



# INSTRUCTIONS



**2-6 Players**



**20-30 Minutes**



**Age 8+**



**Bananas**

**‘Banana Loco is a card game about banana treasures. To pursue the greatest banana treasure in this world, players race to collect all banana treasures to win and become the ultimate treasure hunter! Be wary, because other players will try to steal your treasure and your belongings!’**

## Objective

To collect at least 4 banana treasures. All treasures must have no concurrent monkey raids from other players.

## Table Setup

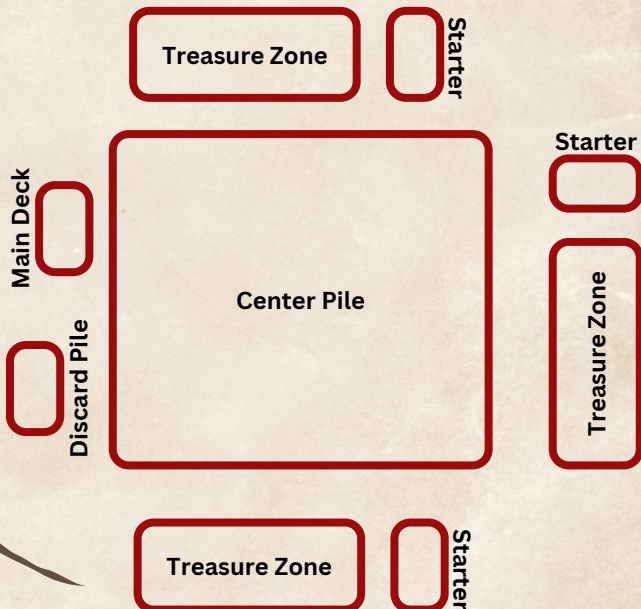
Each player will have a treasure zone and a starter deck zone. The center pile and the discard pile are located in the center of the table. The discard pile may be placed away from the center pile.

All discarded cards will be shuffled to create the main deck. Players who **emptied** their starter deck will draw from the main deck.

### Table Sample



### For 3 Players





# Contents

- 28x Monkey Cards
- 17x Treasure Cards
- 15x Empty Treasure Cards
- 4x Poisoned Treasure Cards
- 12x Treasure Maps
- 14x Event Cards



To win, a player must collect 4 banana treasures

## Starter Deck

Each player will start with their own starter deck. Remove the Fiesta treasure along with other multi-colored cards from the main deck, then secretly assign each player one multi-colored card. The number of multi-colored cards to be assigned is equal to the number of players.

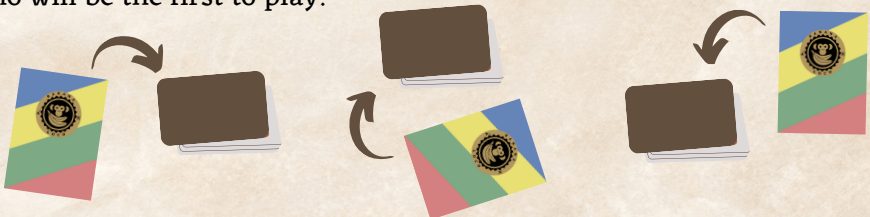


**Starter Deck**



**For 3 Players**

The main deck must be divided to be equally (may be estimated) distributed among players, and then each player inserts their multicolored card inside their starter deck. Each player will shuffle their decks and draw 4 cards to start the game. Players will decide who will be the first to play.





# Turn Mechanics

Each turn, a player must have 4 cards on their hand to play. During a turn, each player may:

1. Bury an unlimited number of treasures, empty treasures, and traps in the center pile.



2. Play one of the following cards:

- Monkey Card
- Treasure Map
- Event Card



3. Discard a card when no move is available.

A player cannot bury a treasure in the center pile when a monkey card, treasure map, or event card is already played by the player. To end a turn, draw cards from the starter deck or main deck to replenish the hand with 4 cards.

**A player must always start and end with 4 cards on their hand**



## Actions

- Bury - Place a face-down card anywhere on the center pile. Buried cards should only consist of treasure cards, empty treasure cards, poisoned treasure cards, and trap cards.
- Own - With the use of treasure map cards or monkey cards, transfer a face-down card from the center pile to your treasure zone. Only one card per color can be owned by a player.



