
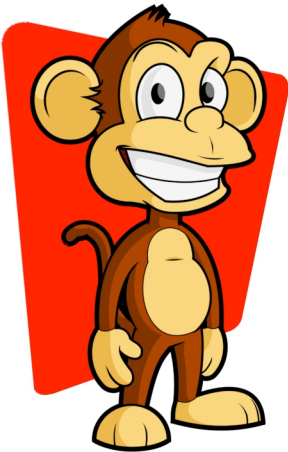
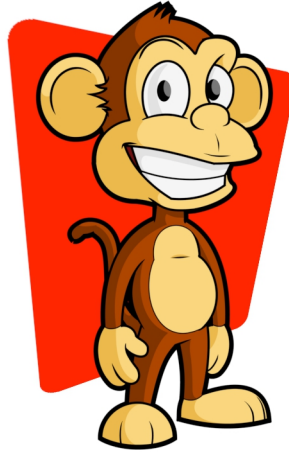
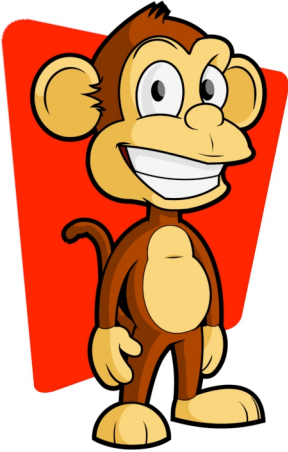
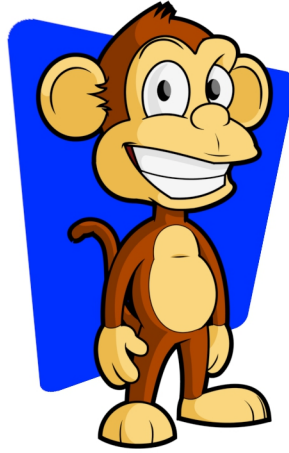
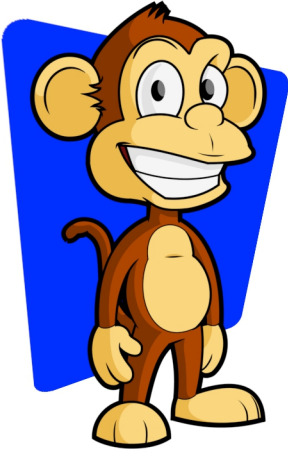
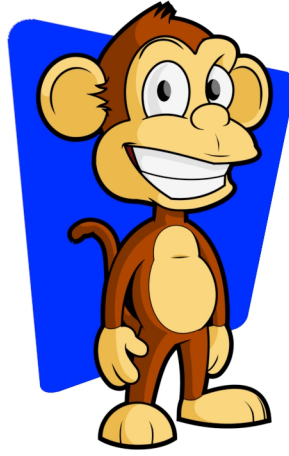
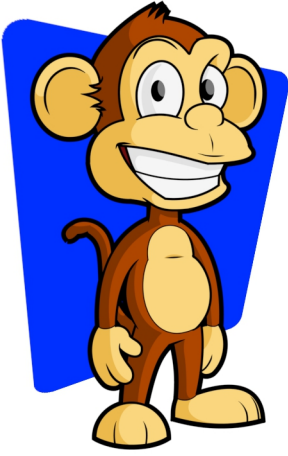
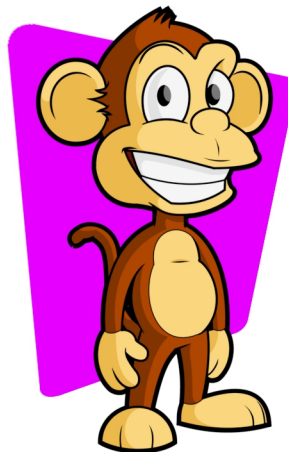
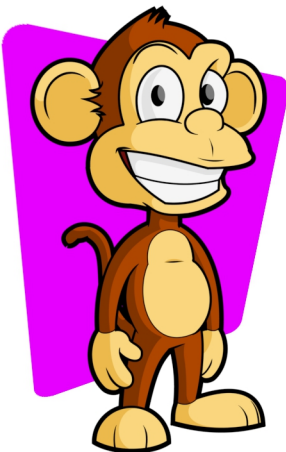
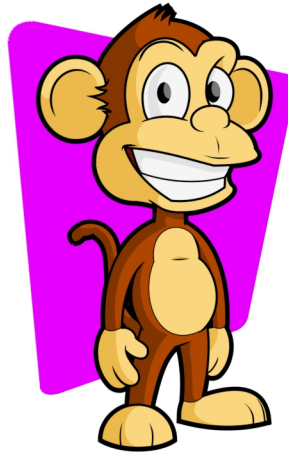
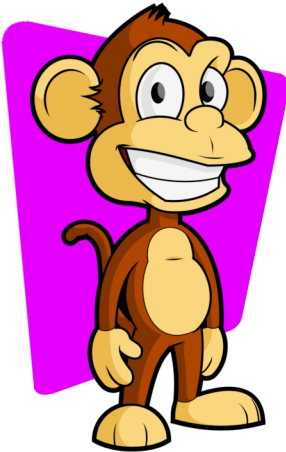
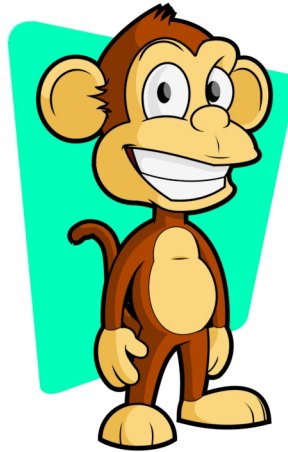
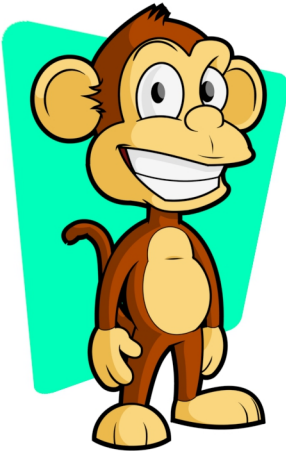
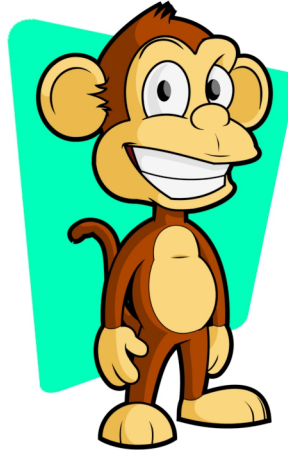
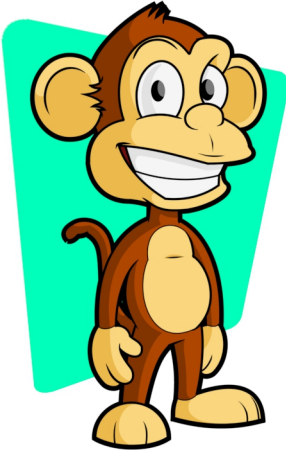


