



BANANA LOCO 2 to 6 Players Game Instructions

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BANANA LOCO 2 to 6 Players Game



Specifications

- Players: 2-6
- Age: 8+
- Duration: 20-30 minutes
- Contents:
 - 28x Monkey Cards
 - 17x Treasure Cards
 - 15x Empty Treasure Cards
 - 4x Poisoned Treasure Cards
 - 12x Treasure Maps
 - 14x Event Cards

Product Usage Instructions

Objective

To collect at least 4 banana treasures. All treasures must have no concurrent monkey raids from other players.

Table Setup

Each player will have a treasure zone and a starter deck zone. The centre pile and the discard pile are located in the centre of the table. The discard pile may be placed away from the centre pile. All discarded cards will be shuffled to create the main deck. Players who emptied their starter deck will draw from the main deck.

Starter Deck

Each player will start with their starter deck. Remove the Fiesta treasure along with other multi-coloured cards from the main deck, then secretly assign each player one multi-coloured card. The number of multi-coloured cards

to be assigned is equal to the number of players.

FAQ

- **Q:** How many players can play Banana Loco?
- **A:** Banana Loco is designed for 2-6 players.
- **Q:** What is the objective of the game?
- **A:** The objective is to collect at least 4 banana treasures without facing concurrent monkey raids from other players.

INSTRUCTIONS



'Banana Loco is a card game about banana treasures. To pursue the greatest banana treasure in this world, players race to collect all banana treasures to win and become the ultimate treasure hunter! Be wary, because other players will try to steal your treasure and your belongings!' Banana Loco is a card game about banana treasures. To pursue the greatest banana treasure in this world, players race to collect all banana treasures to win and become the ultimate treasure hunter! Be wary, because other players will try to steal your treasure and your belongings!'

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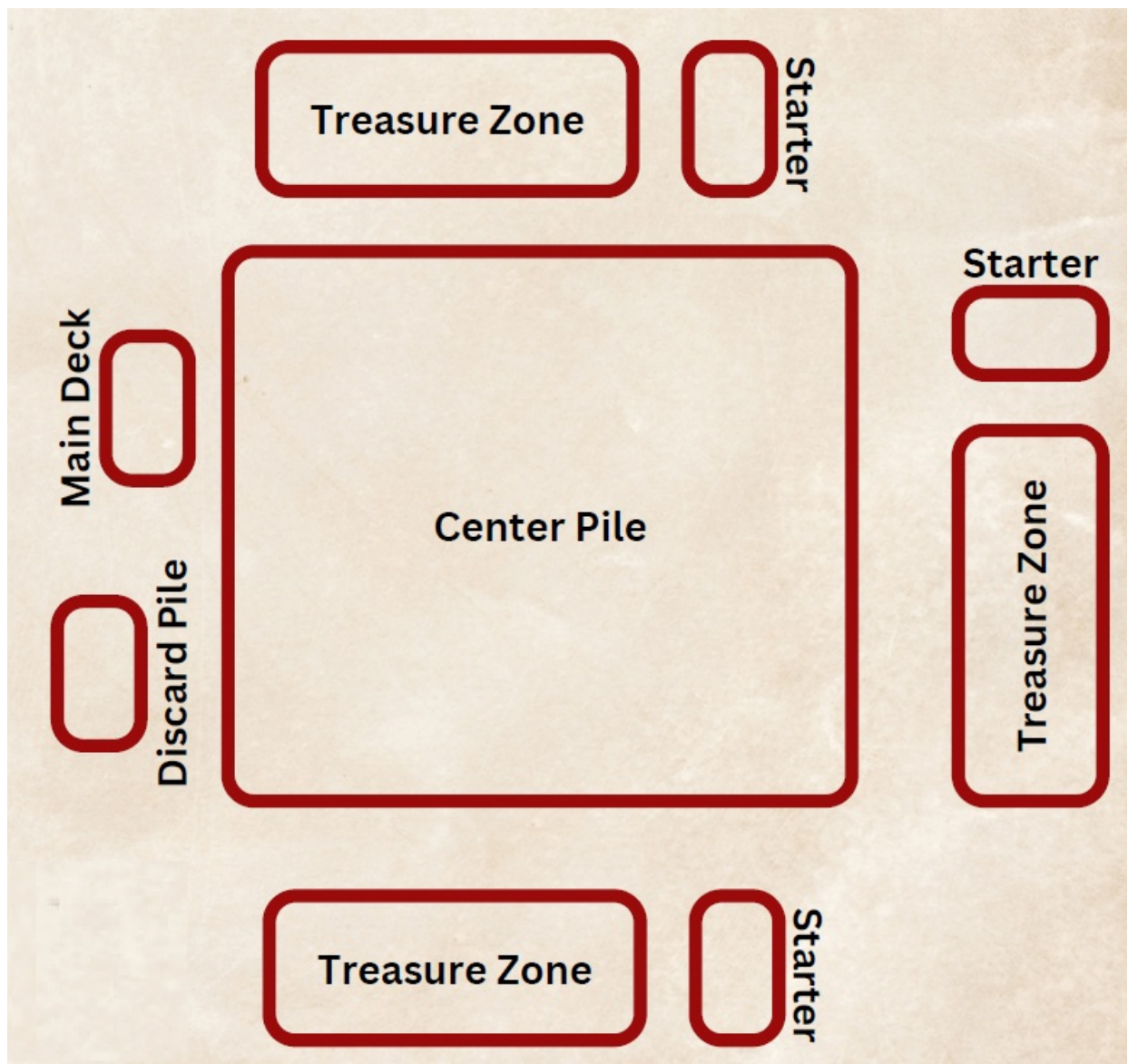


