



Game Manual

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INTRODUCTION

In back alleys, boardrooms, and nightclubs are businessmen, ladies, and thugs. Everyone wants a piece of the pie and it's all for the taking if you have the guts to grab it. Build your empire from nothing and fight rivals for their turf to stake your claim. Every move is a chance and every chance is an opportunity in this high stakes game of luck and strategy. Will you rise or will you fall? There's no surprise, we've seen it all... in The Jungle. Welcome!

YOUR GOAL

In Welcome to The Jungle, your goal is to control the most amount of territory (a.k.a. "Turfs") at Kingpin Level before your rivals, by any means necessary. In a 2-player game it's 2 Turfs, in a 3 player game it's 3 Turfs, and in a 4 player game it's 4 Turfs.

In the event of a tie, the tied players tally the Sell Value of all Goodies, Weapons, and Money in their possession. Whoever has the highest overall monetary value wins the game.

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MEET THE CREW




The lion known as **Rob Hurt** used to run the largest gang in The Jungle with his brother, Jon. One night the other gangs conspired to take them down and killed Jon. Rob didn't take kindly to losing his control over The Jungle or the death of his brother and sought revenge. He exterminated the ringleaders behind his brother's killing all by himself. After serving 25 years in jail, he's out and ready to reclaim what was his all along. **Gray Clique Member with 2 cards in deck.**



The tiger known as **Boe Dega** is an assassin for hire here in The Jungle. She's a stealthy killer who loves to hunt her targets in the night. For the right pay, this beautiful but deadly assassin can be one of your top crew members. **Gray Clique Member with 2 cards in deck.**



The rhino known as **Knuckles** is a bar room brawler who used to fight for money. Now she just fights for the fun of it all. Watch out because this heavyweight contender may be the last person you ever battle! **Gray Clique Member with 2 cards in deck.**  **weapon specialist.**



The hippo named **Doug Glass** grew up outside of The Jungle, moving from city to city in a traveling carnival. Being hailed as the strong man for most of his life, known more for his brawn than brains, no one knew that he ran one of the most lucrative rackets in the carny circuit. Now a little older, he's settled down here in The Jungle and he's looking to expand. With him on your side, you might have a shot. **Gray Clique Member with 2 cards in deck.**



The gorilla known as **Johnny Bandana** is a straight up contract killer with a penchant for smoking cigars. He's from the slums, looking to make a buck, and he's always up for a turf war. That is - if the price is right. **Blue, Green, and Red Clique Member with 3 cards in deck.**




The bear known as **Griz Lee** came from a long line of lumberjacks. Living just outside of The Jungle, he ran his family's mill along side his brother. That is, until his brother mysteriously disappeared and a large milling corporation framed Griz Lee for the disappearance. After losing the mill and being put behind bars, he came out of prison and moved to The Jungle. This once loving man is now a hardened criminal, and will be more than willing to join your crew. **Gray Clique Member with 3 cards in deck.**



The alligator known as **John Plumber** is a pimp who runs prostitutes down by the dock. He's still stuck in his 70's mindset, with his fur coats, cane, and large hats. But don't let the fancy duds fool you. He's always ready to throw down and will have no problem joining your crew for a good fight. **Blue, Green, and Red Clique Member with 3 cards in deck.**




The wildebeest known as **Mack Ten** is originally from Africa, where he was a large scale gun runner. After moving to the Jungle, he became one of the main suppliers of weapons. He loves being outnumbered in brawls, and he also loves uzis, so be sure to have this powerhouse in your crew during a turf war. **Blue, Green, and Red clique member with 3 cards in deck.**  **weapon specialist.**




The honey badger known as **Vonne Guts** doesn't mess around. He loves to take Goodies and kill people, eating their hearts in hopes to gain their power. In a street fight you should be ok... if he's on your side of course. **Blue, Green, and Red Clique Member with 3 cards in deck.**