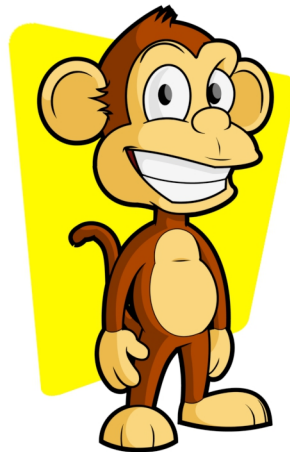
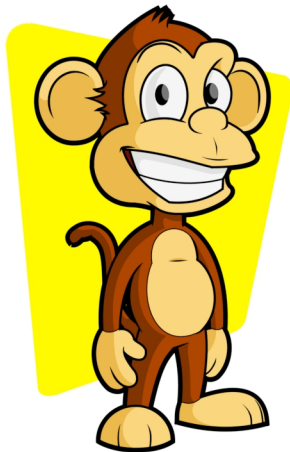
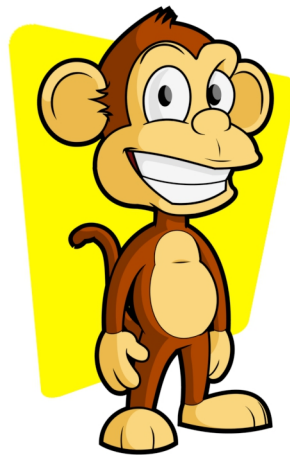
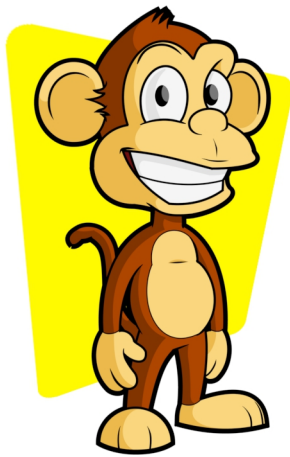
Instructions: Print multiple copies, depending on player count.