Table Sample



For 3 Players



Contents

- 28x Monkey Cards
- 17x Treasure Cards

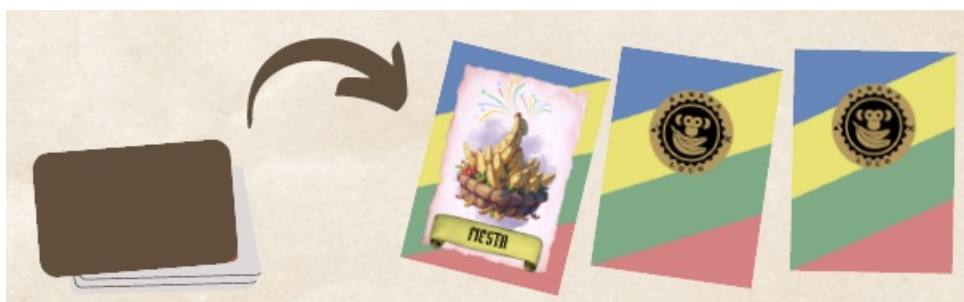
- 15x Empty Treasure Cards
- 4x Poisoned Treasure Cards
- 12x Treasure Maps
- 14x Event Cards



To win, a player must collect 4 banana treasures

Starter Deck

Each player will start with their starter deck. Remove the Fiesta treasure along with other multi-coloured cards from the main deck, then secretly assign each player one multi-coloured card. The number of multi-coloured cards to be assigned is equal to the number of players.



Starter Deck



The main deck must be divided to be equally (may be estimated) distributed among players, and then each player inserts their multicoloured card inside their starter deck. Each player will shuffle their decks and draw 4 cards to start the game. Players will decide who will be the first to play.



Turn Mechanics

Each turn, a player must have 4 cards on their hand to play. During a turn, each player may:

1. Bury an unlimited number of treasures, empty treasures, and traps in the centre pile.



2. Play one of the following cards:

- Monkey Card
- Treasure Map
- Event Card



3. Discard a card when no move is available.

A player cannot bury a treasure in the centre pile when a monkey card, treasure map, or event card is already played by the player. To end a turn, draw cards from the starter deck or main deck to replenish the hand with 4 cards. A player cannot bury a treasure in the centre pile when a monkey card, treasure map, or event card is already played by the player. To end a turn, draw cards from the starter deck or main deck and replenish the hand with 4 cards.