The chimpanzee known as **Slugga** is a friend of Knuckles and used to fight alongside her back in her bar brawling days. After the competition dwindled away, Slugga felt like he needed more of a challenge, so he made his way into underground street fighting. The stakes are high when Slugga's on your side, so you better make sure it's worth it. **Green and Red Clique Member with 2 cards in deck.**  **weapon specialist.**



The wolf known as **Little Red** is a teenager and is a known pyromaniac in The Jungle. Her claim to fame is burning down a store with a Molotov Cocktail for refusing to sell her cigarettes. She has a short fuse so watch out! You never know who her next target may be. **Blue, Green, and Red Clique Member with 3 cards in deck.**  **weapon specialist.**



The cobra known as **Mick Dagger** is a money launderer for most of the crews in The Jungle. He has a big uptown office that's a front for his money laundering schemes. Even though he's a white-collar criminal, he's also a 5th degree black belt in Taekwondo, so he's definitely someone who will kick it up a notch during a turf war. **Blue Clique Member with 3 cards in deck.**  **weapon specialist.**



The iguana known as **Rich Charred** is a hyper guy, amplified by all Goodies he uses. When he was a child he was beaten by his father in hopes of calming him down. All the beatings just killed Rich's nerve endings so now he feels no pain. His nervous nature makes him quick to make a bad decision so watch out for this wild card. **Blue, Green, and Red Clique Member with 3 cards in deck.**




The chameleon known as **Iris Arco** always had a penchant for making things go boom. A self-taught demolition expert, she's hired by many in the jungle to take out the competition. She might not be as strong as some other crew members, but hire her and you'll get more bang for your buck. **Blue and Red Clique Member with 4 cards in deck.**




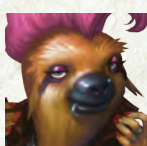
The fox known as **Miss Demeanor** likes her battles like she likes her cars - fast and dangerous. She's a well known car thief here in the jungle who can get you any car you want. This cunning woman doesn't let anyone get in her way of getting the job done. **Blue, Green, and Red clique member with 6 cards in deck.**



The meerkat known as **Eva Blade** is an avid knife collector who became a stripper to support her habit. Stripping wasn't enough, so she started robbing her clients for all she could get. With her skills at handling any blade, you'd better hope she's on your side during a Turf War. **Blue, Green, and Red Clique Member with 6 cards in deck.**  **weapon specialist.**



The giraffe known as **Tammy Gun** grew up in the 70's disco era and was the owner of the most popular club in The Jungle. Unfortunately her run was short lived since she was arrested for the murder of her cheating husband. After years in jail she's now a free woman, and has found that she has a love for guns and power. **Blue and Green Clique Member with 4 cards in deck.**  **weapon specialist.**



The sloth known as **Ruth Less** is a girl who grew up on the wrong side of the tracks. Delving into punk rock and hardcore, she held her own in some of the toughest mosh pits around. She may have a sweet demeanor, but watch out because she can definitely fight alongside the big boys. **Blue, Green, and Red Clique Member with 6 cards in deck.**



The rabbit known as **Steel Bunz** is ex-military, who turned traitor on a mission for the government. During her mission she was ordered to wipe out an entire village for all the wrong reasons. She's a calculated, intelligent, and cunning fighter. Someone you definitely want to fight for you in a turf war. **Gray Clique Member with 5 cards in deck.**



The deer known as **Jane Doe** is an interesting character as no one knows where she came from. All anyone knows is that she showed up one day and keeps to herself. She's not the strongest fighter around, but funny thing - whoever she ends up losing a fight to mysteriously vanishes shortly thereafter. **Red Clique Member with 3 cards in deck.**



The parrot known as **Polly Two-times** is a hippie-turned-thug that developed a stutter after falling from a tree while high. She's a backstabber and loves to strangle people with piano wire or any cord she can find. What she may lack in size, she makes up for in crazy. Definitely a dangerous character in The Jungle. **Blue, Green, and Red Clique Member with 6 cards in deck.**



The toucan known as **Sammy-the-Saint** is a bookie in The Jungle. He's known for his bet taking more than his fighting, but he's willing to fight for whoever is the highest bidder. If you play your cards right, you might get to meet his whole crew. **Blue, Green, and Red Clique Member with 6 cards in deck.**

COMPONENTS

This section describes the components in detail.