 **CONSUMABLE:** Lamination recommended.

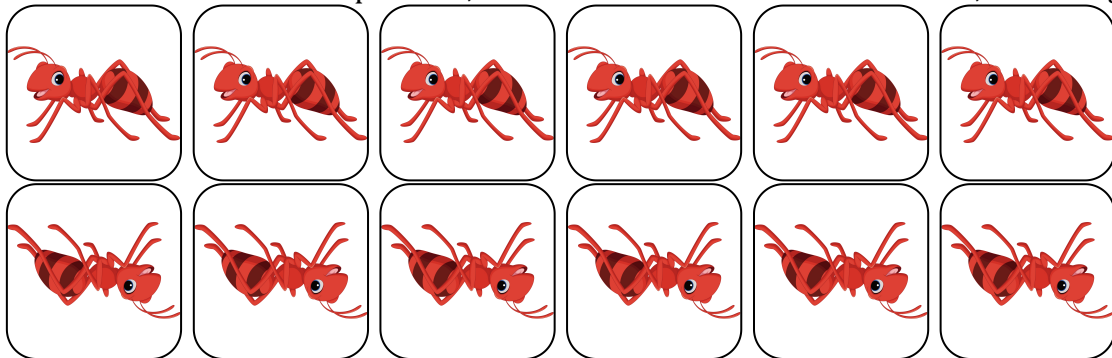








Instructions: After cutting the cards above, fold and glue or sleeve.  
Also cut the tokens below. If possible, use cardboard to thicken. Otherwise, fold and glue.



# Custom Dice

(For a 1-2 player game)

**Instructions:** Print on stickers to add to blank dice. Or use as a reference.

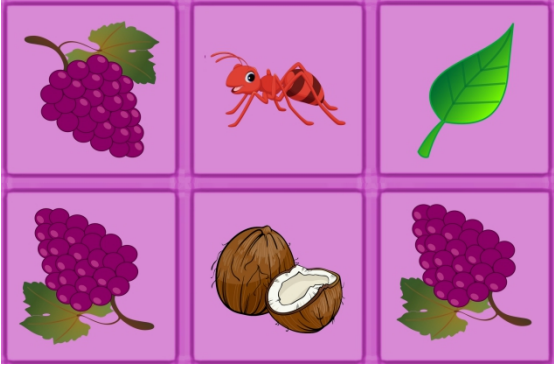
Row 1: 1-2-3

Row 2: 4-5-6

DIE 1



DIE 2



DIE 3



# Banana Split



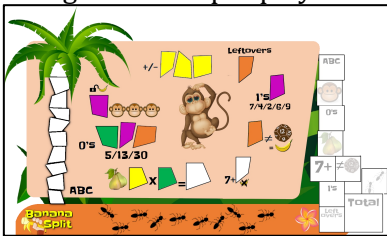
1-5 Players, Age 10+, 15-20 Minutes

## OVERVIEW

In this game, you are monkeys, endeavoring to split the food amongst yourselves. Three 12-sided dice and an 8-sided die are used to represent the food supply. Over 10 rounds, you will divide the dice and decide how to place them. Score the most points to win.

