

# Jungle Speed Expansion

## Content:

72 new card symbols

6 new special cards

2 additional <Ayayay> (Multi-coloured arrows) cards

... Altogether 80 cards that will spice up your game of Jungle Speed.

## Note:

If there are less than 6 players, it is recommended to discard 2 families of symbols of the base game and expansion, as shown in the illustrated example (refer to picture of the included rule-sheet) to shorten the game.

## What is Special?

### Inward Hands:

All players must immediately put their hand flat on top of the totem without toppling it. The loser is to pick up the winner's Discard Stack. If the totem falls and it is clear who makes it falls, the culprit picks up the winner's Discard Stack and the Pot. If the culprit can't be determined, the special card is cancelled and the game continues.

Warning: This card should not be confused with the special card of "inward arrows". Mistaking these 2 cards is penalized as normal - collect all players' Discard Stacks.

### Clockwise Arrows:

Players will no longer play with their own cards, but with that of their left neighbours. So your left neighbour's card determines whether you are to take part in a duel. However, you take the Discard Stack or Pot if you lose a duel.

- The player who plays this special card puts this card next to his Discard Stack. In doing so, his previous top card of his Discard Stack becomes visible, which will be counted for his right-hand-side player.

- This special card is cancelled as soon as an action occurs, i.e. when the totem falls, or when another special card takes effect. The loser of the time then takes the Discard Stack. If there is no loser, the card is placed in the Pot.
- If a second "Clockwise Arrows" card appears, players will react to the cards played by their left neighbours 2 seats away.
- Under the effect of "Clockwise Arrows", the cards that trigger a duel stay in the game as players win or lose their own Discard Stack.
- If, before the existing "Clockwise Arrows" cards are covered, a third "Clockwise Arrows" card appears; dueling occurs and may therefore involve up to 3 players. Winner of the duel distributes his Discard Stack to the 2 losers as he desires.

### Multi-Coloured Arrows: Ayayay

Play the same way as the base game.

### You Might Encounter These Problems:

Due to the presence of many more special cards, some helps are provided here to resolve disputes during the game:

- **Simultaneous Actions:** When several actions are possible at the same time (2 special cards), the player who takes the totem first for his action cancels the action that he is not involved in. In case of dispute, all actions are cancelled and the game resumes as if no special action had occurred.
- **End of Game:**
  - If the last card discarded by a player is an "Inward Hands" special card and he is not the winner (the first to put his hand on top of the totem), he picks up his Discard Stack and the Pot. Then he restarts the game.
  - If the last card discarded by a player is a "Clockwise Arrows" special card, he picks up his Discard Stack and the Pot. Then he restarts the game.

### You want to retrieve your Jungle Speed base game?

Note the symbols that adorn the corners of the card indicate the card belongs to the expansion. Use that to sort the expansion cards from the base game.