1 GAME BOARD

The game board consists of six Turfs, Smash and Grab Area, Weapons Depot Area, and Crew Card Area. See [General Turf Overview section](#) for more details on Turfs.



80 CREW cards

Crew cards are dealt during a Turf War. Each card lists Attack Points, Weapon Specialty (if applicable), and a designated Clique.



84 SMASH AND GRAB cards

Drawn as the second Action on every turn. They are also drawn when you land on the Smash and Grab space on the Roulette Spinner. Deck includes Warfare cards, Weapon Depot Actions, and Random Tasks.



40 WEAPON cards

Weapon cards are bought and sold at the Weapons Depot or are obtained by designated Smash and Grab cards. Weapons are considered Warfare cards and are kept for later use in Turf Wars.



4 REFERENCE cards

Reference cards are for you to keep track of round Actions, Goodie prices, and Street Cred levels.



30 STREET CRED cards

Street Cred cards are used to track the Level of each Turf in play. When the Street Cred Level of a Turf has been reached, the current card is removed from play, and the next Level's card is put in its place. The Levels are Starter, Associate, Soldier, Underboss, and Kingpin.



95 GOODIE tokens

Goodie tokens are acquired by buying them, through Smash and Grab cards, from the Roulette Spinner, from a Turf War, or from Gambling.

Goodie tokens are used to raise Street Cred Level, take over a Turf, enter a Turf War, or for Gambling. Goodie tokens can also be sold for a profit.



Goodie tokens are stored in their respective piles. Includes 25 Snozz (Green), 25 Redrocks (Orange), 20 Dandies (Red), 15 Toadies (Blue), and 10 Vugs (Purple) tokens.

100 MONEY tokens

Money tokens are acquired by selling Goodies, Smash and Grab cards, the Spinner, from a Turf War, or from Gambling.

Money tokens are used to raise Street Cred Level, take over a Turf, enter a Turf War, to buy Goodies, to buy Weapons, or for Gambling. Money tokens are placed in their respective piles. Includes 60 \$100 and 40 \$500 Jungle currency tokens.



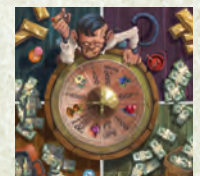
24 PLAYER tokens

Player tokens are used by each player to mark which Turfs are under their control. The tokens have two sides, one with an x and one without. When you use a Kingpin Turf ability, the token is flipped with the X side face up. The tokens are a coin, tire, poker chip, and manhole cover. Number of tokens used equals to the number of Turfs in play.



1 ROULETTE spinner

The Roulette Spinner contains spaces for Money, Goodies, Smash and Grab, and You've Been Robbed slots. Players not spinning may place bets on where they think the spinner will stop, or who they feel will win a Turf War.



GAME SETUP

1. Place the game board in the center of your playing area.
2. Select the Turfs on the game board that will be in play based on the number of players. For 2 players its 3 turfs, for 3 players it's 5 turfs, and for 4 players it's 6 turfs.
3. Separate the **STREET CRED** cards into separate piles of each level. (Starter 1, Associate 2, Soldier 3, Underboss 4, and Kingpin 5). Shuffle these piles separately and place 1 card from the Starter 1 deck on each turf in play. (As the game progresses, these cards are replaced with the next Level's card).
4. Shuffle all **WEAPON** cards and place it face down on the Weapons Draw placeholder in the center of the game board. Take the top 3 cards from the deck and place them face up in each empty weapons placeholder.
5. Shuffle all **CREW** cards and place them face down on the Crew Draw placeholder.
6. Shuffle all **SMASH AND GRAB** cards and place them face down on the Smash and Grab Draw placeholder.
7. Each player chooses a **PLAYER** token to represent them and takes the same number of tokens as there are Turfs in play. The tokens are kept in the player's play area.
8. Each player takes **\$500** and places it in their play area.
9. Stack the remaining **Money** and **Goodie** tokens in their own piles anywhere in game play area. This will be referred to as the bank.
10. Place the **ROULETTE SPINNER** anywhere in game play area.




