

JUNGLE TWIST



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Retrouvez la page du jeu et la règle en vidéo

Find the game's webpage and the rules in video

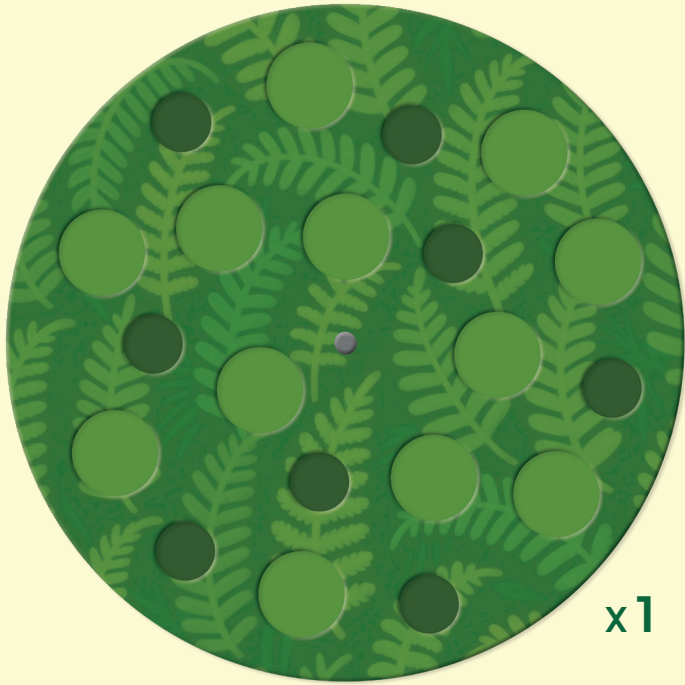
Encuentra la página web del juego y las reglas en video

Guarda il video delle regole e la pagina web del gioco

Vind de webpagina van het spel en de spelregels in video

Finde die Webseite des Spiels und die Spielregeln als Video

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x1



x6



x6



x6



x12



x8



x16



x1

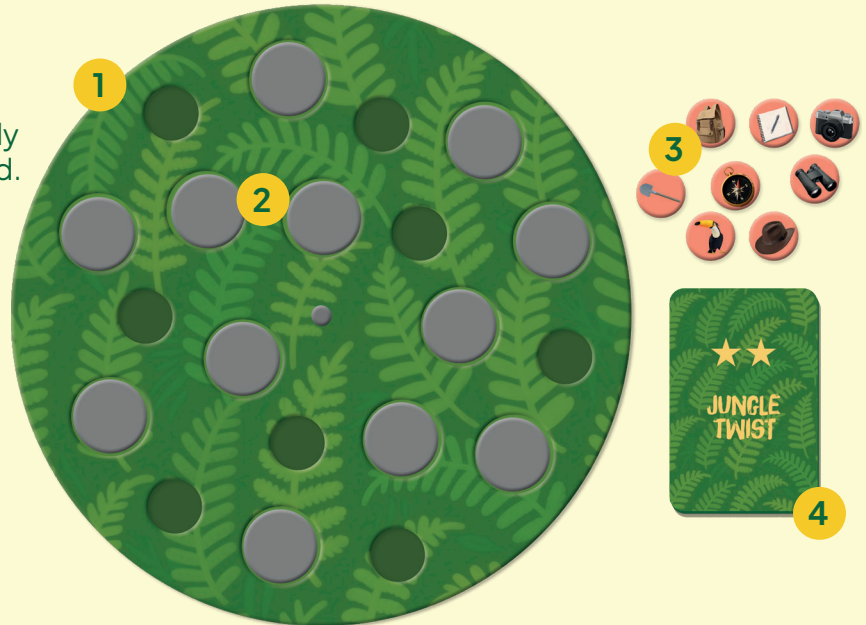


The jungle is full of amazing surprises. Set off together to find them and earn experience stars.
But be careful: it's easy to get lost in the wild.
Memorize the position of each element and leave clues to help you find your way.
A memory and cooperative game with a touch of imagination!

Objective of the game: Score the most stars by finding all the elements on the “Jungle” cards.

Setup:

1. Place the board in the center of the table.
2. Shuffle the “Element” tokens face down and randomly place them in the corresponding spaces on the board.
3. Place the “Clue” tokens within reach of all players.
4. Create and shuffle the “Exploration” deck for your game (see Difficulty Level). Place the “Exploration” deck face down next to the board.



Difficulty Level:

Each game uses an “Exploration” deck made up of five “Jungle” cards.
There are 3 difficulty levels:

- ★ ★ : find 2 elements → worth 2 stars,
- ★ ★ ★ : find 3 elements → worth 3 stars,
- ★ ★ ★ ★ : find 4 elements → worth 4 stars.

The deck can include cards of the same or mixed difficulty levels.

For your first games, we recommend using 5 random 2–star cards. Then you can increase the difficulty to score more points.

Will you dare to take on the ultimate challenge with 5 four–star cards?

How to Play:

The game is played in 2 phases.

In each phase, every card in the “*Exploration*” deck is played once.

Phase 1: First Steps in the Jungle

This phase helps players discover the 5 “*Jungle*” cards and the elements they need to find. It also allows players to place clues for the next phase.

