

THE GAME

Become the best Cheeky Monkeys trainer, playing the cards in your hand at the right time. Get out of the trouble caused by mischievous monkeys and mess with the other players' plans. The last surviving trainer is the winner of the game!

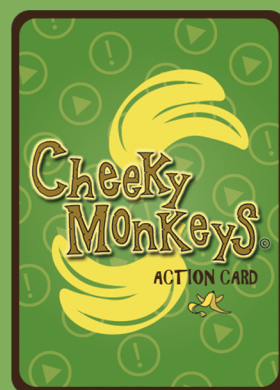
HOW TO PLAY

Cheeky Monkeys basic pack allows from two to six people to play.

Before starting the game shuffle the two decks: the "Cheeky Monkeys", and the "Action Cards", then deal three "Action Cards" to each player.



Deck "Cheeky Monkeys"



Deck "Action Cards"

The game goes anti clockwise from the starting player.

Usually, the person who looks most like the little monkey on the manual cover is the one who starts.

THE GAME BEGINS!

The game begins and the first trainer starts his round with three actions cards in his hand.

Each round is divided into four phases:

1. Planning: the active player may play

one or more "Action Cards" from his hand;

2. Getting the monkey: the active player puts in play in front of him a monkey from the top of the "Cheeky Monkeys" deck;

3. Drawing: the active player draws a card from the "Action Cards" deck;

4. Training: the active player may play one or more "Action Cards" from his hand;

The round ends when the active player finishes the Training phase and decides to conclude his round. At that moment, the next player begins his turn.

GAME RULES

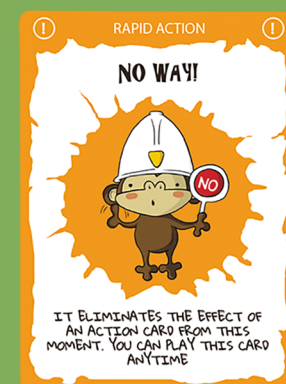
There is a fundamental difference between the "Cheeky Monkeys" deck and the "Action Cards".

The "Cheeky Monkeys" deck cards are put directly in play in front of the player, and they stay in play throughout the game.

The "Action Cards" are drawn and kept in hand. You can play them at your will and their effect ends with the round.

You can hold in your hand or play all the "Action Cards" you want, but you can use the "Cheeky Actions" (green layout) only during your turn.

Instead you can use the "Quick Action" cards (orange layout) at any time, even during other players' rounds.



Each "Cheeky Monkeys" card has an effect.

Its effect applies immediately as soon as the card is put into play and it interrupts any other ongoing effect (even those of other monkeys or "Action Card").

Only when the effect of the last cards put into play ends, can you continue with the remaining cards in the queue (see example in the "Advanced rules chapter").

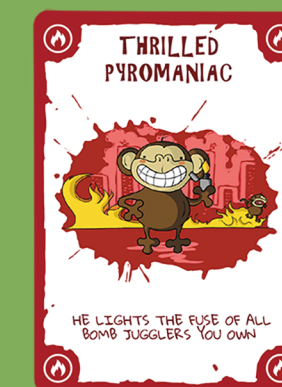
The "Action Cards" played and "Cheeky Monkeys" cards removed from play will form two different discard piles. When one of the two decks finishes you can shuffle the related discard pile and use it to continue the game.

HOW TO BLOW UP

The monkey games can get very dangerous and trainers who cannot

handle them risk losing the game. There are two ways to blast:

1. 1. When you possess at the same time the "Enthusiastic Pyromaniac" and "Bomb Juggler" monkeys, the fuses are triggered and you blow up at the end of your round.



To save yourself you have to play your "Action Cards" or use the "Watergun Sniper" monkey, who can defuse this explosive combination.



OK

TURN TO CONTINUE ->

2. If you possess at the same time the "Deadly Headscratcher" and the "Watergun Sniper" monkeys, you blow up immediately because of the electric shock, unless you play the "Action Card" "Grounding".



The blasted players must leave the game and the monkeys they possessed and the cards on their hand end up in the waste piles. The last surviving trainer wins the game!



Advanced Rules: Managing the queue

During games with many players, the effects of the "Cheeky Monkeys" and "Action Cards" may overlap creating a "Queue of effects" that makes the game more and more hectic and exciting.

