



ONE BANANA, TWO BANANA

Contents:

54 small cards (42 banana cards; 6 banana skin cards; 6 swamp cards); 1 banana skin board; 1 playing board; one 3D tree; 4 monkey playing pieces and 4 character stands.

Object:

To race against the other cheeky monkeys to be the first to reach the 3D banana tree in the middle of the board. Players move by turning over banana cards. The more cards a player dares to reveal, the further they could go! Swamp (get stuck) or banana skin (move backwards), indicate a player's turn finishes immediately. This game encourages children to think ahead and decide whether to, take a risk (to keep on turning over cards), or play it safe (to turn over fewer cards).

Before play starts:

- Assemble the board; slot the 3D banana tree together and place it in the middle of the board, then set the banana skin board aside.
- Each player chooses a monkey, slots it into a character stand and puts it on the start space (showing a red arrow).
- All the small cards are shuffled together and spread out, face down, on the table. These are the 'take' cards.

To play:

- The youngest player goes first.
- Each player travels around the board by turning over as many, or as few, 'take' cards as they dare. Most of these cards show either one, two or three bananas. As the player turns over cards, they count out how many bananas they have revealed altogether. They can stop turning over cards whenever they like, but they must stop when they turn over a swamp or banana skin card.
- If they decide to stop, they then move the same number of spaces round the board as the total number of revealed bananas. The more bananas they choose to reveal, the further they move.
- If they turn over a swamp card, they must STOP turning over cards, and can only move as many spaces as the bananas they have already revealed.
- If they turn over a banana skin card, they must move BACKWARDS as many spaces as the number of bananas they have already revealed in that turn.
- Once a banana skin card has been revealed, it is placed on the banana skin board. This shows all players how many banana skin cards remain in the pack and helps them to calculate the risk of one being turned over.
- After each go, the player puts their collected banana and swamp cards face up into a shared central 'discard' pile.
- Play continues in a clockwise direction.
- Once all 6 banana skin cards have been placed on the banana skin board, all of the cards on it are collected and shuffled together with the 'discard' pile and the remaining cards from the table. All these cards are spread face down on the table again to form a new set of take cards.
- Play then continues as before, until one of the players reaches the middle of the board.

The winner:

The winner is the first monkey to reach the banana tree in the middle of the board.



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Not suitable for children under 36 months due to small parts.