

Spank the Monkey



A card game of monkey-spanking junkyard fun for 2-6 players

When you work in a junkyard, life is usually slow and dull. But not anymore! A monkey has been sighted high up on a pile of junk where it is wreaking havoc on your work. Your boss does not like it any more than you do. In fact, he has been generous enough to award all recyclable cans in the junkyard, and free time at the garbage compactor to the employee who can get rid of the monkey. This is an offer you cannot refuse. If you can only build a tower of junk quicker and higher than your colleagues can, the reward will be yours.

COMPONENTS

Spank the Monkey includes 120 cards and a rule sheet (this one). You need a 6-sided die to play. You also need a marker to indicate the monkey's current height on the Monkey Height card.

WINNING

Whoever builds a tower of junk the same height as the monkey and manages to spank its behind wins the game. But do not forget trying to tip over your opponents' towers and protecting your own from their attacks. If you run out of cards in the deck, the monkey wins.

SETUP

- 1 Find the Monkey Height card and put it aside.
- 2 Deal five cards to each player.
- 3 Place the Card pile within everyone's reach. Next to the Card pile, make space for a Discard pile of used cards.
- 4 Use the marker to indicate the monkey's starting height on the Monkey Height card. The monkey's starting height equals 14 minus the number of players.
- 5 Decide who goes first by rolling the die.

MONKEY MOVEMENT

The monkey will climb up and down its pile of junk during the game as a result of different cards being played. If the card has a monkey move symbol the monkey moves up or down as many steps as indicted. If both an up and down arrow are present, you may choose in which direction the monkey climbs. Use the Monkey Height card to keep track of the monkey's height. Put the marker on the number corresponding to the monkey's height and place the card where everyone can see it. The monkey cannot climb above height 25 or below height 1.

GAME PHASES

The first player plays one turn before the player to the left continues with the next turn and so on. A turn consists of five phases.

- 1 **Draw:** If you have four cards or less in your hand, draw two cards. If you have five cards or more, draw one card only.
- 2 **Build:** Build your tower higher with one Junk card and/or reinforce it with one Reinforcement card.
- 3 **Attack:** Attack your opponents with Attack cards. Your opponents may defend themselves with Defense cards.

- 4 **Spank the monkey:** If you are at the same height as the monkey or higher, you may try to spank it.
- 5 **Discard:** You may discard up to two cards from your hand to the Discard pile without using them.

DRAW

Draw cards from the Card pile. If you have four cards or less in your hand, draw two cards. If you already have five cards or more in your hand, draw one card only. There is no upper limit to the number of cards in your hand.

BUILD

You can build your tower higher by putting a new Junk card on top of the tower. You can also reinforce your tower by putting a Reinforcement card next to your top Junk card. You cannot play more than one Junk card and one Reinforcement card each turn, but you may play them in any order you wish. This means that you can play a Reinforcement card on your top Junk card and then build higher with a new Junk card. A Junk card can have more than one Reinforcement card.

HEIGHT

Your height depends on the total height of the Junk cards in your tower. Every Junk card has a Height bar with a number of dots representing its Height. You are always on top of your tower.

Example:

If your first Junk card is the Pinball Machine with two dots, you are at height 2 (see figure 1).

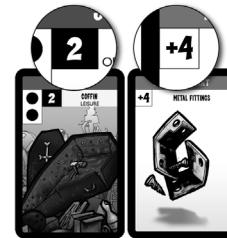
If your next Junk card is the Totem pole with three dots, you have climbed to height 5 (see figure 2).

STRENGTH

The stability of your tower depends on the toughness of your Junk cards. Every Junk card has a Strength value representing its toughness. If you play a Reinforcement card on a Junk card, the Strength of the Junk card is raised.

Example:

The Junk card Coffin has Strength 2. If you play the Reinforcement card Metal Fittings with a +4 Strength bonus, you raise the Strength of the Coffin to 6.



EFFECTS

Some of the Junk cards and Reinforcement cards have effects. These are normally non-recurrent effects that occur when you play the card. If they can be repeated, this is stated on the card.

CATEGORIES

Every Junk card belongs to a category such as Furniture, Illegal or Organic. Some cards affect these categories and can therefore affect multiple Junk cards simultaneously.

MOVING JUNK CARDS

If a Junk card is moved to a different place in the same tower or to another tower, its Reinforcement cards always go with it.

ATTACK

To stop your opponents from reaching the monkey before you, you can attack them using Attack cards. These generally affect an opponent's Junk cards but not always. Your opponents have access to Defense cards that can stop or obstruct your attacks. You may play as many Attack cards during your Attack phase as you wish, but only one at a time. For each Attack card that you play, you choose which opponent to attack.



figure 1



figure 2

There are three different kinds of Attack cards: **Hand**, **Throwing** and **Sneak**.