LET'S GET STARTED

The following five actions are performed during everyone's turn:

1. Spin the ROULETTE SPINNER

Is luck on your side? Spin to see if you're a winner of Goodies, Money, or if You've Been Robbed. Other players may also bet on the outcome of your spin for a chance to win extra money or goodies.

2. Draw a SMASH AND GRAB card

Smash and Grab cards come in three types: Warfare cards, Weapon Depot Actions, and Random Tasks. Warfare cards are marked with a  and kept for later use in a Turf War.

3. Complete a WEAPON DEPOT transaction

You may either buy or sell Weapons of your choice to be used in a Turf War.

4. Complete a GOODIE transaction

You may buy and/or sell Goodies to be used during the Turf Action or Gambling. Players are limited to one transaction per Goodie type.

5. Complete a TURF action

You can take over an unclaimed Turf, raise the Street Cred Level of a Turf in your control, declare a Turf War for Turf you don't control, or pass. You're limited to one transaction per Turf, per turn.



ACTION 1 - Spin the ROULETTE SPINNER

Spinning the Roulette Spinner is the first Action taken in anyone's turn. If you land on a **Money or Goodies slot (a)**, you win the amount of Money/Goodies specified. If you land on the **You've Been Robbed slot (b)**, you lose all Money and Goodies in your possession and they are returned to the Bank. If you land on **Smash and Grab (c)**, you draw a Smash and Grab card. Smash and Grab cards drawn from a spin are played the same as in regular gameplay.


Prior to you spinning, players may bet on the outcome of the spin by placing Money and/or Goodies on one of the **four colored areas (d)** on the Roulette Spinner.



If the spinner lands in the area of the color selected, the betting players win double their initial bet. If it doesn't, they lose their bet and the Money and/or Goodies are returned to the Bank.

ACTION 2 - Draw a SMASH AND GRAB Card



In the second action of each turn, you draw a Smash and Grab card. If it is an immediate Action, you do as requested on it, then discard the card. Some cards are considered Warfare cards and are designated with a . If a Warfare card is drawn, you can choose to keep the card face down for later use in a turf war, or discard it. A player can only hold three warfare cards at any time.

See Warfare Cards section for details on use in turf wars.

Note: Smash and Grab immediate Action cards may contain either positive or negative effects on Money/Goodies. These effects only apply to Money/Goodies in your possession. If you do not have the Money/Goodies required to complete the Action, the card has no effect and is discarded.

ACTION 3 - Complete a WEAPON DEPOT Transaction

The third action of your turn is the option to complete a Weapons Depot transaction. Weapons may be bought or sold at the Weapons Depot with all money going to or coming from the Bank. The Weapons buy and sell value are the same.

When a **Weapon is purchased (a)**, the remaining cards in the **Weapons Depot are rotated (b)** and a new card is drawn filling in the **empty placeholder (c)**. Weapons purchased are kept face down in your play area along with your other Warfare cards. When a Weapon is sold, the Weapon is placed at the bottom of the Weapons Depot Draw pile.

At the end of a full round of players' turns, the Weapons Depot is rotated with the oldest Weapon going under the deck, and the top card being flipped over.



ACTION 4 - Complete a GOODIE Transaction

The fourth step of your turn is the option to complete a Goodie transaction. There's 5 different types of Goodies available to purchase from or sell to the Goodie repository.