A player must always start and end with 4 cards on their hand

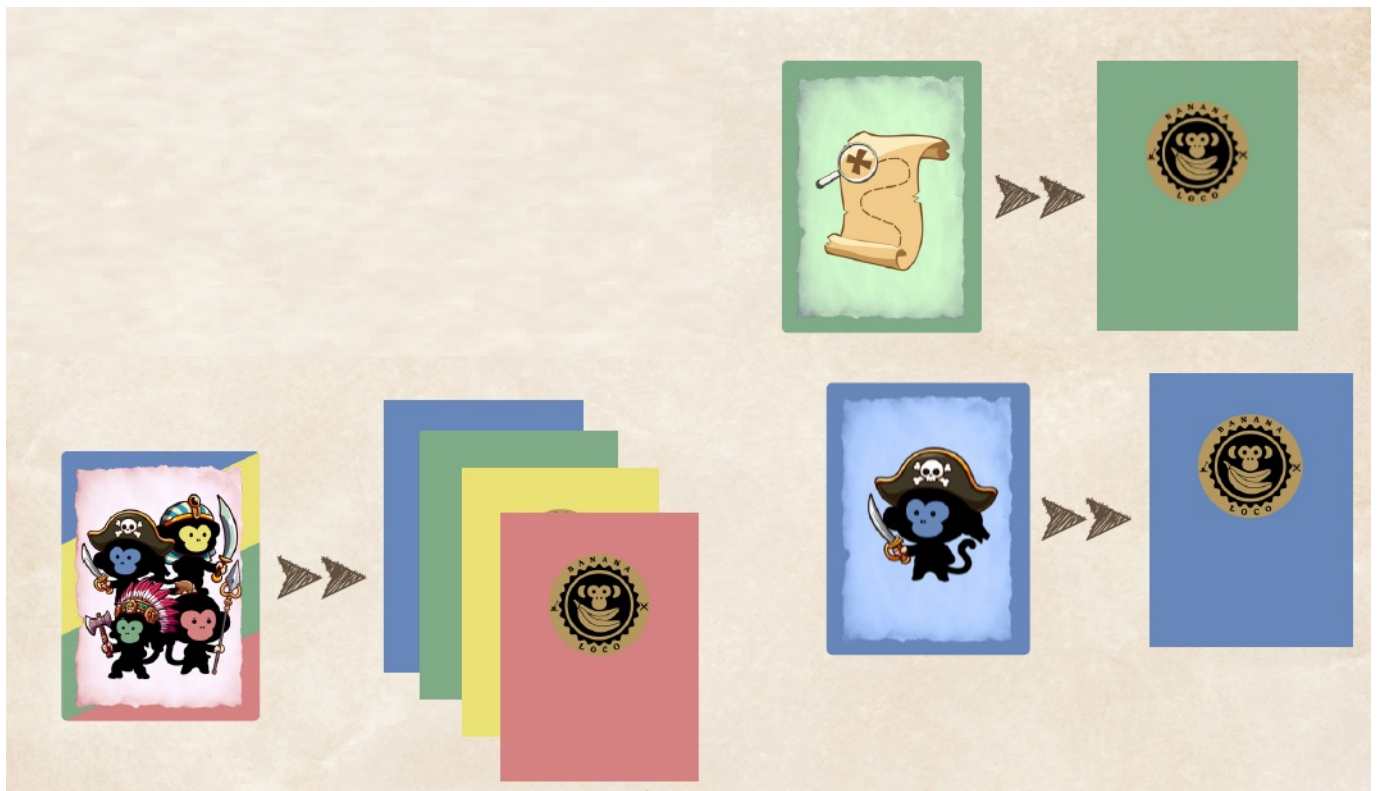


Actions

- Bury – Place a face-down card anywhere on the centre pile. Buried cards should only consist of treasure cards, empty treasure cards, poisoned treasure cards, and trap cards.
- Own – With the use of treasure map cards or monkey cards, transfer a face-down card from the centre pile to your treasure zone. Only one card per colour can be owned by a player.
- Protect – With the use of monkey cards, place it on top of a treasure card in your treasure zone.
- Raid – With the use of monkey cards, place it against a treasure card on another player's treasure zone

