



In the jungle, the animals are always looking for trouble.

So, get ready to win this fight, where anything goes!

Welcome to Rumble Jungle!

COMPONENTS



7 Life Points
Cards



1 Turn Order Card



52 Rumble Cards

SETUP

1- Separate the Rumble cards, the Life Points cards and the Turn Order card.

2- Leave a space in the center of the table to serve as the Rumble Area, where the cards will be played. Leave room for the Discard Pile, too.

3- Each player gets 1 Life Points card and 3 Rumble cards. They then choose one of these Rumble cards to be placed face down on top of the Life Points card. This card will serve as a marker and will not be used during the game. The Players start with 10 Life Points (leave only this number to sight).

4- Shuffle the remaining Rumble cards and place them in the center of the table within reach of all players (this is the Rumble deck).

5- Finally, place the Turn Order card next to the deck, its yellow face up. The game goes in the direction indicated by this card (clockwise or the opposite). That can change during the game.

HOW TO PLAY

The game starts with the last player who has been in a Rumble. If no one has (because you guys are so nice!), choose randomly.

The First Player must: **(A) Start a Rumble.**

In order to **(A) Start a Rumble** you have to complete your hand first. Draw Rumble cards until you reach the limit of 3 (the maximum number of cards a player can hold). Then, you must choose one of these cards and play it in the Rumble Area, moving the Rumble to the next player. Then, you end your turn.

When they receive a Rumble, the players can: **(B) React to the Rumble** or **(C) End the Rumble.**

(B) React to the Rumble: In order to React to a Rumble, you must play a card which is the same as the one on top of the pile of cards played or is a Special Card (🐾), moving the Rumble to the next player. Then, you end your turn. If the card played is a Special (🐾): right after applying its effect, you must place it on the bottom of the pile instead of leaving it on top. If you cannot React to the Rumble, you will be forced to End it.

End the Rumble (C): When you End the Rumble, you reveal the pile of cards played in the Rumble Area, count the Rumble cards effects and resolve them. After that, you must clear the Rumble Area by moving the played cards to the Discard Pile.

Finally, you become the First Player and must **(A) Start a new Rumble.** If you were Knocked Out, the previous player complete their hand as a reward for the Knock-out blow and the next player becomes the First Player instead.

The game ends when only one player is left standing.

NOTE: Whenever you need to complete your hand, if there are not enough cards in the Rumble deck, build a new deck by reshuffling the Discard Pile.

NOTE: When you are about to **(A) Start a Rumble**, if you only have Special cards in your hand (which makes it impossible for you to do so), you must discard your hand, Heal 3 Life Points and complete your hand again until you are able to **(A) Start a Rumble.**

RESOLVING CARDS



Healing: The player previous to the one who Ended the Rumble Heals 1 Life Point (by moving the card used as a marker up) per blue heart counted in the Rumble Area, up to a maximum of 10 points.



Damage: The player who Ended the Rumble loses 1 Life Point (by moving the card used as a marker down) per red heart counted in the Rumble Area. If this player loses their last Life Point, they are Knocked Out and eliminated from the game (but they can warm up for the next Rumble Jungle match).

RUMBLE EXAMPLE

Lavinia, Oliver, Samuel and Tom are going to play Rumble Jungle. All of them have prepared the Setup and each has 2 cards in their hands. Tom, the First Player, **Starts a Rumble (A):** he draws 1 more card from the Rumble deck and plays "Stunning Arrow" in the Rumble Area. Samuel, the next player, must then play a matching card ("Stunning Arrow") or a Special card. He plays a matching card,

adding another Stunning Arrow to the Rumble Area. Then he passes the Rumble to Oliver. He, in turn, plays a "Steal" Special card, and then he passes the Rumble, this time to Lavinia. Since she has neither a matching card ("Stunning Arrow") nor a Special card, she has no choice but to **(C): End the Rumble**. Lavinia then counts the Rumble Area and takes 4 damage (two "Stunning Arrow" cards), reducing her Life Points accordingly. Since she wasn't Knocked Out, Lavinia becomes the First Player and **(A) Starts a new Rumble**.



**STUNNING
ARROW**

STEAL



NORMAL CARDS

STUNNING ARROW



The player who Ended the Rumble loses 2 Life Points.

ELECTRIFY



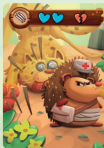
The player who Ended the Rumble loses 3 Life Points.

DRAIN



The player who Ended the Rumble loses 2 Life Points and the previous player heals 1 Life Point.

LICK WOUNDS



The player who Ended the Rumble loses 1 Life Point and the previous player heals 2 Life Points.

SPECIAL CARDS

STEAL (SPECIAL)



Repass the Rumble to the next player and end your turn.

REFLECT (SPECIAL)



Flip the Turn Order card, Repass the Rumble to the next player and end your turn. Once the direction changes, the next player then will be the one who has just repassed the Rumble to you.

IMITATE (SPECIAL)



Copy the top card in the Rumble Area. This card goes on the bottom of the pile after it is resolved, but the effects it copied must be counted when a player Ends the Rumble.



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