

NINJA MONKEYS

Pillow forts, lava covered floors, and monsters under the bed come to life in this family friendly strategy card game.

Color Vision Challenges

Ninja Monkeys uses special symbols to make it easier for people with color vision challenges to enjoy our game.

★ green card ■ red card ● blue card

Start

The dealer shuffles the deck and deals five cards to each player, then places the remaining cards face down in the center of the table as a draw pile. The person on the dealer's left plays first, and play continues clockwise around the table until a winner is determined.

Turns

Each turn a player draws one card from the draw pile, may use the abilities of any of the ★ green cards showing in their yard, and either plays one card or passes.



Gameplay

Your yard is the area of the table directly in front you. ★ Green cards are played face up in a new stack in your yard. ■ Red cards are played face up in a new stack in another player's yard.



You may not play a ★ green or ■ red card if doing so contradicts the rules written on any cards already showing in that yard and you may not place ★ green or ■ red cards on top of other cards unless the card permits you to do so. When a card is played or uncovered its rules go into effect immediately. When a card is removed or covered by another card the rules listed on it no longer apply.

● Blue cards are played face up on top of the discard pile. You must wait after playing any ● blue card to see if someone wants to put a Brain Freeze card on it. If anyone calls out Brain Freeze, play is paused until they play a Brain Freeze card and other players may also stack Brain Freeze cards on the pile. Play resumes when everyone who wants to put a Brain Freeze on the pile is done.



You may play a Brain Freeze card on top of a ● blue card that was just played whether it is your turn or not and it will negate the effects of that card. The original card played will still count as one card played though. You may even play a Brain Freeze on a Brain Freeze. When this is done the first Brain Freeze is negated, and thus the original card below them will take effect. You may play a third Brain Freeze on top, and thus the original card is negated and so on. Using a Brain Freeze is the only action you may take when it is not your turn, and it does not count as one of your allotted plays even if it is your turn.

Playing a ● blue card will not affect a player if it contradicts a card already showing in their yard. For example, if a player has a Blankie Cloak of Invisibility card showing in their yard and you play Bed Time Drama, that player does not have to discard any cards and you don't have to discard any cards since you are the one that played it, but the other players do.



If you can not fully obey what is listed on a card, you must still obey whatever you can. For example if someone plays a Give Me Five card on you and you have four or less cards, you must give them all the cards you have. Similarly if someone plays a card like Pick Up Your Toys on you and you have a Tree House in your yard, you do not remove it, but you will have to remove the other cards.

When you need to draw a card and there are no longer any cards to draw, turn over the discard pile, and use it as the new draw pile.



Scoring

Each ★ green card showing in your yard counts as one point in your favor. Each ■ red card showing in your yard counts as one point against you. Cards covered by other cards do not count towards or against your score. For example, if you have five ★ green cards showing and two ■ red cards showing, you have three points. Some cards count as two points and are noted on the card.

Winning

The first player with five or more points wins!