SAME COLOR RULE

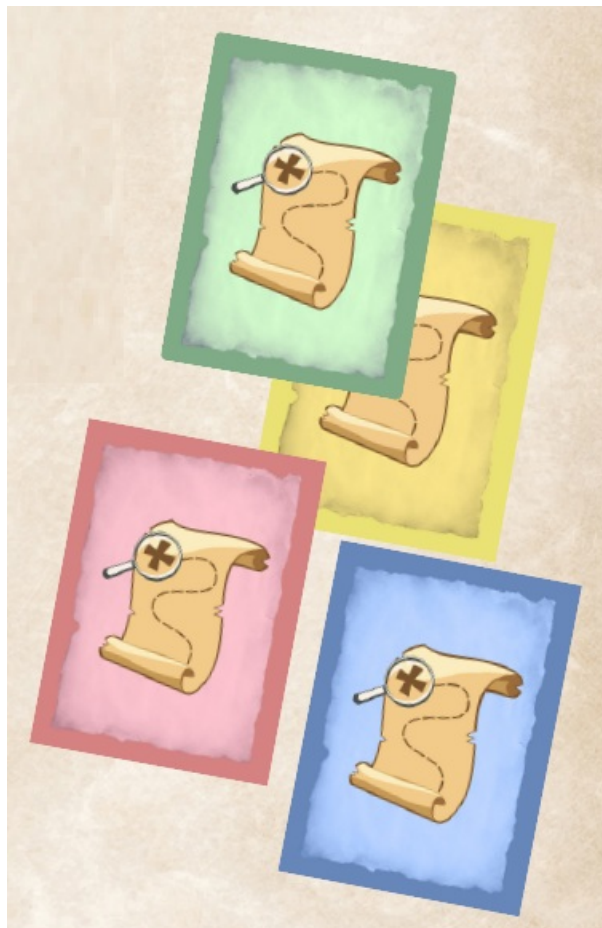
- The same colour rule applies to owning, digging, protecting, and raising actions (e.g. A green card will have effects on another green card).
- A multi-coloured card may have effects on all colours.



- One card per colour and only one multi-coloured card is allowed in each treasure zone

Treasure Map Cards

With the same colour rule, the use of a treasure map card is played for a face-down treasure card in the centre pile. Immediately transfer the treasure card to your own treasure zone in a face-up position.



Monkey Cards

OWN

Use a monkey card to own a face-down treasure card from the centre pile. The treasure card will be transferred to your treasure zone in a face-down position. The monkey card is discarded after owning the treasure.

DIG

Use a monkey card to flip a face-down card in your own treasure zone. The monkey card is discarded after digging the treasure.

PROTECT

Use monkeys to protect your treasures from raids. Place a monkey card on top of a treasure card inside your treasure zone. A certain protecting monkey card may only be discarded if a raiding monkey card is equal or higher to the level of the protecting monkey card. It is also applicable vice-versa for a raid. The same colour rule also applies.



RAID






- Attack other player's treasure by placing a monkey in their treasure zone. There should be two monkey cards to force-discard a treasure card from a player's treasure zone.
- A player may raid their treasure.
- Protecting and raiding monkey cards only applies within the same colour. A multi-coloured monkey card may raid any monkey card. It can also protect any treasure.



RAIDING	PROTECTING	ALLOWED	
			ALLOWED
			
			

For example, a player raided another player with a level-1 monkey card. Another player raided the same treasure using a level-3 monkey card. The treasure card will now be discarded. A level-3 monkey card alone cannot force-discard a treasure card. There should be two monkey cards.

Event Cards

- 
 Monkey Robber – Steal one treasure card (face-down/face-up) from other players' treasure zone. All concurrent protecting/raiding monkeys will also be transferred along with the treasure card.
- 
 Poison – Target player discards all cards from their hand. The player must draw 4 cards immediately from the deck upon discarding their hand.
- 
 Binoculars – Peek one face-down card in the centre pile, any treasure zone, or any player's hand.
- 
 Map Confusion – Shuffle the centre pile. The player who played the map confusion card must shuffle the cards, and then place the cards in a new position.
- 
 Swap – The target player must swap certain cards with you. Swapping requires the same circumstance (e.g., a face-down treasure card from your treasure zone against another face-down treasure card from the other player's treasure zone).

Swapping circumstances include:

- One card from Treasure Zone

- Once the card from the Hand
- All cards from Hand
- All cards from the Starter Deck

A player who has received less than 4 cards during a hand-to-hand swap must immediately draw 4 cards from the deck.

A swap cannot be allowed if the other player will have more than one card per color

Trap Card

- The multi-coloured trap card may also be buried along with other treasures. If a player has dug up the card, then that player discards all the cards in their treasure zone.
- No effect will happen upon using the binocular card on this card.



Empty Treasures & Poisoned Treasures

When a player dug up an empty treasure card, the card is immediately discarded and no effect will happen. However, when a poisoned treasure card has been dug up, the player discards all cards from their hand. Immediately draw 4 cards upon discarding cards.



Credits and License

- Banana Loco was created and designed by Joshua Macapagal.
- Published by Kaleyj.



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Documents / Resources



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References

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- [Kaleyj.com](#)
- [User Manual](#)

[Manuals+](#). [Privacy Policy](#)

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