

- If Player 2 has the card requested, he/she must give the card to Player 1. Player 1 then lays the matching cards down, face up and his/her turn is over.
- If Player 2 does not have the card requested, then Player 1's turn is over.

WILD CARD: This card allows a player to make a matching pair with any happy or sad monkey card. The player then lays the match down with the wild card face up.

NOTE:

- At the beginning of each player's turn, he/she should pick up a card from the card pile.

Winning the Game

For 2 players, the first player to collect five matching pairs takes the bed from the center and places his/her cards on the bed to win the game.

For 3 to 4 players, the first player to collect four matching pairs takes the bed from the center and places his/her cards on the bed to win the game.

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©2008 University Games Corporation. ©1989 FIVE LITTLE MONKEYS JUMPING ON THE BED by Eileen Christelow



INSTRUCTIONS

Contents

40 Monkey cards
5 Mama cards
5 Wild cards
Play Bed

Set Up

- Shuffle all cards.
- Deal out five cards to each player.
- Place all remaining cards face down in a pile in the center.
- Take the play bed out of the box and place it next to the card pile.

Object of the Game

- For 2 players, to be the first player to collect five matching pairs.
- For 3 to 4 players, to be the first player to collect four matching pairs.

How to Play

1. Each player is dealt five cards.
2. After looking at their cards, each player decides whether to collect all happy monkeys or sad monkeys. Players may share their choice or keep it secret.

- Once a player lays down his/her first matching pair, he/she cannot change the type of cards they are collecting.
3. The youngest player (Player 1) goes first and picks up a card (now he/she has 6 cards) from the card pile.
 4. If Player 1 has 2 monkey cards with the same PJs, the same coloured border and facial expressions (happy or sad) that match his/her choice, then the two matching cards are laid down face up and play passes to the right.
 - If the player is collecting happy monkeys, after each match, he/she jumps up and says "I am a happy monkey."
 - If the player is collecting sad monkeys, after each match, he/she acts like he/she bumped his/her head and says "I am a sad monkey."
 5. If there is no match, Player 1 counts his/her cards. He/she must discard a card if he/she has 5 or more cards.
 - Players DO NOT discard a card if they have less than five cards.
 6. Player 1's turn is over and play passes to the right.

MAMA CARD: This card allows a player (Player 1) to request a monkey card that he/she needs from any one player (Player 2) at the end of his/her turn. Remember, the requested card must make a match.