## Components

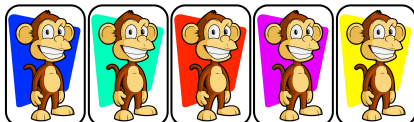
- 1 game sheet per player.



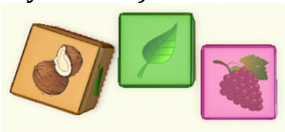
- 3 12-sided dice; 1 each in purple, brown, and green; and 1 yellow 8-sided die.



- 20 cards in 5 colors.



- 3 custom dice (for a 1-2 player game - see Solo and 2 player rules)



- 6 ant tokens



## Setup

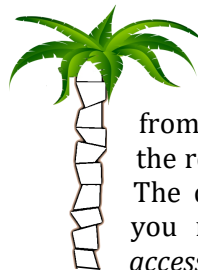
- Separate cards according to the main color of the backs. Each player should receive 4 cards. Place the banana card beside your board.
- Roll the dice.  
*You are ready to begin.*

## ROUND OVERVIEW

- 1) Roll all dice.
- 2) Choose a value to mark in your tree row.
- 3) Simultaneously select cards.
- 4) Reveal your card choices, split dice values between players, leaving remainders.
- 5) If you skipped step 3, decide whether to mark a value, or circle an ant.
- 6) Retrieve cards.
- 7) Reroll all dice.



## Palm Tree



After rolling all dice, each player will add a value from one of the dice to the row beside the tree. The die of which value you mark *may not be accessed with a card* later this round. See *Unlock Banana*.

You may mark the value anywhere on the tree. But thereafter, you may not mark a larger value above it or a smaller value below it. If none of the dice values are available, you must mark an X instead.

EXAMPLE: At the end of the game, your tree might read 3-3-4-5-7-X-9-10-11.

At the end of the game, you will score points for the lowest value you wrote, multiplied by the number of sequential numbers following it (a run).

EXAMPLE: Continuing from the previous example, at the end of the game, you would create a run from 3-5. This run would be

worth 9 points (3 to start with 3 values in the run.)

Strategy: Keep in mind that, if possible, starting with higher values will increase your multiplier, but if you must write a lower value later which is disconnected from the rest of your run, it will start your run. For example, if you have a run from 6-12, but you must write a single 3, you will score 3 points.

As a special case, if you are able to create a run from 1-10, you will score 50 points for doing so. This is risky, however, as if your run starts with 1 and does not go to 12, it will have a multiplier of 1 times the number of values.

In addition, at the end of the game, the player who marked the most 3's will score 20 points; the player who marked the most 4's will score 15 points; and the player who marked the most 5's will score 10 points.

## Select Cards

Next, you will choose cards to play. Each player has 4 cards.



Each of these cards correspond to a die color. *You will not have access to the banana card at the start of the game.*



Choose a card, and place it face-down on the table in front of you. Reveal these simultaneously.

## Split the Dice

Next, compare your chosen cards. If you are the only player to play a card of a type, you will receive the entire value of the die.

Example: The purple die has a value of 7. Only 1 player plays their grape card. This player receives a value of 7.

If you are one of two or more players competing for a die color, divide the die value by the number of players; if the die does not divide evenly, the remainder is lost.

Example: The brown die starts at a value of 10. 3 players play coconut cards. Players receive a 3; the remainder of 1 is lost.

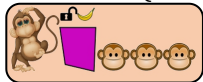
As you may have concluded, the yellow die is special. Unlike other dice, its value is not divided & reduced when players play banana cards in the same round.

**Example:** 3 players play a banana card when the banana is on a 7. Each player gains a value of 7.



## The Monkey

This is the main portion of the game sheet. You will decide how to use dice here. If you cannot or decide not to use the die, you may instead circle an ant. (See *Ants*.)