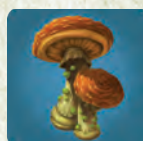
Snozz



Redrocks






Dandies



Toadies



Vugs

Goodies are purchased for a lower price, listed as the Buy Price on the reference card; and sold for a higher price, listed as the Sell Price on the reference card. During a Goodie transaction you may either buy OR sell any amount of each type of Goodie to/from the repository. You may not buy and sell the same type of Goodie during one Goodie transaction. Example. You can sell  and buy , but you cannot buy and sell .

ACTION 5 - Complete a TURF Action

Option 1:

Taking over unclaimed Turf

To claim an unclaimed Turf, you must gather the required Goodies and Money listed on the turf's currently displayed **Street Cred card (a)**. The required **Money and Goodies** are placed on the turf along with your token (b).

You then remove the current Street Cred card from play, and placing the next **Street Cred Level card (c)** in its spot.



Option 2:

Raise Street Cred Level of Turf you control

When you have control of a Turf, you may raise its Street Cred Level by gathering the required Goodies and Money listed on the turf's currently displayed **Street Cred card (a)**. The **Money and Goodies** currently on the Turf are put back into the bank (b), and are replaced with the newly gathered **Money and Goodies (c)**.

The Street Cred card is then replaced with the next Street Cred Level card. A turf's Street Cred Level can only be raised once per turn, but you can raise the level of multiple Turfs in the same turn.



Option 3:

Taking over turf from another player

When you want to take over a Turf not in your control, you must have the Goodies and Money listed on the **Street Cred card (a)** currently showing for that Turf. You then **place them on the Turf (b)** and challenge the current Turf controller to a Turf War. Once the Turf War is over, the victor wins the **Goodies and Money (c)** from the former Street Cred Level, puts their **token on the Turf (d)**, and removes the current **Street Cred card (e)** from play, and placing the next Street Cred Level card in it's spot.

All players may place bets with Money and/or Goodies on who they believe will win the the Turf War. Any winning players will double their initial bet. If you lose, any Money and/or Goodies bet are returned to the Bank.




GENERAL TURF OVERVIEW

Street Cred Levels for Turf:

Five different Street Cred Level cards are used to track the Street Cred of each Turf. The cards are **Starter (1)**, **Associate (2)**, **Soldier (3)**, **Underboss (4)**, and **Kingpin (5)**.






All cards except Kingpin list resources (Money/Goodies) needed to raise the Turf Street Cred level. Once Kingpin status of a Turf is achieved, the player who owns that Turf gains a special ability which is listed on the Kingpin Street Cred card. The ability may be used in any Turf War, but can only be used once per round of players turns. After the ability is used, the player must flip their player token on that Turf to the  side to indicate the power is no longer available.



A player's token is reset at the end of a full round of players turns.

Turf Locations:

Turf locations are areas on the game board that players battle to control in order to win the game. The locations are: **THE DOCKS**, **WAREHOUSE DISTRICT**, **THE SLUMS**, **UPTOWN**, **FINANCIAL DISTRICT**, and **THE SUBURBS**. The number of Turf locations in play depend on the number of players. When a Turf is taken over, the player places their token on it with the  showing. When the Kingpin ability has been used, the token is flipped from  to .



Turf War Details:

A turf war is comprised of three separate card battles using Crew cards. The player may increase their crew strength by using Warfare cards (obtained from the Smash and Grab deck and Weapons Depot deck). Attack points are tallied from all Crew cards and Warfare cards in play for each battle. **See CREW CARDS section for details on point tallying.** The player who wins at least two of the three battles wins the Turf War.

Once a player is challenged to a Turf War, each player may choose to bring in Warfare cards (maximum of three) for use in battle. Any Warfare cards the player wishes to use must be selected prior to the dealing of the Crew cards.

The challenger deals 15 Crew cards to each player, with players choosing 10 of those cards to form a Turf War deck. This deck will become the player's Crew for all three battles, so they must be used wisely. The challenger must lay down the first card in the first and third battles of the Turf War, with the defending player doing so in the second battle. Players alternate by putting down one card at a time and laying them from left to right.