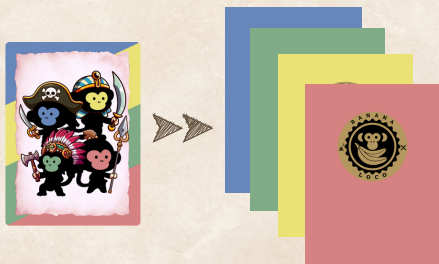
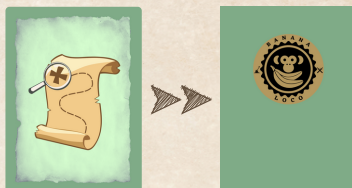
- Protect - With the use of monkey cards, place it on top of a treasure card in your treasure zone.
- Raid - With the use of monkey cards, place it against a treasure card on other player's treasure zone



## SAME COLOR RULE

The same color rule applies to owning, digging, protecting, and raiding actions (e.g. A green card will have effects on another green card).

A multi-colored card may have effects on all colors.



**One card per color and only one multi-colored card is allowed in each treasure zone**

## Treasure Map Cards

With the same color rule, the use of a treasure map card is played for a face-down treasure card in the center pile. Immediately transfer the treasure card to your own treasure zone in a face-up position.





# Monkey Cards

- **OWN**

Use a monkey card to own a face-down treasure card from the center pile. The treasure card will be transferred to your treasure zone in a **face-down** position. The monkey card is discarded after owning the treasure.

- **DIG**

Use a monkey card to flip a face-down card in your own treasure zone. The monkey card is discarded after digging the treasure.

- **PROTECT**

Use monkeys to protect your treasures from raids. Place a monkey card on top of a treasure card inside your own treasure zone. A certain protecting monkey card may only be discarded if a raiding monkey card is equal or higher to the level of the protecting monkey card. It is also applicable vice-versa for a raid. The same color rule also applies.



- **RAID**

Attack other player's treasure by placing a monkey in their treasure zone. There should be two monkey cards to force-discard a treasure card from a player's treasure zone. A player may raid their own treasure.




**Protecting and raiding monkey cards only applies within the same color. A multi-colored monkey card may raid any monkey card. It can also protect any treasure.**








For example, a player raided another player with a level-1 monkey card. Another player raided the same treasure using a level-3 monkey card. The treasure card will now be discarded. A level-3 monkey card alone cannot force-discard a treasure card. There should be two monkey cards.


## Event Cards

 **Monkey Robber** - Steal one treasure card (face-down/face-up) from other players' treasure zone. All concurrent protecting / raiding monkeys will also be transferred along with the treasure card.

 **Poison** - Target player discards all cards from their hand. The player must draw 4 cards immediately from the deck upon discarding their hand.

 **Binoculars** - Peek **one** face-down card in the center pile, any treasure zone, or any player's hand.

 **Map Confusion** - Shuffle the center pile. The player who played the map confusion card must shuffle the cards, then place the cards in a new position place the cards in a new position.

 **Swap** - Target player must swap certain cards with you. Swapping requires the same circumstance (e.g., a face-down treasure card from your treasure zone against another face-down treasure card from the other player's treasure zone).



Swapping circumstances include:

- One card from Treasure Zone
- Once card from Hand
- All cards from Hand
- All cards from Starter Deck

A player who has received less than 4 cards during a hand-to-hand swap must immediately draw 4 cards from the deck.

**A swap cannot be allowed if the other player will have more than one card per color**

## Trap Card

The multi-colored trap card may also be buried along with other treasures. If a player has dug up the card, then that player discards all the cards in their treasure zone.

**No effect** will happen upon using the binocular card on this card.

## Empty Treasures & Poisoned Treasures

When a player dug up an empty treasure card, the card is immediately discarded and no effect will happen. However when a poisoned treasure card has been dug up, the player discards all cards from their hand. Immediately draw 4 cards upon discarding cards.





# Credits and License

Banana Loco was created and designed by Joshua Macapagal.  
Published by Kaleyj.



Banana Loco © 2024 by Joshua Macapagal is licensed under CC BY-NC-SA 4.0. To view a copy of this license, visit <http://creativecommons.org/licenses/by-nc-sa/4.0/>

You are free to:

- Share — copy and redistribute the material in any medium or format
- Adapt — remix, transform, and build upon the material

Under the following terms:

- Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use.
- Non-Commercial — You may not use the material for commercial purposes .
- Share Alike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original.
- No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits.





**KALEYJ.**

[kaleyj.com](http://kaleyj.com)