2-8

6+

15mn

JOOMBA!

RULES

Hee Haw, Mooo, Quack quack, Woof woof! Every animals wants to become the new king. It's up to you to be the quickest to mimic the cry of the animal on the card. But beware! The correct animal on the card depends on which challenge you are playing and spotting it is not always as easy as it seems. This game will make you completely Joomba!

• CONTENTS

- 56 cards
- 1 rulebook

• CONCEPT

Joomba is an observation and speed game in which you must be the first to spot an animal and mimic its cry. The correct animal depends on the rule you have chosen and the nature of the Challenge.

When mimicking an animal, you must both mimic its cry and its moves at the same time. The moves serve only in case of a tie (it is not considered wrong if it is done incorrectly, but it has to be done!). You can explore the game through three progressive rules. We advise you to play them in the presented order for easier discovery.

CARD PRESENTATION

CHALLENGE SIDE

Challenge number

Up/down challenge



Changing challenges: there are 8 arrow-bearing cards in the game.



ANIMAL SIDE

On this card, one can see :

- *4 Frogs*
- *3 Lions*
- *2 Cows*
- *1 Rooster*

• SET UP

The mechanics are always the same: shuffle the cards Animal side up into a draw pile that you place at the center of the table. This is the Animal draw pile.

• HOW TO PLAY

First draw the last card and put it Animal face up on the table. The first player to mimic the animal that is represented four times on the card wins the card and becomes the active player.
In Joomba, the card side that shows what you must do is the Challenge side.



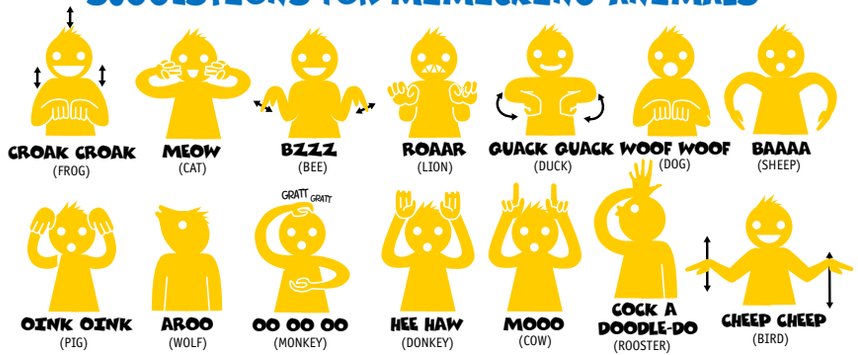
When it his/her turn, the active player draws the top Animal card, flips it Challenge side up and places it next to the draw pile. This must be done as quickly as possible and in such a way every player discovers the card at the same time.
Once the card revealed, everyone's goal is to be the quickest in mimicking the correct animal, as defined by the rule.
The winner collects the Challenge card and becomes the active player.

***Penalty:** a player who makes a mistake must discard a card (if any). Discarded cards are removed from the game.*

• END OF THE GAME

The game ends when there are no more cards to draw. The player who has the most cards wins. If there is a tie, the players engage in a Duel to determine the winner.

SUGGESTIONS FOR MIMICKING ANIMALS



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• RULE 1 •

Joomba too fast!

- **Challenge:** in this game, play only with the number (orange).
- **Number of players:** 2 to 8.
- **Goal:** in "Joomba too fast", one must be the first to identify and mimic the animal which is represented on the drawn card as many times as indicated by the number (orange) of the Challenge card.

The fastest player collects the Challenge card and puts it before him Animal side up and becomes the active player, starting a new Challenge by revealing the next card.

When playing the last card, use the Duel rules (*See Joomba Duel*).





Example: *the Challenge shows 3, the animal that is represented 3 times is the bee. André is the fastest in mimicking the bee, he collects the card and puts it before him Animal side up and starts a new Challenge by revealing a new card from the draw pile.*



Joomba Duel

In order to break a tie between players, they look at the card — Joomba Duel 5 seconds, then it is flipped to reveal the Challenge. The player who is fastest in remembering the animal that is represented as many times as the indicated number and in mimicking it wins the duel.

Note: with children, the duel can be played the other way round. Children look at the number, then the card is flipped and they have to find the correct animal.

• RULE 2 •

Joomba up/down

- **Challenge:** in this game, play only with the ascending (blue) and descending (green) sequence.
- **Number of players :** 3 to 8.
- **Goal:** in "Joomba up / down", one must identify and mimic an animal in ascending (1-2-3-4 blue) or descending (4-3-2-1 green) order, depending on the indications on the Challenge card, as quickly as possible so as not to be last in doing so.

Whenever a player starts mimicking an animal in the sequence, he keeps doing so while the other players look for the next animal to mimic in the sequence, and so on until every player has mimicked an animal or there are none left to mimic (in a 5-or-more-player game).

The fastest player of all, the one who mimicked the animal represented once for an ascending Challenge or 4 times for a descending Challenge wins the Challenge card and becomes the active player.



Penalty: *the last player (or the players who had no animals left to mimic when there are more than four players) discards a card.*



Example in a 3-player game: *the Challenge indicates 4-3-2- 1, a descending sequence. The animal that is represented 4 times is the frog. André is the first to spot and mimic it, he keeps bouncing and uttering Croak croak. Then Bertrand is the fastest to mimic the lion represented 3 times. As last player, Cedric has lost and discards a card. André wins the Challenge card and flips a new card from the draw pile to start a new Challenge.*

When playing the last card, use the Duel rules (*See Joomba Duel*).

• RULE 3 •

Crazy Joomba

- **Challenge:** every time a card with arrows is drawn, the Challenge changes.
- **Number of players:** 3 to 8.
- **Goal:** the "Crazy Joomba" version combines "Joomba too fast" and "Joomba up / down" and is for experienced players who can deal with its double craziness.

The game begins as a "Joomba too fast" game, one must be the first to identify and mimic the animal which is represented on the drawn card as many times as indicated by the number (orange) of the Challenge card.



The rule remains the same until a player reveals a card with arrows. At that point, the rule immediately changes and becomes that of "Joomba up / down", using ascending (from 1 to 4) and descending (from 4 to 1) order instead of numbers to identify the animal to mimic first.



Every time a player reveals a card with arrows, the game automatically switches to the previous rule. As there are 8 arrow-bearing cards in the pile, you will naturally come to change rules several times during the game.

Penalty: *when you are applying the Joomba up / down rule, the last player (or the players who didn't mimic any animals in a five-or-more-player game) always discards a card.*

When playing the last card, use the Duel rules (*See Joomba Duel*).