With Hand Attack cards you can only attack cards at the same height as yourself. Count the dots on your Junk cards to find out your height. Then count the dots on your opponent's tower to find out which Junk card that you can attack. If you are higher than your opponent, you cannot attack any of the opponent's Junk cards. If there are no Junk cards in your tower, you can only attack the bottom Junk card in the opponent's tower.

With Throwing Attack cards you can attack any Junk card in your opponent's tower regardless of your height.

With Sneak Attack cards you can attack your opponent in alternative ways. Every Sneak Attack card has an explanatory text describing how the attack is carried out. If a Sneak Attack card does not have an Attack bonus, it is not possible to defend against the attack using Defense cards that lower the value of the attack.

To succeed with an attack against a Junk card you must roll the die equal to or higher than the Strength of the Junk card (including Reinforcement cards). Attack cards and Defense cards can modify this die roll.

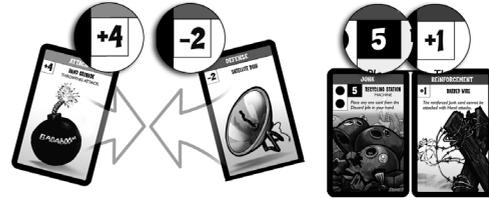
RESOLVING ATTACKS

- 1 Play an Attack card and declare which Junk card that you are attacking.
- 2 Calculate the Strength of the target. You do this by adding up the Strength of the Junk card and the Strength bonus of all of its Reinforcement cards.
- 3 The opponent may play one or more Defense cards that affect your die roll, often by decreasing it. Unless stated differently on the card, Defense cards must be played before you roll the die.
- 4 Roll the die. Add the Attack bonus of the Attack card to the die roll and subtract the Defense

bonuses of the Defense cards. If the result is equal to or higher than the Strength of the target, the Junk card and its Reinforcement cards are destroyed. The cards are taken from the tower and discarded. If the result is lower than the Strength of the target, nothing happens. If you roll a 1 on the die, you always fail regardless of how big an Attack bonus you may have. Used Attack cards and Defense cards are always discarded, regardless of whether you succeed or not.

Example:

You are using your Hand Grenade (+4 Attack bonus) to attack your opponent's Recycling Station (Strength 5) reinforced with Barbed Wire (+1 Strength bonus). Your opponent uses a Satellite Dish (-2 Defense bonus) as defense. To succeed with the attack you have to roll a 6 on the die (5 + 1), but since you get a +2 modifier to the roll (+4 - 2) a 4 will be enough.



ATTACKING YOUR OWN TOWER

The only way to remove cards from your own tower is to attack your own tower. The attack is carried out in the same way as any other attack, and you may play Defense cards against your own attack if you want to.

COLLISIONS (WHEN YOUR TOWER FALLS)

When a Junk card is destroyed, there may be a hole in your tower. The Junk cards and Reinforcement cards above the hole will then fall down on the Junk card directly below them or on the ground, resulting in a collision. You must perform a Collision roll for the two Junk cards that collide (or one if it hits the ground). You only roll once, even if two Junk cards are colliding. Roll the die. If the roll is equal to or greater than

the Strength of a Junk card (including Reinforcement cards), the Junk card and its Reinforcement cards are destroyed and discarded. Thus, new holes appear and more cards fall down, which means that you must perform new Collision rolls. This goes on until no more Junk cards can fall down or no Junk cards are destroyed.

SPANK THE MONKEY

If you are at the same height or higher than the monkey, you may try to spank it to win the game. Roll the die and consult the chart below to see if you made it.

Your height	Successful die roll
Same as the monkey	2-6
1 higher than the monkey	3-6
2 higher than the monkey	4-6
3 higher than the monkey	5-6
4 higher than the monkey	6
5 or more higher than the monkey, it is not possible to spank the monkey	

DISCARD

If you want to, you may discard up to two cards from your hand to the Discard pile without using them.

SPECIAL CARDS

There are a number of Special cards. Every Special card specifies when you may play it and what effect it will have. When you have played a Special card, it is discarded.

CONFLICTING CARDS

Sometimes card effects will conflict with each other. Solve this using the following guidelines:

1. Follow the rules.
2. If a card contradicts the rules, the card takes precedence.
3. If two cards contradict each other, the card that was played last takes precedence.

OPTIONAL RULES

To make the game even more exciting, you may try one or more of the following optional rules. These rules make the game more dynamic but may also prolong the playing time.

Random starting height

Decide the monkey's starting height by rolling the die and adding 7.

Lively monkey

Roll the die at the end of each player's turn. On a 1 the monkey moves down one step, and on a 6 it moves up one step.

Frightening attack

If an attempt to spank the monkey fails, the monkey moves away. If you were at the same height as the monkey, it moves up one step. If you were higher than the monkey, it moves down one step.

No building limit

You may play as many Junk cards and Reinforcement cards as you wish in the Build phase.

CREDITS

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Visit our website at www.gigantoskop.se for more information, free downloads and lots of goodies.

Top Secret Spank the Monkey webcode: BANANABITE

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