

Skip the rulebook

- 1 Scan the QR code
- 2 Watch the 2 min video
- 3 Play the game!



or else... read on

BANANARCHY

THE TURN-BASED CARD GAME
WHERE YOU DON'T HAVE TO
WAIT YOUR TURN!

Bananarchy: /bəˈnæn.ər.ki/ - noun.

1. A state where banana is king.
2. Mischief abounds.
3. Never wait your turn!

Goal

To hoard the most bananas by stealing, picking, plucking, and bamboozling. The game ends when the last Banana Card is drawn.

Duration

One round lasts about 30 mins. Two rounds suggested.

Cards

Each deck has 75 Monkey Cards, 32 Banana Cards, 1 Active Player Card, and 8 Summary Cards.



- Action Cards** - Actions to be taken during turn.
- Anytime Cards** - Actions that can be played during or out of turn.
- Reaction Cards** - Played in reaction to Action or Anytime Cards.
- Scoring Cards** - Bonus cards that enhance your scoring. Save these for the end of the game.

Teamplay Variant

Divide players into teams and work cooperatively to collect the most points. Players should NOT sit directly beside teammates.

Set-up, play, and score the same as regular play. Scoring Cards are scored for the individual and may not be shared with a teammate. The team with the most points wins!

Frequently Asked Questions (FAQ)

- Q** What happens when the Monkey pile runs out?
A Don't sweat bananas, we got you. Just reshuffle the cards in the discard pile for a brand new Monkey pile!
- Q** When am I allowed to play Anytime and Reaction Cards?
A You may play your Anytime and Reaction Cards at any time after the Active Player has drawn their first card, except during the following situations:
 - When the Active Player is Discarding & Refilling
 - When the Active Player is Stashing their Bananas
- Q** Can I shield myself?
A No, you silly monkey. Sharing is caring, use your shield to defend a friend. What are we? Animals?
- Q** What if there's a tie after scoring? What then smartie pants?
A In a tie, the player with the most number of Banana Cards wins. If the game is still tied, the player with the fewest "Rotten Banana" Cards wins. Still tied, too bad! Be more greedy next time.
- Q** What happens if multiple cards are played?
A Action and Anytime Cards are resolved in turn order starting with the Active Player. Reaction Cards interrupt and cancel the Monkey Card currently being resolved.
- Q** How much time do I have to react to a played Monkey Card?
A Monkeys are vocal creatures! All players must read their Monkey Cards aloud at a normal pace before performing the actions. This gives other players time to respond.

More questions?

Want more ways to play?

Check our detailed rulebook online at

www.pickupandplaygames.com

or

Scan the QR code



Troop

- | | |
|------------------|--|
| Banana-in-Chief | - Nathan "Baboon" Lungaard |
| Top Banana | - Mel "Capuchin" Chua |
| Game Designers | - Joe "Guerilla" Main,
Robert "Spider Monkey" Henry |
| Artwork | - Rachel "Gibben" Boyes |
| Graphic Designer | - Rushan "Loris" Sanjana |

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First Edition

Directions

Bananarchy is simple!
The easiest way to learn is by playing.



To setup:

- 1 Sit in a circle. Separate the Banana and Monkey Cards. Set aside the Active Player Card.
- 2 Deal each player a one point value "Single Banana" card face up in front of them.
- 3 Shuffle the remaining Banana Cards. Place them so the "Rotten" side faces up. This is the Banana pile. Leave space for a discard pile.
- 4 Shuffle the Monkey Cards and deal five to each player facedown.
- 5 Place all remaining Monkey Cards facedown within easy reach of all players. This is the Monkey Pile. Leave space for a discard pile.
- 6 The Active Player Card goes to the player who last ate a real banana, they start first! Bananalicious! All players pick up and look at their Monkey Cards.

Alternate step 6:

Players pick up their hands at the same time. The first to play an Anytime Card becomes the Active Player. Complete the action on the card, then begin the first turn as normal.

