Place a Banana card from your hand into your Hammock for safe keeping. Cards in your Hammock do not count toward your hand size.

Crate - Most of the time, you'll be placing Bunches in your Crate. Sometimes errant Monkeys find their way in.



Taking Your Turn

A player's turn is broken into phases that determine what actions can be done; Start of Turn, Draw, Play, and End of Turn.

If multiple effects take place at the Start of Turn, they will resolve based on the player and location of the card. Start with effects played by the player whose turn it is and go in turn order. Effects of cards in the Crate resolve before effects of cards played from a hand or Hammock.

(EXAMPLE)

Mark has a Ticking Time Banana attached to his Bunch of Unripe Banana. Pete plays Poo Flinger from his hand to end Mark's turn.

Both of these effects say at the Start of Turn. The Ticking Time Banana effect will resolve first because it is in Mark's Crate. Mark does not have a Banana Peel to Discard for Ticking Time Banana so his Bunch of Unripe Banana is Discarded. Then, Poo Flinger resolves, ending Mark's turn.

During the Draw phase, Draw a card from the deck. After you Draw a card, you must choose to either play Monkey or Banana cards this turn. You cannot do both unless otherwise specified.

During the Play phase, you can play 1 Monkey card if you chose Monkey or any number of Banana cards or Bunches after choosing Banana. Whether choosing Monkey or Banana, you may use card effects from cards in your Crate. You may also Hammock or Un-Hammock a card during your Play phase. Interacting with your Hammock can only be done once during your turn.

At the End of Turn, if your hand exceeds the maximum hand size of 5 cards, Discard cards until you are at the maximum hand size. Effects that happen at the End of Turn happen in the same order as at the Start of Turn (based on turn order and location of card).

Pete chooses to play Monkey cards on his turn and plays Monkey Hold Em. Mario gives Pete a Rotten Banana card. Pete now has 2 Rotten Banana in his hand but is unable to Bunch them this turn. Mark gives Pete his Monkey Hood card. Pete has 6 cards in hand and must discard 1 card during the End of Turn phase.

Order of Resolution

Sometimes, you will have multiple cards that need to resolve. Cards will resolve in the reverse order that they are played in. The last card to be played will resolve first. Then to the card before that and so on until all cards in the Active Area have resolved.

(EXAMPLE)

Mario plays JD Monkeyfeller on his turn. The card effect reads "Each player Draws 1 card in turn order. You Draw 1 card". It is currently Mario's turn so he Draws first. He Draws Banana Split, what luck!

Next is Mark. He Draws Chimpauper which has an exclamation mark to show that it is played instantly when drawn. The card effect reads "When Drawn, your lowest score Bunch is Eaten. A Bunch of Rotten Banana can be Eaten. You Draw 1 card". Mark looks in his Crate, realizing that the only Bunch he has is a Bunch of Ripe Banana that he added 3 additional cards to. Unfortunately for Mark, this is his lowest score Bunch. Mark sheds a tear as he places his Bunch into the Discard Pile. When your card is Eaten, you gain 1 Banana Peel for each Banana card that was Eaten. Mark gains 5 Banana Peels because his Bunch had 5 total cards in it. Then, Mark Draws 1 card.

After Chimpauper resolves, the Order of Resolution continues with JD Monkeyfeller. Pete Draws Monkey Fingers and is the last player in turn order. Mario Draws 1 more card and JD Monkeyfeller resolves.

Looking for other tips and tricks to monkey over your friends?
Visit <https://www.mindramengames.com/bhfaq>

Game Design: Mario Battaglia, Mark Rivinius, and Peter Krentz
Illustrations: Salvador Raga, Miguel Puerta, and Mario Battaglia

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Thank You!