



GIBBON TAKE

A PRIMATE PARTY GAME

2-6 Players

Ages 8+

20 minutes

OBJECT

The zoo animals are on the loose and throwing a DANCE PARTY! As the DJ of your own dance floor, build pairs of Primates to score fruit tokens as they boogie. When the fruit runs out, the party is over, and whoever partied hardest wins.

SET-UP

STOCK PILES

Separate the **Fruit Tokens** in 3 Stock Piles; (*Apples, Oranges, and Bananas*) number-side down, and mix up each so no one knows which token is worth how many points.

CARD DECK

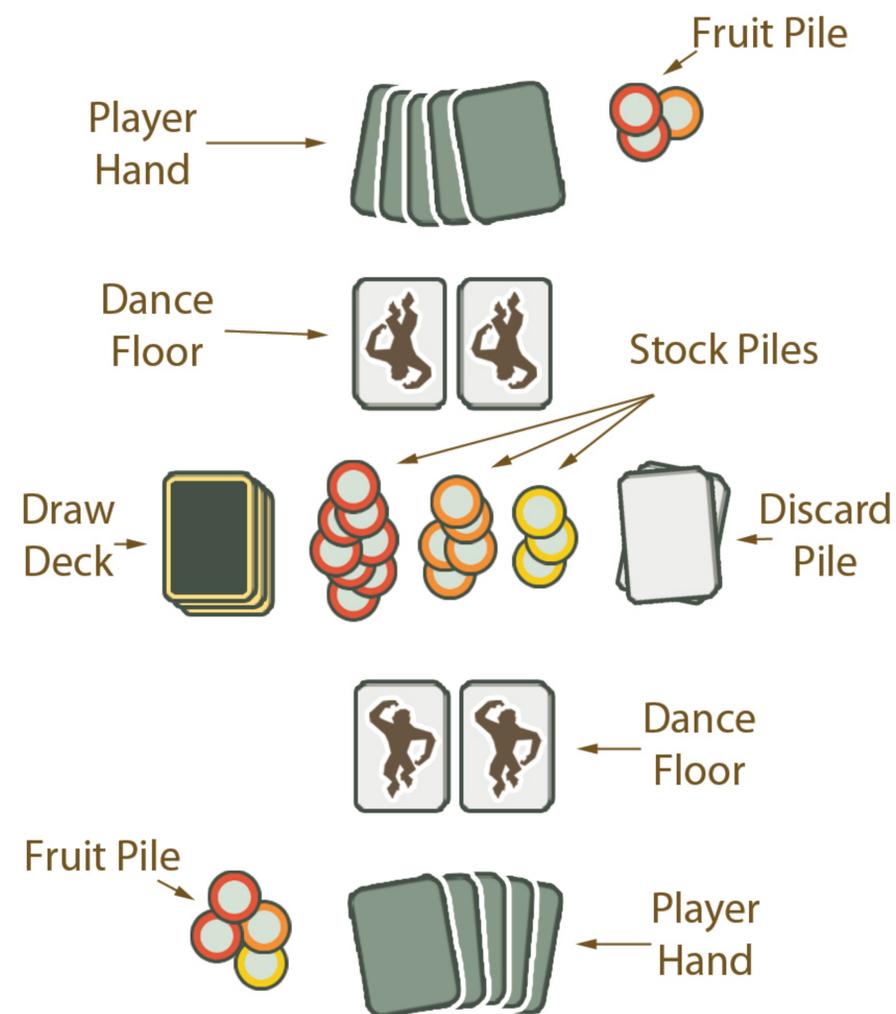
Shuffle the deck and place it face down where everyone can reach it. Each player draws 5 cards and keeps their hand secret.

HIT THE FLOOR

Before the first round each player can play up to 2 **Primate Dancers** in front of them on their **Dance Floor**.

From the Top: if your hand doesn't have any Primates, you can discard it and redraw.

The best dancer goes first.



GAME PLAY



1. DRAW

Draw 1 card from the top of the deck.

If you had no cards in hand at the start of your turn, draw 4.

If the deck is empty, reshuffle the discard to make a new deck.



2. PLAY

Play a card from your hand.

PRIMATE DANCERS are played in front of you on your **Dance Floor**.



PARTY CRASHERS are played to the discard pile.



REMIX

If you don't want to play, you may instead discard any number of cards from your hand, then draw until you have 4.



3. ROLL

Roll the **Dance Die**. Everyone collects **Fruit Tokens** if they have scoring **Primate Dancers** on their **Dance Floors**.

Play passes to the left.

