APES
1 PER PLAYER

BRUNO

FINISH
BANANA FIELD

START

COCONUTS
1 PER PLAYER

3 DICE

BRUNO'S
START

BANANA GANG

10-30 · 2-5 · 7+

SETUP

Each player takes one ape and puts it on the start field on the left. Each player takes one coconut and puts it in front of them. Bruno is placed on the middle field.

The player who likes bananas most is going to start the game.

TURN

On your turn you can move your ape, move Bruno or throw a coconut.

First roll all 3 dice and choose one of two options (A/B):

A) Move your ape or Bruno

Choose one of the dice and move your ape OR Bruno in any direction.

After your move, calculate the difference of the two unused dice. All other players must move their apes by this number towards the bananas (e.g. 4 - 2 = 2 steps). If there are fewer spaces left on the track than they need to move, they must move all steps backwards.

- The apes and Bruno cannot change direction during their move.
- If Bruno stops at an ape's field, or an ape stops at Bruno's field, then the ape must go back to the start immediately and must not move any longer.
- Bruno is not allowed to move onto the start field or the field with the bananas.
- If a player's turn ends on a field with a coconut placed, he may take it, unless he already has one.

B) Throw a coconut

If you don't want to move, choose a target field and place your coconut on it. All apes on the chosen field have to return to the start field but the coconut stays on the field. Coconuts do not affect Bruno.

END OF GAME

The ape who enters the banana field first, wins the game.

Apes must end their move on this field exactly to claim the win. If they cannot, then they must move in the other direction or choose a different action.

IMPRINT

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