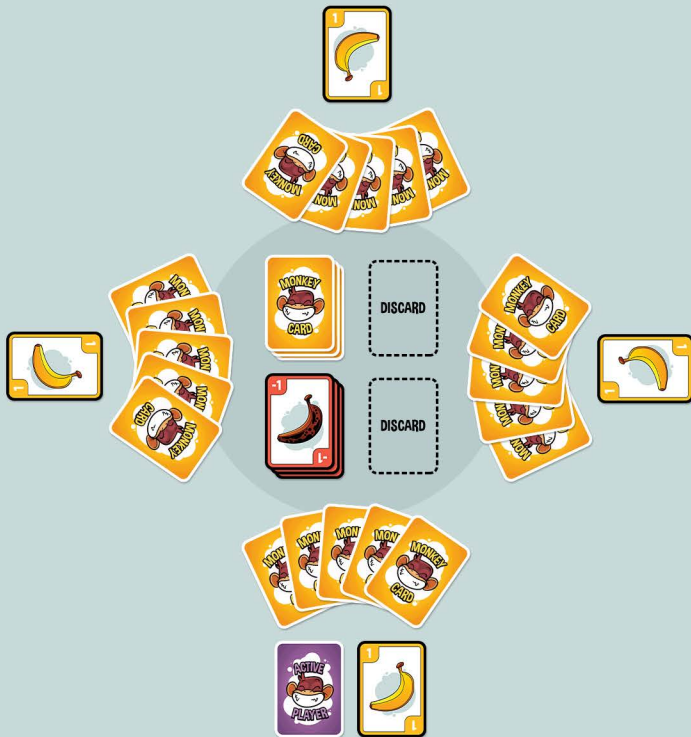


Figure 1: Here's what the table for a 4 player game might look like.

To play:

- 1 The Active Player starts their turn by drawing a Monkey Card.
- 2 The Active Player can choose to play up to 1 Action Card (per turn), and as many Anytime Cards they as want. To play the card, the player reads the card out loud, and places it face-up on the Monkey discard pile.
- 3 During the Active Player's turn, other players may choose to play an Anytime Card, which can be played, you got it, ANYTIME. Players may also play a Reaction Card to interrupt a Monkey Card that has just been played.

To end your turn:

- 1 The Active Player may end their turn at any time by clearly announcing, "I am ending my turn."
- 2 The Active Player refills their hand back up to five cards total, and passes the Active Player Card clock-wise to the next player, and it is now their turn.

Special Actions:

Before drawing or playing any cards, the Active Player may choose **one** of the following special actions (this action replaces their turn)

- 1 Stash a Banana: Save your hard-earned Banana Cards. Stashed Bananas are safe from other players' mischief.
Eg: Cannot be stolen, smashed, etc. To stash a banana.
 - a. Discard your entire hand
 - b. Choose 1 of your Banana Cards to stash (turn it horizontally to indicate a stash)
 - c. Refill your hand back up to five Monkey Cards and pass the Active Player Card, thus ending your turn.

or

- 2 Discard & Refill:
Your hand is not great, mistakes were made... let's reset!
 - a. Select up to five Monkey Cards from your hand and place in the discard pile
 - b. Refill your hand back to five Monkey Cards total
 - c. Pass the Active Player Card to the next player.



* Other players cannot play cards during a special action

To win:

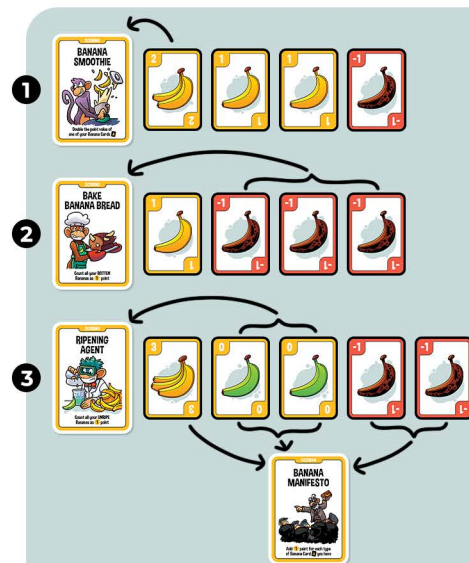
The game ends immediately when the last Banana Card is drawn from the Banana pile. Monkeys don't work for peanuts you know?

Count up your banana points. The player with the most banana points, wins and is crowned **MONKEY KING**, all hail the mighty leader!



To score:

- 1 Total the points on your Banana Cards
- 2 Add points from Scoring Cards in hand
- 3 Subtract points from "Rotten Banana" cards (unless you have the Bake Banana Bread card)



- 1 **Mel:**
 $2 + 4 (2 \times 2 \text{ for "Banana Smoothie"}) - 1 = 5 \text{ points}$
- 2 **Lisa:**
 $1 + 3 \text{ (for "Bake Banana Bread")} = 4 \text{ points}$
- 3 **Joe:**
 $3 + 2 \text{ (for "Ripening Agent")} + 3 \text{ (for "Banana Manifesto")} - 2 = 6 \text{ points}$

Joe wins!

