

BUNGEE

בונג'י

Age: 7 - up. Players: 2 - 4

The Game Contains

56 cards as follows: **Cards 1-9:** 5 units of each card. **Card 10:** 8 units.

Jumper card: 3 units

Description of the Game

Shuffle the cards and deal 5 cards to each player. The players hold the cards in their hands. Place the rest of the cards at the center as a **Draw Pile**. Open the top card of the Draw Pile and place it under the pile in such a way that allows the players to see its value. This is the **Lucky Number**. (see **Special Cards**). The youngest player plays first and the turn advances clockwise. Every player tries to reduce the sum of the points in his hand in order to achieve **Bungee** – a hand of 5 points or less (see **Card Swapping**). A player who reaches Bungee first declares "**Bungee!**". The rest of the players are entitled to one last swap. If during the last swap other players reach Bungee they may challenge the first player (see **Declarations**). At the end of the last round the players reveal their cards. The winner is the one with the lowest hand among those players who reached and declared "**Bungee**".

Card Swapping

In turn, players discard one card or more onto an open Discard Pile and draw a new card from the Draw Pile or from the Discard Pile. (It is allowed to draw only the top card from the Discard Pile). Players are required to discard first. (When drawing from the Discard Pile players may draw before they discard, however, they **may not** discard in that turn the card they have just picked.) A player may not draw a card that he discarded.

How do you reduce the sum of your hand?

A. By discarding cards with high values and drawing cards with low values

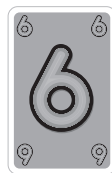
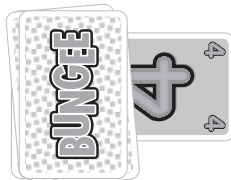
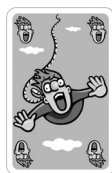
B. By collecting cards with 0 value. (see **Special Cards**)

C. By discarding identical cards: Cards of the same value can be discarded together. Since a player is always required to draw only one card, in such a way, he reduces the amount of cards in his hand and improves his chances of reaching Bungee. This is the key reason to draw from the Discard Pile – a player who notices there is an identical card on top of the Discard Pile to the one in his hand will prefer (in most cases) to draw it and keep it for next round. Then he will be able to discard of more than one card in the same turn.

Special Cards

Lucky Number – At the beginning of each game the dealer opens the top card from the Draw Pile and places it at the bottom of the pile in such a way that allows the players to see its value. All the cards in this game that carry that value become 0 instead of their marked value.

Jumper Card – Has a value of 0 but has a special affect on the scoring. (see **Scoring**)



6/Stop (red background) – A player who discards of a 6, makes the next player lose his turn. Discarding two 6's skips two players and so on. Notice that a player who discards a 6 in the last round may cause the next player who holds a Bungee to lose his right to declare "Bungee" and lose his chance of winning...

Declarations

A player who reaches Bungee, must keep it a secret and wait a full round until it becomes his turn again. Then, instead of swapping cards, he lays down his cards face-down (unrevealed at this point), and declares "**Bungee!**". From that moment on, all other players are allowed to complete one more swap. A player who reaches Bungee in this last swap, (or already has a Bungee), may challenge the first player who declared and declare "Double Bungee!" A third player who reaches Bungee declares "Triple Bungee!" and so on. During the last swap, players who get Bungee do not have to wait a full turn to declare, but may do so right after the swap. Players do not have to swap in the last round if they chose to. At the end of the last round the cards are exposed according to the order of the declarations. The winner is the one who has the lowest hand among those who declared "Bungee!" (Lucky Number and Jumper cards are not counted). In case more than one player has the lowest hand, the player who declares **last** wins. A player, who has Bungee but for some reason did not declare it, cannot win!

Scoring

At the end of every game the players (**except for the winner**) score the points in their hands. The winner gets a bonus of -10 points and his cards are not counted. Jumper cards in the hand of any player but the winner score 10 points. The Champion is a player with the fewest points at the end of 6 games.

Shafir Optional House Rules:

1. A dealer who opens the Jumper Card as the Lucky Number may keep it for himself and return a card of his choice from his hand to the deck. He will then open a new Lucky Card.
2. If a player discards of a 6 during the last round and skips the first player who declares Bungee, the rest of the players get another last round in an attempt to improve their hands. This round does not include the first player who declared Bungee.

Enjoy
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