**UNlock BANANA:** This value must come from a grape die. *You cannot place a 0 here.* However, if you place a value here, it adds to a total *received by your opponents* at the end of the game. And likewise, you will receive a score based on the values your opponents placed in their boxes. Because of this, though you may place any value in this box, you will likely want a small value to go here (or a large value if playing cooperatively).

In addition, when you mark a value here, gain the banana card.

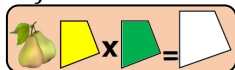
As a bonus, the first player(s) to unlock the banana get to add the banana die's value to a box of their choice--yellow or white only (or, alternatively, circle an ant).



**1's:** Use a grape card to score the number of 1's. If there are zero 1's, score 7 points; a single 1, score 4 points; two 1's, score 2 points; three 1's, score 6 points; and score 9 points if all 4 dice are 1's. *You do not need to unlock the banana die to score it here.*



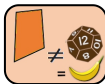
**7+:** To score this area, you must have taken a full die value of 7 or higher. Score points equal to the received value. *You cannot use a banana to fill this box.*



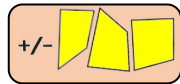
**Pair:** Score this area with a pair of equal values coming from a banana die and a leaf die. The product here will be the value of the die multiplied by itself.

Example: You mark a 4 from a banana die and a 4 from a leaf die in the boxes. You will score 16 points.

*Remember, you cannot use modifiers to modify a banana die (see +/- below).*



**No Equal Dice:** If none of the dice (including the banana die) have a shared value, score points equal to the value of the banana die *even if you have not unlocked bananas yet.* Do not take dice divisions into account when scoring.

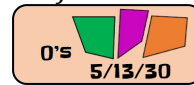


+/-

Play a banana card to mark a value here. (You must have unlocked the banana first. See *Unlock Banana*.) You can later X off one of these boxes to modify a die by the banana's value. *These are single use boxes.* You can also use these to modify values you will add to the tree. However, the boxes here *cannot* be used to modify a banana die.



**LEFTOVERS:** To score this box, simply play a brown card. After dice are divided (removing dice that were entirely taken), you will score the total of all of the dice. *Only include the banana die in your total if it is unlocked.*



**0:** To score this area, you must have taken 0 with a leaf, grape, or coconut. The first time you do so, regardless of color, you will score 5 points. If you do so twice, score 13 points. If you manage to score 0 with all 3 cards, you will score 30 points. Keep in mind that each time you score 0, you must use a different card.

Example: You and two other players attempt to split a leaf die valued at 2. As a result, each player receives a value of 0, since a value of 2 cannot be split 3 ways. You mark your 0 in the green box.

*You can use the +/- banana box to reduce a value, but if the value would be reduced below 0, it does not count.*



**Ants:** At the end of each round in which you added a value to a box in the monkey's area, you will X an ant. But if you decide to discard the value, instead *circle* an ant. At the end of the game, count the number of ants circled. Whoever circled the most ants scores 12 points; ties are friendly.

## Retrieve Cards

At the end of each round after the first, you will return a previously played card — not your most recent card — to your hand. You may reorganize these however you like. You must leave 1 card face-up in front of you.

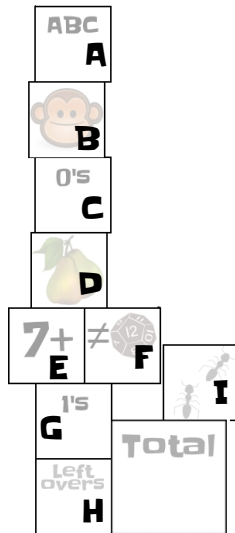
## Reroll Dice

Reroll all dice and reset for the next round.

## End Game Scoring

As you complete areas, score them along the right side of the game sheet. Then total them to determine your final score.