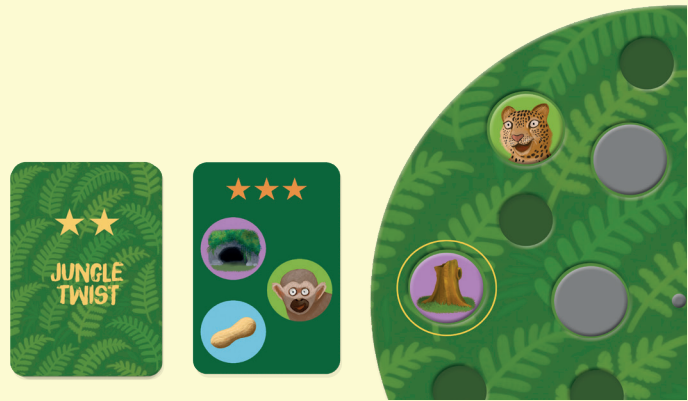
The last player who saw a fern goes first, then play proceeds clockwise.

Turn structure:



The first player takes the “*Exploration*” deck and reveals the top card. Then, they flip over one “*Element*” token to try to find one of the required elements.

The next player flips over another token.



Continue until you have revealed as many tokens as stars on the card.

Then check:

- If ALL tokens match, the card is **won** and scores its stars. Set it aside.
- If at least one element is incorrect, the card is **discarded** and will return in Phase 2.

Next, players choose together a “*Clue*” token and place it on the board, regardless of the result.

This step is essential: clues help remember positions.

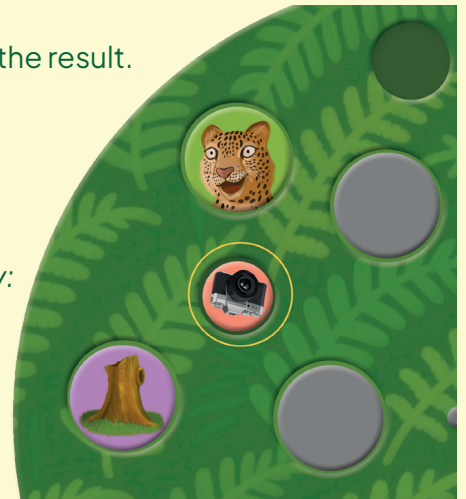
Players can justify their placement by creating a short story.

Example:

A leopard and a tree trunk are revealed. Players place a camera between them and say:

“We lean on the trunk to take a picture of the leopard.”

The lens points toward the leopard.



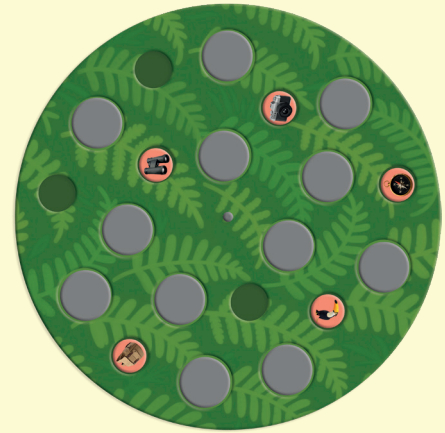
Then flip all tokens face down again and gently rotate the board.

Note : “Clue” tokens remain visible.

A new turn begins with the next card.

After 5 turns, Phase 2 begins.

Note: It is rare to complete a card during this phase. Unsuccessful cards return in Phase 2.



Phase 2: Following the Clues

Rebuild the “Exploration” deck using the cards not won in Phase 1. Shuffle it and place it face down.

Gameplay is similar, but players now benefit from the clues placed earlier.

The player whose turn it is reveals the top “Jungle” card from the deck and flips over an “Element” token on the board. The next player flips over another token.

Reveal tokens until their number matches the stars on the card.

Then check:

- If all tokens match, the card is **won**.
- If there is any mistake, the card is **lost** permanently.

In this phase, players rely on the clues to guide them.

Example:

If a leopard is needed, players remember the camera: “The lens points toward the leopard.”



Note: Jungle Twist is a cooperative game. Players are encouraged to talk and help each other, but may not directly indicate where an element is located.

The active player makes the final decision.

No new “Clue” tokens are placed during this phase.

At the end of each turn, tokens are flipped face down again and the board is rotated.



End of the Game:

The game ends when there are no cards left.
Players count their stars:



0 to 5: You've made it into the jungle... but there's still much to discover.



6 to 12: You've reached the heart of the jungle! Try again.



13 to 15: You've found the sacred totem!



16 to 19: You've discovered the hidden temple!



20: Congratulations! You've found the golden pyramid!

The Adventurer Board:

Inside the box, you'll find a poster and stickers.
At the end of each game, write down the score and
the players' names.
Then place the corresponding medal sticker.
A fun way to track your progress... and challenge
each other!



Credits:

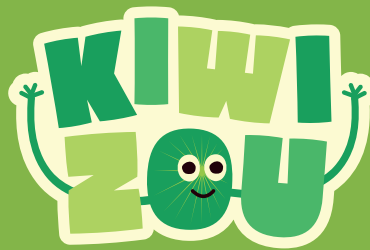
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