- If Player 2 has the card requested, he/she must give the card to Player 1. Player 1 then lays the matching cards down, face up and his/her turn is over.
- If Player 2 does not have the card requested, then Player 1's turn is over.

WILD CARD: This card allows a player to make a matching pair with any happy or sad monkey card. The player then lays the match down with the wild card face up.

NOTE:

 At the beginning of each player's turn, he/she should pick up a card from the card pile.

Winning the Game

For 2 players, the first player to collect **five** matching pairs takes the bed from the center and places his/her cards on the bed to win the game.

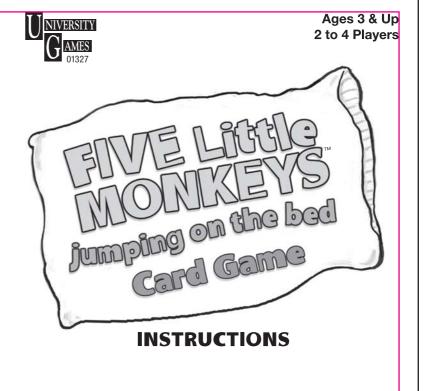
For 3 to 4 players, the first player to collect four matching pairs takes the bed from the center and places his/her cards on the bed to win the game.

See our entire line of games and puzzles at:



5/08

©2008 University Games Corporation. ©1989 FIVE LITTLE MONKEYS JUMPING ON THE BED by Eileen Christelow



Contents

40 Monkey cards

5 Mama cards

5 Wild cards

Play Bed

Set Up

- Shuffle all cards.
- Deal out five cards to each player.
- Place all remaining cards face down in a pile in the center.
- Take the play bed out of the box and place it next to the card pile.

Object of the Game

- For 2 players, to be the first player to collect five matching pairs.
- For 3 to 4 players, to be the first player to collect four matching pairs.

How to Play

- 1. Each player is dealt five cards.
- After looking at their cards, each player decides whether to collect all happy monkeys or sad monkeys. Players may share their choice or keep it secret.

- Once a player lays down his/her first matching pair, he/she cannot change the type of cards they are collecting.
- 3. The youngest player (Player 1) goes first and picks up a card (now he/she has 6 cards) from the card pile.
- 4. If Player 1 has 2 monkey cards with the same PJs, the same coloured border and facial expressions (happy or sad) that match his/her choice, then the two matching cards are laid down face up and play passes to the right.
- If the player is collecting happy monkeys, after each match, he/she jumps up and says "I am a happy monkey."
- If the player is collecting sad monkeys, after each match, he/she acts like he/she bumped his/her head and says "I am a sad monkey."
- 5. If there is no match, Player 1 counts his/her cards. He/she must discard a card if he/she has 5 or more cards.
- Players DO NOT discard a card if they have less then five cards.
- 6. Player 1's turn is over and play passes to the right.

MAMA CARD: This card allows a player (Player 1) to request a monkey card that he/she needs from any one player (Player 2) at the end of his/her turn. Remember, the requested card must make a match.