# BARREL OF MONKEYS

## Cooperative Variant

The cooperative game plays in just 7 rounds. Each of these categories may only be scored by 1 player; decide how to divide them (in a 3 or 4 player game, no player may have more than 2, and each player must have at least 1). Other players should cross off these areas: Leftovers; No Equal Dice; 1's; 7+; and the Tree run (all players may still score for most 3's, 4's, or 5's). All players may score for 0's and the pair.

In addition, **to win...**

3 players: Circle at least 7 ants.

4 players: Circle at least 10 ants.

5 players: Circle at least 13 ants.

Each player tied for most ants at the end of the game increases the score by 5 points.

You may not reveal values you marked in the banana row. If tied for most 3's, 4's or 5's, no points are scored in that category. You also may not reveal how many ants you have circled, or tell which cards you are playing.

You may indicate where split dice would be helpful (indicating how many times, only if more than once and less than the number of players), but you may not indicate who should be responsible for splitting the dice.

### END GAME

If at the end of the game, you have scored at least 120/130/140 points and reached the ant total; all players win together.

### 1-2 Players

The key difference between these and the 3-5 player game is the addition of custom dice to simulate AI opponents. In each case, AI opponents do not score points, but the dice will cause divisions as though players were present. This is not a perfect simulation, but serves to fill in the gap of missing players affecting the gameplay.



Die:



Die:



Die:

After each player has chosen a card, reveal your choice. Then roll the dice. Treat each die containing a fruit or leaf as though a player had chosen that D12.

Example: If you chose a grape and you rolled 2 grapes, the purple D12 would be divided 3 times.

Afterwards, if there are at least 2 coconuts, 2 grapes, or 2 leaves, remove the die of that type from play for 1 round. *These results are not affected by which card you chose to play.*

Example: During the previous roll, 2 grapes and a coconut were rolled. In the next round, the grape die (die 2) will not be rolled. As a result, it will be less likely that grapes will be rolled in the next round.

If exactly 1 ant is rolled, use an ant token to track this. If more than 1 ant is rolled, ignore the ants. At the end of the game, you will not score ants if you did not circle *more* ants than the number of ant tokens in play (equal does not count). Note: The AI will never score more than 6 ants.

In a solo game, the value of your Unlock Banana box is deducted from your score.

If you wish to play a 2 player game cooperatively, play 7 rounds, dividing objectives as described; you must have circled at least as many ants as the tokens to score points for ants. In a 2-player co-op or solo game, you win with a score of 80 points.



Design ©2021, Iffix Y Santaph

### Acknowledgments

The following artists shared artwork via creative commons. Thanks: Paul K, Misbehave Clothing, Wilde, Westen, Cah Manis, Turkuaztakepte, St Phanie, Jay Grey, One Comedy, Orest Shvadchak, Fathima Thahiliya, Hepi Desain, Raise Shot, Charlotte Imbs.

**A:** Score the run you assembled from the tree row. Remember, start with the lowest value in the tree row, even if it is not part of your longest run. Using this value, count the number of sequential values, then multiply by it.

*In a multiplayer game,* the player who marked the most 3's scores 10 points; the player who marked the most 6's scores 6 points; the player who marked the most 9's scores 3 points.

**B:** Score the total of all values from other players in their Unlock Banana box.

**C:** Score 5/13/30 points if you marked zeros from 1/2/3 different cards.

**D:** Mark the product of your pair here, or score 0 if you did not create a pair.

**E:** Score here if you took a 12-sided die valued at 7 or higher; score points equal to the die value.

**F:** Score equal to the banana die if all dice have different values (before the split).

**G:** Score points from your 1's box. Remember, zero 1's is worth 7 points, a single 1 is worth 4 points, two 1's are worth 2 points, three 1's are worth 6 points, and four 1's are worth 9 points.

**H:** Mark the result here from all dice after splits are complete.

**I:** If you have or are tied for the most circled ants, score 12 points.

Total your boxes, mark these in the total column. The highest score wins. If tied, the tied player who had the longest run (most consecutive values) wins. If still tied, share the victory.