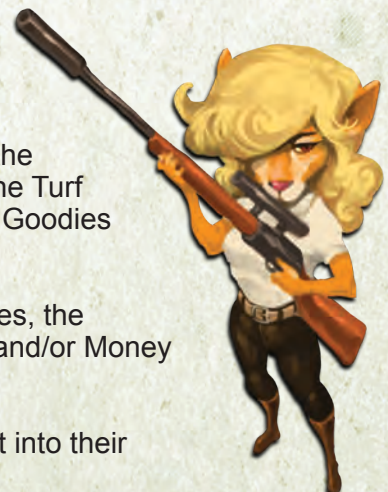
Example: Typical Turf War card layout with a deck that contains Crew and Warfare cards.

For the first battle only, each player must play a minimum of 3 Crew cards before they may choose to “stay” (not playing another card). For the second and third battles, a player can put down as few or as many cards as they like before choosing to stay. When a player stays it ends the battle from that player's perspective, but the opposing player may continue to put down as many cards as they like. If a player stays, the opposing player may either keep putting down cards until they win, tie, or give up the round.

The Turf War winner is the player who wins 2 out of 3 battles. The winner gets the Spoils of War - any Money and Goodies that were previously on the Turf, and the Turf Level increases by 1. If the Level increased to Kingpin, then the winner gets all Goodies and Money that are on the Turf, and the Turf can no longer change hands.

If any of the 3 battles tie, the defending player wins that battle. If the Turf War ties, the defending player retains the Turf, the level does not change, and any Goodies and/or Money used by the opposing player to challenge are lost and placed back in the bank.

Once the Turf War is over, all Crew cards and any Warfare cards played are put into their respective Discard piles.



CARD DECK DETAILS

This section explains the card decks and their gameplay in detail.

Crew Cards:

Crew cards are drawn and discarded after every Turf War, and the Crew deck is only shuffled when the Draw pile is depleted.

Attack Points are listed on the card's top left corner and have a value ranging from 1 to 15. When a player places two or more of the same Crew card on top of each other they form a Gang, and their Attack Points change by doubling, tripling, etc, depending on the number of cards played. A player can play as many Crew cards in one Gang as they like in one battle.

ATTACK POINTS
Ranging from 1 to 15.

WEAPON SPECIALTY
4 additional Attack Points are added to the card's value when a Weapon with an identical symbol is played. The Weapon specialties are:

GANG TOTAL
Shows total Attack Points for a stack of similar cards.

CLICK
There are four different clicks:
- Blue - Red
- Green - Gray

CREW MEMBER'S NAME

LITTLE RED
GANG TOTAL
x2=20 / x3=45
WITH x2=36 / x3=81

Weapon Specialties are listed below the card's Attack Points. There are 4 different Weapon Specialty symbols: with each symbol relating to a Weapon card with the same Symbol. See Weapon card section for more details. Gang and Weapon specialty card totals are listed at the bottom of each card for easier tracking. See below for point tallying examples.

a **New Value**
4 2
4 2
8
Card values double

b **New Value**
6 2
6 2
6 2
18
Card values triple

c **New Value**
6 2
6 2
12
Card increases with Weapon Specialty

d **New Value**
6x2 2
12 2
12 2
36
New card value doubles

Examples: (a) Two 2 point cards in a gang changes each cards value to 4, for a total of 8.

(b) Three 2 point cards in a gang changes each cards value to 6, for a total of 18.

(c) A Weapon Specialty adds 4 points to the cards value making it 6. Add the Weapon Attack Points for a total of 12.


(d) A Gang of 2 with a specialty weapon changes each cards value to 12. Add the Weapon Attack Points to each card after the Gang is tallied for a total of 36.

Each Crew card has a designated clique represented by the card's colored background. The cliques are Blue, Green, Gray, and Red. Warfare cards can have a specific negative effect on crew cards depending on what Clique they belong to.

Some crew cards have their own abilities (a) listed at the bottom of their card. These abilities can only be used once per Turf War, even if the card was revived by either player.

