

JUNGLEBALL

OVERVIEW

Jungleball is a dexterity game. It is played through a sequence of turns where players will throw small wooden disks at their opponent's characters, hoping to land on them and get them out. Activating a character allows the player to move that character anywhere on the board, use that character's unique ability, and then throw dodgeballs (wooden disks) from their characters!

COMPONENTS



TERRAIN



FIELD MARKERS



x2



CHARACTER CARDS



x10

DODGEBALLS

CHARACTER CARDS!

Character cards are the primary thing you'll be interacting with in the game besides the dodgeballs. There are 21 to choose from and each is totally unique!


The large number in either the top right or top left corner (depending on the card) indicates how many dodgeballs must land on a character for that character to 'go out' and be placed in the out pile.

The textbox at the bottom of the card includes the character's name and their ability.




 dodgeball

SYMBOL LEGEND

 number of dodgeballs

 critical hit

 character(s)

WINNING THE GAME!

Land dodgeballs on your opponent's character cards to get them out. Get all of the characters on the other team out to win!

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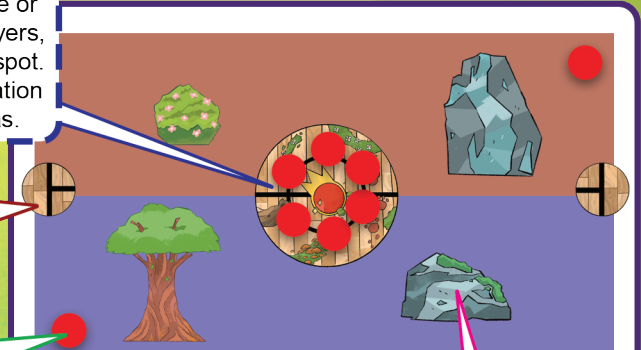
SET UP!

Agree on the center point of the table or surface equal distance from both players, and place the center marker on that spot. The dividing line indicates the separation between the two player's play areas.

Agree on the left and right bounds of the play area and place the left and right play bounds markers accordingly.

Give each player one dodgeball to add to their supply, then place six around the center circle.

Give player one the large stone and bush and player two the tree and small moss-covered stone. Each player places their two pieces of terrain anywhere on their side of the play area.



DRAFT YOUR TEAM!



PLAYERS MAY OPT TO DRAFT MORE OR FEWER CHARACTERS FOR A LONGER OR SHORTER GAME. FOUR IS THE RECOMMENDED STANDARD OF PLAY.

- 1 Randomly deal 10 of the 21 character cards, face-up, to the center of the table.
- 2 Place the remaining 11 cards back in the box; they will not be used.
- 3 The first player in the draft is the player with the tree in their area.
- 4 Players then take turns, starting with the first player, picking one character at a time until both players have four characters in their roster.
- 5 All remaining cards are returned to the box.
- 6 Arrange your 4 team characters however you would like within your play area.

HOW TO PLAY!

Once players have chosen and positioned their team, play will commence. **The first player is the player with the most 1s on their team.** If both players have the same amount of 1s, the player with the tree in their area will go first.

Your turn will consist of:

- **Moving a character.**
- **Activating that character's ability** (if you choose to).
- **Throwing dodgeballs.**

MOVING & ABILITIES

A Player begins their turn by choosing which of their spy characters to activate. If it is your first turn, all your characters will be spy (untapped).

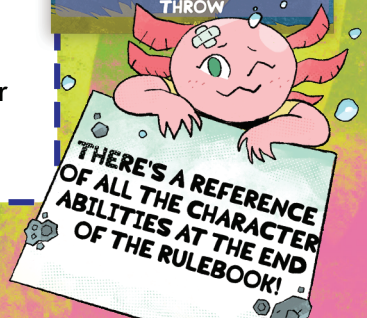
- Choose a character to activate.
- Move that character anywhere within your play area.
- Choose whether or not to activate that character's ability. Some characters will have active abilities you may choose to use; other characters, such as Rosa or Anna, have passive abilities that always resolve.
- if an ability is activated, resolve its effect.
- **You may only activate one character and one ability per turn.**

THINGS TO NOTE!

Active abilities always take precedence over passive abilities.

An active character always takes precedence over non-active characters.

Card abilities can/do effect all characters unless explicitly stated otherwise!



THROWING THE BALL!

Players may throw the wooden disk (dodgeball) however they like. (flicking, tossing, flipping, etc.) Though **they must throw with some part of their hand within 1-inch (above, left, right, or behind the card) of the card they are throwing from.** Players may never cross the front edge of the card with any part of their hand when throwing.



player 1 can activate Alexei and, throw from the one inch area above, right, left, and behind the card. Player 1 cannot throw from Igor because he is resting.

Players must throw each ball from a different spry card. The active card will be the first character the player throws from, the player then alternates throwing a single ball from their other spry characters until they wish to stop or run out of dodgeballs. **A player may not throw from the same character until they have thrown from at least one other character.** If the player has only one character remaining they may continuously throw from that character. A player must throw at least one ball on their turn.



Some part of the disk must be obscuring the card for it to be considered a 'hit.' At the end of the throwing phase move any dodgeballs that are considered to be 'hitting' a character to the center of that character card.

