

HOW TO PLAY MONKEY BUTT

THE WORLD'S MOST AWESOME

CARD GAME 😊

Number of players: 2-8

Cards: 85 (plus 1 optional Monkey Devil card for extended games).

For **2 player** quick games, remove all 15 orange cards & all 15 black cards to form a reduced deck.

For **3-5 player** games, remove all 15 orange cards.

Most cards are numbered, whilst some have special functions which are explained on the cards themselves!

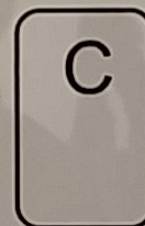
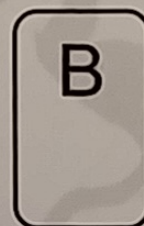
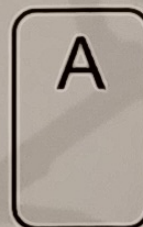
Objective

Not to be the Monkey Butt! There is no winner, only a Monkey Butt! The last person with cards remaining is the Monkey Butt & should be ridiculed 😊

Getting Started

Shuffle the deck & deal 6 cards face down to each player, these form the player's hand which they can view. Then deal a further face down card in front of each player which they **must not view**. The remaining cards are placed face down in the middle of the table & form the draw pile.

Each player chooses a card from their hand to place face up on top of their face down card (position A) & a further card to place face up in position B (generally strong cards).



They then **show** their remaining 4 cards to the player on their **right** who, aiming to hinder them, selects a card for them to put in position C.

These cards remain on the table until near the end of the game & do not form part of your hand.

Gameplay

Play starts with the 1st player to the left of the dealer with a 1 in their hand, who should play it to start a discard pile. If no player has a 1 then progress to 2 & so on. Play proceeds in a clockwise direction with each player playing a card from their hand onto the discard pile which is **higher** than or **equal to** the card showing.

Alternatively, they may be able to play a **special card (see below)**. If they cannot (**or choose not**) to play a card, they must pick up the discard pile & play continues with the next player, who can play any card. After playing, if the player has fewer than 3 cards in their hand they must draw a card(s) from the draw pile to make their hand up to 3 cards. If no cards remain in the draw pile they need not draw a card.

If a player has 2 or more of the same card they may choose to play them together. Further, if 4 (3 if playing with only 3 colours) of any particular card (eg 4 sevens or 4 King Kongs) are played consecutively by 1 or more players then the discard pile is **burned**...

...(ie placed aside in a separate burn pile). The player who burns the discard pile then plays again, starting a new discard pile.

Once a player has played all the cards in their hand **&** there are no cards remaining in the draw pile, on their next turn they must play card **B or C**. If they are unable to play they must pick up the discard pile **&** may also add 1 of the cards B or C to their hand.

They must then eliminate all the cards in their hand before playing the remaining of cards B & C. Once cards B & C have been played, on their next turn, they must play card A – again if they are unable to play they must pick up the discard pile **&** add card A to their hand. Once a player has no cards in their hand **&** cards, A, B & C have been used, they will **flip & show** the face down card on their turn. Nobody knows what it is until now! If the card is playable they are out **&** safe, if not they have to pick it up along with the discard pile.

Play continues until only 1 player has cards remaining. They are the Monkey Butt - haha!

Special Cards

There is 1 of each special card for all 5 colours, along with 3 multi-colour Pyro Monkeys (these 3 are unaffected by colour blocks). The use of the special cards is explained in full on the cards themselves but is also summarised below.

Zen Monkey: Can be played on any card.

Pyro Monkey: Burns the discard pile.

King Kong: Can be played on any card except an 8.

8: Next player must play lower than or equal to an 8.

1: All cards with this colour are blocked.

Super Special Cards

Instead of being played on top of the discard pile, these cards are shown & then removed from the game (**NOT PLACED ON THE DISCARD OR BURN PILES**). These cards are indicated by their green border & can be used on anything (even when colours are blocked)! Using 1 of these cards counts as your go. The use of the super special cards is explained in full on the cards themselves but is also summarised below.

Monkey Thief: Steal an opponent's card & play it.

Monkey Butt: Nominate any player to pick up the discard pile.

Cheeky Monkey: Swap any 2 face up cards from 2 players.

Monkey Devil (optional): Deal back the burn pile.

Optional Rule Amendments

As with any game we know you are going to edit & add rules to suit your personal preferences but here are a few variations we thought you might enjoy:

- 1)** For quicker games when playing in large groups change the game from Monkey Butt to Monkey King, & instead of playing till you have a Monkey Butt stop after the first player goes out, they are the Monkey King.
- 2)** For a longer & more strategic game change multi-coloured Pyro Monkeys to not work when any 1 is active.
- 3)** The Monkey Devil card extends game time so remove this if you want a faster game.
- 4)** You are free to remove any cards from the deck or use the blank cards to create your own special & super special cards!