JANE DOE
GANG TOTAL
x2=4 / x3=9
REMOVE OPPONENT'S LAST PLAYED CREW CARD

Warfare cards:

Warfare cards are designated with a  and are obtained from the Smash and Grab deck, and the Weapons Depot. They contain special abilities or Weapons and are played at any point during a battle and are discarded after use.

You can hold a maximum of three Warfare cards at any time. If a fourth Warfare card is drawn, you must choose one of the four cards to discard or sell to maintain the three card maximum.



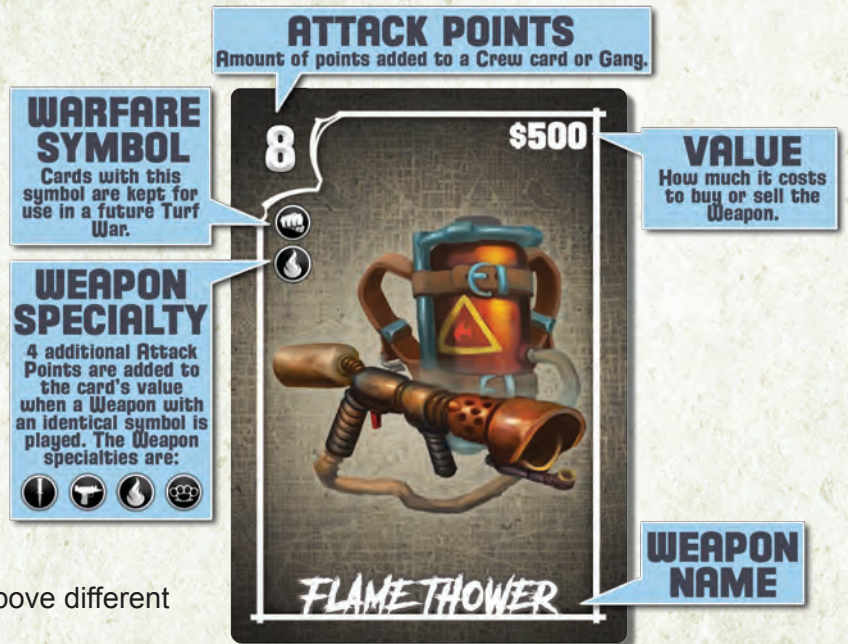
Weapon Cards:

Weapon cards add Attack Points to the Crew card or Gang it's played on.

In a Gang, the Weapon Attack Points are added to each Crew card **AFTER** the Gang has been initially tallied. Some Weapons have a Weapon Specialty listed on them.

When a Weapon Specialty matches a Crew card or Gang it's played on, an additional 4 Attack Points are added to each Crew card **BEFORE** the Gang is tallied. See Crew Cards for point tallying.

Weapons can be played above a single Crew card or a Gang. Weapons cannot be played above different Crew cards or Gangs at the same time.



Street Cred Cards:

Street cred cards has the current Street Cred Level shown on one side, and the requirements needed to obtain the next Street Cred Level on the other. Once the requirements are met, the player places those requirements on the Turf and the card is replaced with the next Street Cred Level card.



ALTERNATE GAME MODES

This section explains other game modes that can be played

Quick Play Mode:

In this mode players start with \$1,000, and all Turfs start at level 3 Street Cred. All standard game rules apply.

Kingpin Mode:

In this mode players have to reach Kingpin on all levels. The player with the most amount of Kingpin Turfs wins. If there's a tie, a final Turf War takes place between tied players. In the case of a 3-way tie, each player battles each other in a Turf War and the player who wins 2 out of 3 Turf Wars wins.

Battle Mode:

Battle mode is a variation where you only play Turf Wars against another player. In this mode, all Warfare cards are shuffled into the Crew deck. Rules for battle mode are the same as a standard Turf War, with the only difference being that each player draws 20 cards and the best 4 out of 7 rounds wins.

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20 Sided Die store

and the countless others who never left us their names.

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Extra special thanks to all of our Kickstarters who helped make this game possible:

List of names

