



**A primate mime game,
made with bizarre
and crazy positions.**

For 3 to 12 monkeys, aged 6 + years

Contents

110 cards: 80 Monkey See cards

40 Banana tokens

30 Monkey Do cards

1 Power Banana

Object of the Game

In Monkey See Monkey Do, players take turns attempting to mime a character or action, and all the other players must guess what he or she is miming. By guessing and miming, each player will gain Monkey Do cards. Each card forces the player to assume bizarre positions while performing his or her mimes, making the game harder and more fun along the way.

The objective is simple: collect as many Monkey Do Cards as possible, before the Monkey See Cards run out.

Simple Game

This version is perfect for quick games or for younger players.

Game Preparation:

- shuffle the Monkey Do card deck and place it on the table, within reach of all players.
- shuffle the Monkey See cards and place a number of these cards equal to twice the number of players face down in the middle of the table (for example, in a 3 player game, use 6 Monkey See cards, in a 4 player game, use 8 cards, and so on). Make a stack with these cards and place it within reach of all players. The remaining Monkey See cards are not in use during this game, and can be put back in the game box.
- place the Power Banana in the middle of the table, within reach of all players.

Picking the First Gorilla:

All players, at the same time, point at the player who - in their opinion - looks most like a monkey. Whoever receives the highest number of votes is the first Gorilla.



On a Turn:

In Monkey See Monkey Do players take turns being the Gorilla.

On his turn, the Gorilla must attempt to mime a character or action.

First, the Gorilla draws a Monkey See card from the deck and looks at it, without showing it to other players. The Gorilla then says out loud if it is an action or a character, and tries to mime the illustration on the card.

Monkey See Cards: Each Monkey See card shows a drawing that represents

an action  or a character  that has to be mimed

Each card also has a number, which can be used to look up the card in the list of characters and actions at the end of the rules.

The Gorilla must attempt to show the other players the character or action shown on the Monkey See card through mime. The Gorilla cannot talk: He or she can only act, move, and make noises like a monkey.

Example: Anna draws this Monkey See card. She announces “I have a character.” She must pretend to be a spider without using any words.

The other players must try to guess what action or character the Gorilla is imitating. When a player thinks he or she has the answer, he or she must grab the Power Banana.

The player who grabs the Power Banana first can try to guess the action or character the Gorilla is imitating:

- If the player guesses incorrectly, he or she must put the Power Banana back in the middle of the table. The Gorilla continues to mime the Monkey See card, and the other players can continue to grab the Power Banana and make guesses. But any player who guessed incorrectly cannot take the Power Banana or make any more guesses for the rest of the turn.
- If all the players make incorrect guesses, the Gorilla’s turn ends with no reward.
- If a player guesses correctly, he or she draws 2 Monkey Do cards, picks one card to keep for him- or herself, and gives the other to the Gorilla. Then the Gorilla’s turn ends.

Monkey Do Cards: Each Monkey Do card shows a drawing of a special position that the player must use when he or she is the Gorilla. Each card also has a number that can be used to look up the card in the list at the end of the rules, if the picture is not clear enough.

All Monkey Do Cards that are collected must be kept face up in front of the player.

Example: Joe has this Monkey Do card. When he is the Gorilla, he must do his mime while standing on his right leg.

Each Monkey Do card has a symbol that shows which part of the body must be used for that card.

There are 6 different body part symbols:



head



body



right hand



left hand



right leg



left leg

If a player gets a Monkey Do card that matches a body part he or she already has, the player must discard the old Monkey Do card and keep the new one.

Example: Joe draws this Monkey Do card on a later turn. It also affects his right leg. He must discard the old card, and use the new one instead.

The Gorilla must keep all the positions shown on all the Monkey Do Cards that he or she has collected. If a position is not held for the Gorilla's full turn, he or she must discard that Monkey Do card.

Example: Anna must mime the spider with a finger in her ear while standing on one leg. Anna falls, but keeps her finger in her ear. When her turn is over, the "On one leg" card is discarded. But she keeps the "Finger in ear" card. If she was not able to keep her finger in her ear when she fell, she would have lost both Monkey Do cards.

End of the game:

When the last Monkey See card is drawn from the deck, the last turn begins. At the end of this turn, the player who has collected the most Monkey Do cards in front of him or her is the winner.

If there is a tie between two or more players, the winner is the tied player who can grab the Power Banana first while screaming like a monkey!

Advanced Game

This version is best for expert players or anybody looking for a bigger challenge.

When playing the advanced game, all the rules from the simple game are used, except for the following changes:

Game Preparation:

- Place the Banana tokens on the table in a pile within reach of all players. From now on, this area will be called the Banana Tree.
- Each player begins the game with 2 Banana tokens, taken from the Banana Tree.

On a Turn:

The Gorilla must choose one of two possible options on his or her turn: Spend Bananas or Draw a Monkey See card. The Gorilla can choose only one option each turn.

Option A. Spend Bananas.

The Gorilla can spend Banana tokens to do one of the following:

- For 1 Banana: Draw 1 Monkey Do Card from the deck and put it into play by placing it in front of him or her, following the rules for Monkey Do cards (see the simple game).
- For 2 Bananas: Take 1 Monkey Do card from any other player and discard it from the game.
- For 3 Bananas: Take 1 Monkey See card from the game box (without looking at it and place it on top of the Monkey See card deck (face down)

All Banana tokens spent must be returned to the Banana Tree.

