

MONKEY ARENA

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Preparing to Play

Each player chooses one monkey card and takes the pawn of the same color. Once every player has a monkey card and a pawn, put the remaining monkey cards and pawns aside.

The player whose monkey has the lowest health value places his pawn in any space on the board. The remaining players place their pawns on the board in turn counterclockwise around the table. Pawns may not be placed on a space that is next to a space that is already occupied by a pawn.

Shuffle the playing cards and deal each player 5 cards. Place the remaining cards face down on the table.

Turn Sequence

Play starts with hairiest player and continues clockwise around the table. During your turn, you do the following:

1. Move 1 space (unless your monkey card lets you move farther) if you are able.
2. Play 1 card if you are able. It is possible that the card that you play will allow you to play more cards.
3. Draw your hand back up to the current hand size (usually 5 cards) if necessary.
4. Reset your monkey card if necessary.

Moving Your Monkey

At the beginning of your turn, you may move your pawn 1 space if your monkey is not Knocked Down. To move, simply follow one of the paths that leads away from your pawn's current space. You are not required to move during your turn. Some monkey cards allow you to move your pawn more than 1 space.

Some playing cards depict Items, Weapons, or Events that are useful during the fight. To use these cards, simply play them and resolve the text printed on the card. After you have played the card, place it in the Discard Pile.

Attacking Other Monkeys

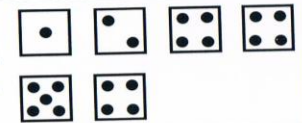
You may only attack a monkey that occupies a space next to your monkey. If the target monkey is more than one space away, you may not attack it unless your monkey card or the attack card says otherwise.

Attack by playing an attack or weapon card from your hand on a valid target. Roll a number of dice equal to your Strength value. The number of dice may be modified by the text on the attack card. The defender rolls a number of dice equal to his monkey's current defense value.

To resolve an attack, compare the defender's dice to the attacker's dice. Each of the defender's dice negates all of the attacker's dice whose value it matches. For example, a defending die roll of "2" negates all of the attacker's 2's. See the diagram for another example.

Any attack dice that are not matched by defense dice cause 1 wound each to the defending monkey. The attack card text may specify additional effects for a successful attack. A successful attack is one in which at least 1 attacking die is not matched.

For example, the attacker's roll is on the top row and the defender's dice are on the bottom row. In this case, the defender's single 4 negates both of the attacker's 4s. The defender's 5 matches nothing, so the attacker's rolls of 1 and 2 succeed.



Generally, you may only make 1 attack during your turn. However, some attack cards allow you to make additional, follow up attacks on a successful attack. By "chaining" together multiple cards like this, it is possible to make several attacks in one turn.

When your monkey receives a wound, place a wound marker (a penny, a poker chip, or whatever's handy) on your monkey card. If an attack Knocks Down or Dazes your monkey, rotate your monkey card so that the appropriate condition is at the top. Rotate the card to the right for "Dazed," or to the left for "Knocked Down." Your monkey is now subject to the penalties described on the card.

Surviving the Fight and Winning the Game!

Your monkey card gives your monkey's Health value. While your Health never decreases, successful attacks inflict wounds on your monkey. Certain items, such as the Pretzel and the Banana, allow you to remove wounds from your monkey.

When your monkey's wounds equal or exceed its Health value, your monkey is down for the count and out of the fight. The last monkey left standing is the winner!



