



Jungle Politics

The jungle is full of liars. Who can you trust?

2–6

PLAYERS

20–40

MINUTES

14+

AGES

8

ANIMALS

OBJECTIVE

Get rid of your cards by successfully bluffing your opponents. But be careful: if someone catches your lie, the card comes back to you. The player who collects four cards of the same animal loses.

SET UP

- 1 Shuffle all the cards and deal them evenly between the players.
- 2 Keep your cards hidden from everyone else.
- 3 Choose a player to go first.

ON YOUR TURN

- 1 Choose one card from your hand and place it face down in front of another player.
- 2 Tell them which animal you claim is on the card. You can tell the truth ("This is a Lion.") or you can lie ("This is an Elephant.").
- 3 The player receiving the card must decide whether you're telling the truth.

CALL IT!

The player receiving the card has two choices:

Call bluff

Say "Liar!" and reveal the card. If they correctly caught your lie, you take the card. If they were wrong, they take the card.

Pass

Instead of guessing, secretly look at the card and pass it to another player, announcing an animal again. It can be the same animal or a different one. The card keeps moving until someone calls bluff. You cannot pass the card back to the player who just gave it to you.

■ FOUR OF A KIND

Whenever four cards showing the same animal are in front of you, you're out.

Lion • Giraffe • Leopard • Gorilla • Rhino • Chimpanzee • Elephant • Zebra

■ WINNING

Last one standing: Keep bluffing, keep guessing and keep passing. The last player left in the jungle wins.

Trust nobody. Believe nothing. In the jungle, everyone has an agenda.