When a new monkey comes to play or a player plays a "Quick Action" card, the effect of the new card is immediately enforced, interrupting the ongoing ones.

Only when the last played card finishes its effect, you can continue from where you left off.

To manage the queue, simply start from the last "Action Card" or monkey played and go backwards until all effects of played cards are completed. Only then can the game can proceed further.

Remember that if a monkey card is removed from play its effects are

immediately interrupted and the card leaves the queue.

To respect the queue the monkey cards always come into play one at a time, even when a player has to get more than one simultaneously. You can put the next monkey into play only when the effects of the first monkey have been resolved.

FAQ

Interruption of cards effects

Action cards effects apply immediately when they are played. Effects are never retroactive. For instance, if a player plays the action card "Common Misfortune", the next player receives a monkey. When the third player plays the action card "No Way" the effect of "Common Misfortune" immediately disappears, but the monkey received by the second player stays in play.

Cheeky Monkeys - Watergun Sniper

The "Watergun Sniper", using water, can make you lose the game instantly if you possess at the same time the monkey "Deadly Headscratcher". It takes just one Watergun Sniper to blow up all Deadly Headscratchers you possess.

Cheeky Monkeys - Crazy Shaman

As soon as it comes under control of a player (so also when it changes trainer), it interrupts any other ongoing effect and makes the controlling player take two monkeys (one at a time) followed by drawing two action cards. After its effect the Crazy Shaman remains in play under the player's control. Using the action card "Closed for Holiday" you do not receive any monkeys or action cards.

Cheeky Monkeys - Greedy Tempter

As soon as it comes under your control it interrupts any other ongoing effect and each player (one at a time starting from the player at your right) gives you one of his monkeys at his choice. When his effect is completed, put the Greedy Tempter in the discard pile. Using the action card "Closed for Holiday" you do not receive any monkeys.

Cheeky Monkeys - Freak Destroyer

As soon as it comes under your control it interrupts any other ongoing effect and you must to distribute all your action cards to the other players at your choice. Then distribute to the other players all your monkeys, one at a time, at your will.

Action Cards - No Way

From the moment it is played "No Way" stops the effect of the last action card played. It must be played immediately after the action card you want to counter or before its effects are over. "No Way" does not undo the effects of monkey cards. It may cancel the effect of another "No Way" card.

Action Cards - Closed for Holiday

From the moment it is launched until the end of the round, the player does not receive monkeys and cannot draw action cards. If you play "Tactical Exchange" on players who play "Closed for Holiday", you can take one of their monkeys but they don't receive any from you. Similarly if you play "Sanitary Check" on players who play "Closed for Holiday", you only put one of their monkey on top of the deck.

Action Cards - Grounding

Each "Grounding" card prevents the explosion of only ONE "Deadly Headscratcher". If you possess 2 "Deadly Headscratcher" and you get a "Watergun Sniper" you need to play two "Grounding" cards to survive. It can also be used to save other players.

Action Cards - Sanitary Check

It simply allows you to exchange any monkey in play (under yours or other player control) with the Cheeky Monkeys deck top card. The monkey in play you choose becomes the top card of the Cheeky Monkey deck, while the top card of the deck takes the place of the selected monkey, entering in play. There is no contact between the two monkeys during the exchange.

CREDITS:

Game Design: Daniele Cerizza

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Additional rules only with Zombie Invasion expansion:

When a player explodes becomes a zombie and continues to play.

A zombie player immediately discards all his action cards and his monkeys in play and ends his turn.

From this moment the Zombie player continues to play normally, but at the beginning of his turns, instead of drawing from the Monkey deck (yellow deck) he draws from the Zombie deck (purple deck).

Zombie cards can affect everyone and can be exchanged and held by "live" players and zombie players, as well as monkey cards.

If a zombie player explodes, he immediately discards all his action cards and his monkeys in play, ends his round and continues to play as a Zombie.

The Zombie player who manages to resurrect the Legendary Zombie-Monkey playing all her 5 parts while there are at least two non-Zombie opponents in play, wins the game! But the zombie players have to hurry, because when all the players become zombies except one, that player immediately wins the game.