Option B. Draw a Monkey See card.

The Gorilla can draw the top card from the deck and mime (just like in the simple game!).

The player who guesses the correct answer must pick one of the following options:

- Draw 2 Monkey Do cards, keep one for him- or herself and hand the other card to the Gorilla. The Gorilla also gets 1 Banana token from the Banana Tree.
- Take 1 Banana token from the Banana Tree. The Gorilla then draws 2 Monkey Do Cards from the deck, keeps one for him- or herself, and hands the other card to the player who guessed the correct answer.

If none of the players guesses the right answer, all players (including the Gorilla) each lose 1 Banana. If a player does not own any Bananas, he or she must discard 1 Monkey Do card from in front of him or her (his or her choice). If a player has neither Bananas nor Monkey Do cards, he or she does not lose anything.

End of the Game

When the last Monkey See card is drawn from the deck, the last turn begins. At the end of this turn, the player who has collected the most Monkey Do cards in front of him or her is the winner.

If there is a tie between two or more players, the winner is the tied player who has the most Banana tokens. If there is still a tie, the winner is the tied player who can grab the Power Banana first while screaming like a monkey!

Optional Rule

Recommended only for players with a lot of experience.

During the game preparation divide the Monkey See cards into two different decks: one made only of Monkey See action cards and the other made only of Monkey See character cards.

When the Gorilla chooses option b (draw a Monkey See card), he or she draws 1 Monkey See card from each of the two separate decks, and has to mime the character shown on the card performing the action card he or she has drawn.

The other players must guess both cards involved in the mime (character and action). If a player guesses one of the two cards correctly but not the other, the answer is considered completely incorrect.

Example: Mario draws the Monkey See action card "Swim" and the Monkey See character card "Robot." He then starts to mime a robot swimming. Audrey grabs the Power Banana and tries to give the answer: "A robot dancing!" The answer is incorrect.

Monkey See Cards

Characters

- | | | | |
|------------------|---------------------|--------------------------|-------------------|
| 1 - An old man | 13 - Cowboy | 25 - Chicken | 36 - Indian |
| 2 - Sky Diver | 14 - Tarzan | 26 - Scuba Diver | 37 - Dog |
| 3 - Magician | 15 - Mummy | 27 - Snake Charmer | 38 - Robot |
| 4 - Ninja | 16 - Monkey | 28 - Vampire | 39 - Bull |
| 5 - Caveman | 17 - Dentist | 29 - Construction worker | 40 - Egyptian |
| 6 - Dinosaur | 18 - Pirate | 30 - Child | 41 - Controller |
| 7 - Pizza man | 19 - Boxer | 31 - Samurai | 42 - Shark |
| 8 - DJ | 20 - Gangster | 32 - Wrestler | 43 - Warrior |
| 9 - Priest | 21 - Butler | 33 - Superhero | 44 - Fire Fighter |
| 10 - Zombie | 22 - Santa Claus | 34 - Karate master | 45 - Soldier |
| 11 - Ghost | 23 - Spider | 35 - Juggler | 46 - Hunter |
| 12 - Bullfighter | 24 - Window Cleaner | | 47 - Mime |

Actions

- | | | | |
|--------------------------|--------------------|-------------------------|-------------------------|
| 48 - Cutting wood | 56 - Drowning | 65 - Singing | 73 - Sleeping |
| 49 - Painting | 57 - Drinking | 66 - Falling in love | 74 - Jumping |
| 50 - Sliding | 58 - Stealing | 67 - Dancing | 75 - Running |
| 51 - Building a fire | 59 - Rock climbing | 68 - Taking a break | 76 - Playing basketball |
| 52 - Cooking | 60 - Getting drunk | 69 - Flying | 77 - Playing baseball |
| 53 - Catching on fire | 61 - Going crazy | 70 - Playing the guitar | 78 - Playing volleyball |
| 54 - Eating | 62 - Swimming | | |
| 55 - Looking in a mirror | 63 - Reading | 71 - Playing drums | |
| | 64 - Going fishing | 72 - Driving | |

Monkey Do Cards

- | | | |
|---|--|----------------------------------|
| 1 - Standing | 11 - Hand over one eye | 21 - Finger in your ear |
| 2 - Standing on one leg | 12 - Hand on head | 22 - Slamming your fist |
| 3 - Sitting back | 13 - Slamming your fist | 23 - Foot over your left leg |
| 4 - Sitting on the floor | 14 - Horns with your right hand | 24 - Foot over your right leg |
| 5 - Horns with your left hand | 15 - Finger on your nose | 25 - Showing your teeth |
| 6 - Finger on your nose | 16 - Scratching your back | 26 - Tongue sticking out |
| 7 - Finger in your ear | 17 - Scratching the shoulder of the player to your right | 27 - Head on your left shoulder |
| 8 - Scratching your back | 18 - Scratching your right armpit | 28 - Head on your right shoulder |
| 9 - Scratching the shoulder of the player to your right | 19 - Hand over one eye | |
| 10 - Scratching your left armpit | 20 - Hand on head | |

Author: 4g

Text and development: 4g e Cranio Creation s.n.c.

Illustrations: Dante Maiocchi

Graphic design: Anna De Martino, Mario Porpora, Federica Paperini

Editor: Cranio Creations s.n.c.

Editorial Advisor: Cranio Creations s.n.c.

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