

# JUNGLE PALS<sup>™</sup>

The game of  
**WILD connections!**



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## GAME CONTENTS

63 Cards (9 of each animal)

Giraffe, Tiger, Alligator,  
Monkey, Elephant, Lion, Hippo



Side 1: Blue



Side 2: White



# MONKEY in THE MIDDLE



**OBJECT:** Be first to make a pyramid with **THREE** matching animals and one monkey in the middle.

**START:** Stack all cards with the blue side down. Mix them well, and set the deck in the play area. Flip one card up to start a discard pile.



Each turn, draw one card from the deck or discard pile. If it helps you get three of a kind, add it to your pyramid and discard a card. If it isn't helpful, discard it.

If you draw a monkey (yay!), place it in the middle. Rearrange your pyramid as needed and discard one card.

If you draw another monkey later, that's bananas! Discard the extra monkey. Each turn ends after discarding. Play continues to the left.

**Decide who will play first.**

Take turns drawing from the deck until everyone has 4 cards.

Arrange your cards in a pyramid in front of you, like this:



Collect three of a kind with a monkey in the middle to win!



Build a pyramid around your primate!



# MONKEY IN THE MIDDLE TRICKY TIGER

In this version of "Monkey in the Middle," the tiger means trouble! To start, remove 5 of the tigers from play and shuffle 4 of them into the deck with all of the other cards. When anyone draws a tiger, they lose one card. The player discards the tiger plus one other card from their pyramid. Play moves to the left.

# ALL FOUR FUN

This game plays like "Monkey in the Middle," except instead of trying to get a monkey, players must collect 4 of the same animal. There's only 9 of each, so choose wisely. Change your mind anytime!



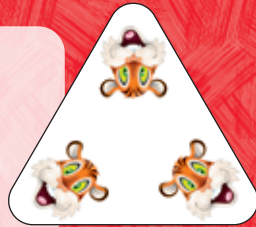
# ANIMAL MATCH



**OBJECT:** Be first to match all of your cards!

## START:

Find ONE card that shows three of the same animal, and lay it in the play area.



Stack all cards with the white side down. Mix them well, and set the deck in the play area.

Decide who will play first.



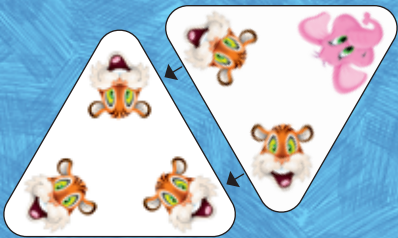
Take turns drawing from the deck until everyone has 5 cards laying face up in front of themselves.

**On your turn, compare your cards to any in play. Do you have a match?**

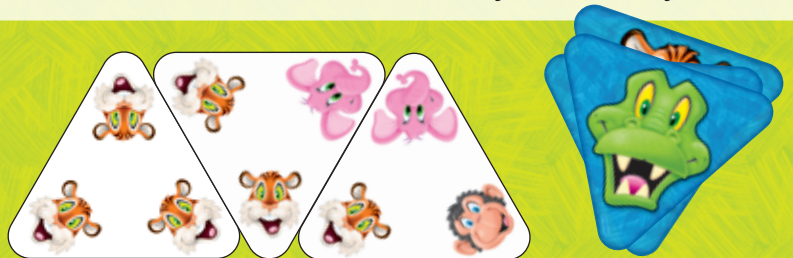
**Yes!**

**No...**

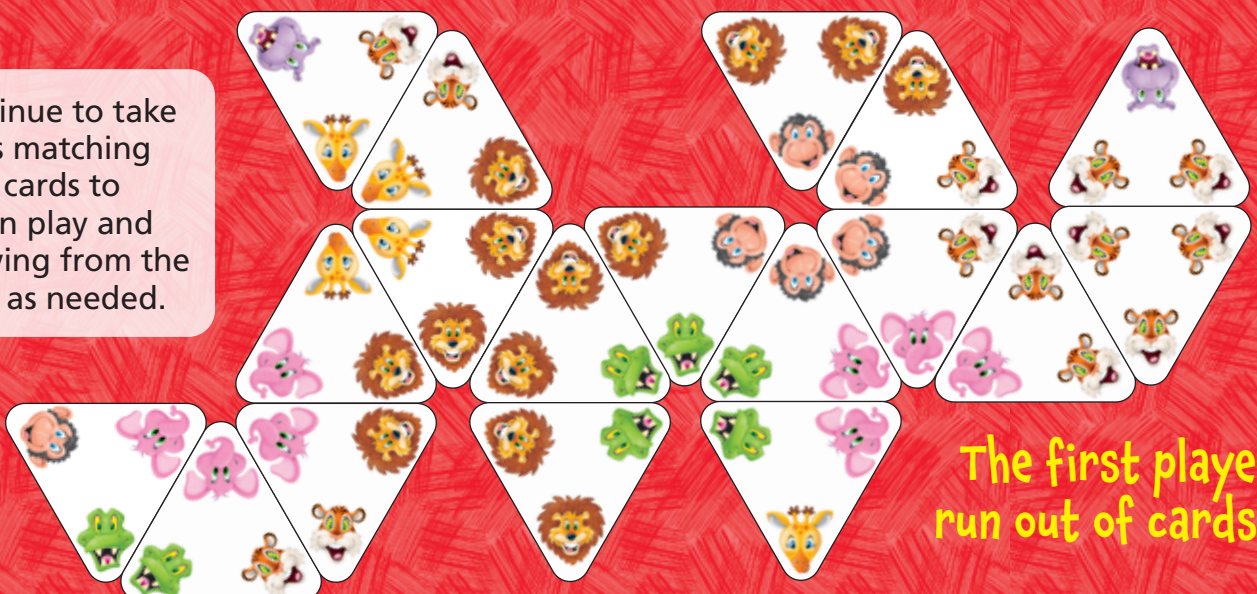
Lay one card next to the card in play with the matching animals touching. Nice!



Draw one card from the deck and hope for a match! If it matches, lay it in place to end your turn. If it doesn't match, add it to the cards in front of you to end your turn.



Continue to take turns matching your cards to any in play and drawing from the deck as needed.



**The first player to run out of cards WINS!**