CRITS & HITS

Players will always throw with the blank red side facing up and the crit side facing down unless a card effect allows them to do otherwise.



one hit against a player's hit value



two hits against a player's hit value

If the dodgeball lands on a card with the blank red side facing up that counts as one hit against that character's total number. If the dodgeball flips and lands crit side up that will count as two against their total number.

ENDING YOUR TURN

- Turn the activated character to its resting position (tap that card).
- Remove any characters you got out and add them the 'out pile.'
- Any dodgeballs that are on a character remain on that character (until they go out) (or a card effect removes it) even if you land a ball on one of your own characters.
- Your opponent takes any dodgeballs that did not land on a character and adds them to their supply.
- Any Dodgeballs that land in the center remain in the center as though they were always there. (explained further in the center section)

THE CENTER

The center is the primary way new dodgeballs will enter the game. At the start of the game, six dodgeballs will be placed in the center circle. When a character ends their movement with some part of their card touching the center, that character may pick up a dodgeball from the center, add it to their supply and throw it that turn. **The only way to remove dodgeballs from the center is to end a character's movement with that character touching the center.** Any dodgeballs that land inside the circle or so that they are touching the center are added to the center supply.

If a character ends their movement touching the center they are able to pick up a dodgeball from it and add it to their throwing supply that turn. There are some characters that are able to break this rule such as Chip. Chip is able to take a dodgeball from the center no matter where he ends his movement, this also means if he ends his movement touching the center he will pick up 2 dodgeballs that turn!



A character goes out when the number of dodgeballs on their card matches or exceeds the printed number in the top corner. Any dodgeballs that were on top of now-out characters go to your opponent's supply.

RESTING VS SPRY

After activating a card and completing your throwing phase, you will turn the card to its resting position. A card that is resting cannot be activated again until it is returned to its spry position (think of it as your characters taking a breather). Once all of your cards in play are resting, you immediately turn them all back to spry.

RESTING



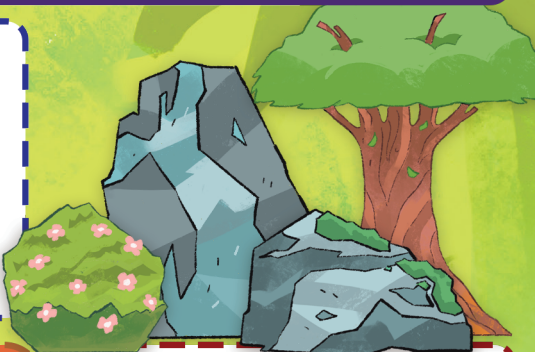
SPRY



RESTING



if Alexei and Igor are both currently resting, as soon as you would switch Bongo to resting, instead switch all your characters back to their non-resting positions.



TERRAIN

Once placed, terrain can only be moved by throwing dodgeballs at it during your turn.

Terrain serves as a respite from the fast-moving dodgeballs but, take care of when, where, and how you hide because a fallen tree could be a career-ender!

If terrain falls over onto a character, that character goes out due to an injury. If a piece of terrain slides onto a character but does not fall over, nothing happens. At the end of the current player's turn, that player moves any terrain that is still standing but on top of an active character so that the terrain is touching one of the four edges of the character card.

#1 ALEXEI

- Give your opponent 3 DB, throw all your balls this turn with the crit side face up.

#2 ROSA

- Crits don't effect Rosa.

#3 CHIP

- Take one DB from the center.

#4 BONGO

- Move one DB from any other player onto Bongo.

#5 DR. HEAT

- Force any player to rest.

#6 MORRIS

- Choose any character, flip a DB on that character to its other side.

#7 KENNETH

- If Kenneth has 1 DB on him, choose an opponent's C, both that C and Kenneth go out.

#8 IGOR

- Copy any other character's ability.

#9 ANNA

- End your turn after moving Anna. You do not throw.

#10 YASMIN

- Move any player.

#11 CHLOE

- When Chloe rests take 2 DB from the center.

#12 ROSEMARY

- Remove one crit from any other player and return the DB to the center.

#13 BLU

- Throw one DB crit side up for every card in the out pile.

#14 SCHMITT

- If Schmitt is touching the center, Place 1 DB from your supply on every other player touching the center.

#15 MARTHA

- Move 1 DB on an opponents C to any other C.

#16 NITRO

- Add 2 to Nitro's hit value for each crit on her.

#17 SLIPPY

- Give a player one DB to swap Slippy with a C on their team.

#18 PERRY

- Switch 1 C out of resting position.

#19 SPARKY

- Any C you land a DB on this turn is switched to resting position.

#20 HAMMER

- place one ball on Hammer on an opposing player.

#21 NORM

- Add 1 to the hit value of each other character on your team for every DB on Norm.



of dodgeballs



dodgeball



crit



character(s)

GAME DESIGN ILLUSTRATION

**BIAGI
CALICCHIA**

**ALAN
CORTES**

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INDIE GAME ALLIANCE AND
ALL OUR AMAZING KICKSTARTER BACKERS**

**ORTO
GAMES**