

BANANARCHY RULES

Goal: Snatch and grab your way to victory by collecting the most bananas!

Game Components:

- 75 Monkey Cards
- 32 Banana Cards
- 1 Active Player Card

Remove for Shorter Game Length (~30 min):

- 4 Unripe Bananas
- 6 Single Bananas
- 1 Triple Banana

Collecting **Banana Cards** is how you score points in Bananarchy. When drawing **Banana Cards** during play, place them **Rotten** side down in front of you. Monkeys are show-offs so all collected **Banana Cards** must be openly displayed. There are 5 types of **Banana Cards**:

Type of Banana	Point Value
Rotten	-1 Point
Unripe	0 Points
Single	1 Point
Double	2 Points
Triple	3 Points

Setup:

1. Each player starts with one **Single Banana Card** in front of them.
2. Shuffle the remaining **Banana Cards** and place the deck **Rotten** side up in the centre.
3. Shuffle the **Monkey Cards** and deal five face-down to each player.
4. Place the remaining **Monkey Cards** face-down in the center.
5. Leave space for a discard pile for both decks.

Game Overview: Bananarchy is a fast paced game that involves all players even when it is not their turn. Players use **Monkey Cards** in order to collect **Banana Cards** that are worth points at the end of the game. There are 4 types of **Monkey Cards**:

Action	<ul style="list-style-type: none">• Action Cards may only be played on a player's own turn.• Only one Action Card may be played each turn unless otherwise specified.
Reaction	<ul style="list-style-type: none">• Reaction Cards may only be played in response to a Monkey Card.
Play Anytime	<ul style="list-style-type: none">• Play Anytime Cards may be played on your turn or during another player's Action Step (described below).
Scoring Cards	<ul style="list-style-type: none">• Scoring Cards may earn players additional points when the game ends.• A Scoring Card remains in a player's hand until the end of the game, unless stolen, discarded, or otherwise removed during play.

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Gameplay: The game starts with the fastest player to play a valid **Monkey Card**. A player's turn consists of four steps. Forgot a step? Too bad! Move on and don't forget next time:

Draw	<ul style="list-style-type: none">At the start of the turn, draw a monkey card.<ul style="list-style-type: none">If the Monkey Deck runs out, reshuffle the discard pile.
Action	<ul style="list-style-type: none">A player may choose to play one Action Card (red border).They may also play any Play Anytime Cards (green border) they have.
Refill	<ul style="list-style-type: none">A player may draw until they have five Monkey Cards in their hand.
Pass	<ul style="list-style-type: none">Play now proceeds clockwise.Give the Active Player Card to the next player to signal the start of their turn.

Play Anytime Cards may be played on another player's turn during their **Action** step. Should two cards be played at the same time, resolve the cards in turn order starting with the active player and proceeding clockwise.

Reaction Cards may only be played in response to other **Monkey Cards**. Resolve the text on the **Reaction Card** first, before continuing play. For example, a *Denied* card may be used to cancel out another player's *Denied* card.

A card's effect may override regular rules. For example, playing the card *Monkey See, Monkey Do* may allow a player to play a second **Action Card** on their turn.

In the event that a **Monkey Card** is played that would otherwise be unplayable, discard it instead. For example, a player uses *Monkey See, Monkey Do* and chooses another player's **Scoring Card**. Since the **Scoring Card** may not be played, it is then discarded.

Stashing a Banana

Before drawing, a player may choose to **Stash a Banana Card** instead of taking their regular turn. **Stashed Banana Cards** no longer can be targeted by **Monkey Cards**.

- To **Stash a Banana** the player discards their entire hand and then may choose any one of their **Banana Cards** to turn horizontally indicating it has been **Stashed**.
- The player now draws five new **Monkey Cards** and play passes.

Note: Players may choose to discard and refill their hand without stashing a **Banana Card**.

End Game: The game ends *immediately* when the last **Banana Card** is drawn from the deck. The winner is the player with the most points. Make sure to apply **Scoring Cards** to your total. If there is a tie too bad! Be more greedy next time.