

# BANANA GANG



## AN APE, A COCONUT, A PLAN - GRAB THE BANANAS !

The jungle path seems short and the bananas so close. But the other apes also want to reach the yellow curved aim. And then there is Bruno, the owner of the bananas. Bruno is lazy, a little slow in the head but ruthless when it comes to his fruit. It's good that you can use him for your own purposes.



## HOW TO PLAY BANANA GANG?

On your turn you move either your ape or Bruno with one of the 3 dice from your roll. But be careful: all other apes will move towards the bananas by the difference of the two unused dice afterwards.

If you play cleverly, Bruno can become quite a pain for your fellow players: because whenever 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.

If the dice roll doesn't match your plans, simply throw a coconut at the other apes' heads! Use this opportunity at the right time and send annoying fellow players back to the beginning of the path. Are you out of coconut? Then quickly pick up a thrown one!

There is quite a lot going on along the jungle path. Sometimes one player gets angry, then another player gets angry. Again and again all of you guys have to take a fresh start. In the end, however, you should be the first ape to land on the banana field to win the game.



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