

## Example of a game round with 6 players:

The display shows elephant 3 and elephant 4, dog 3, cat 2 and cat 2.



Players played cat 1, dog 2, cat 3, cat 4, mouse 3 and mouse 3.



Violet, who played the dog 2 card, receives the "Dog" auxiliary card, since there was no other dog played in the current round.

Red, who played the cat 4 card, obtains the "Cat" auxiliary card, since it has the highest value among all cats played.

Since Blue and Dark Green both played a mouse 3 card and no other mouse cards were played, the "Mouse" auxiliary card is not awarded.

Since nobody played an elephant, the "Elephant" auxiliary card is not given to anyone either.

The player with the "Dog" auxiliary card gets the five cat cards and puts them on his face-down pile. The player with the "Cat" auxiliary card gets the two mouse cards and puts them on his face-down pile, too.

Dog 2 is placed with the other cards in the display.

The following animal cards remain on display for the next round: dog 2, dog 3, elephant 3 and elephant 4.



## END OF THE GAME AND SCORING

The game ends when the players have played all their hand cards and the chased-away animals have been distributed. Any animal cards still on display are not considered for the scoring.

Now each player adds up the values of his animal cards. The player with the highest total value wins. In case of a tie, the player with the highest total value of elephant cards wins.

**Author:** Detlef Wendt

**Illustrations:** Alexander Jung and Fiore GmbH

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# JUMBO & Co



A wild card chase for 3-6 players, 8 years and up

## GAME MATERIALS

104 playing cards

4 starting cards with backs in black and white



96 animal cards  
6 sets of 16 cards each, with backs in player colors:  
blue  
brown  
dark green  
light green  
violet  
red



4 auxiliary cards with identical fronts and backs



Set of instructions

## IDEA OF THE GAME

Try to collect as many victory points as possible. To this end, you play your animals so that you can successfully chase away other animals. In Jumbo & Co., it is advisable to see things from the other players' perspective. Everybody naturally wants to take the greatest prey, but often it's better to be content with less.

## SET-UP

Each player gets a set of 16 animal cards of one color and takes the cards into his hand. Every set contains the same animal cards: elephants, dogs, cats, and mice, each with values from 1 to 4.



Put the four auxiliary cards on the table for later use, easily accessible to all players.



„Cat“ auxiliary card „Dog“ auxiliary card „Elephant“ auxiliary card „Mouse“ auxiliary card  
Cat chases away mouse Dog chases away cat Elephant chases away dog Mouse chases away elephant

At the beginning of the game, put the four starting cards in the middle of the table as a face-up display.



mouse 1



cat 2



dog 3



elephant 4

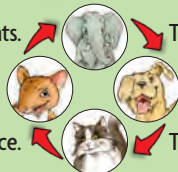
## COURSE OF THE GAME

The game proceeds over 16 rounds. Each round, each player plays one animal card. After that, looking at each kind of animal, players check which one of them has managed to chase away other animals.

### Who chases away whom?

Each kind of animal always chases away just one other kind. For this, the following rules apply:

The mouse chases away all elephants. → The elephant chases away all dogs.



The cat chases away all mice. → The dog chases away all cats.

### 1. Playing cards

All players **simultaneously** select one of their hand cards and place it face down in front of them on the table. Then they reveal the cards, with the cards remaining in front of them. With the animal they have chosen, they want to chase away animals of a different species to get as many victory points as possible.

### 2. Distributing auxiliary cards

After revealing the animal cards played, everyone checks which player gets what auxiliary card.

The auxiliary cards are distributed to those players who have managed to chase away another species with the animal card they played.



- If a player is the **only one** to play an animal card of a certain species, he receives the corresponding auxiliary card.
- If several players have played animal cards of the same species but all with different values, the player who played the animal card with the **highest value** obtains the corresponding auxiliary card.
- If several players have played animal cards of the same species with the same value, **none** of the tied players gets the corresponding auxiliary card. Instead, the player who played the animal card of this species with the next lower value will receive the corresponding auxiliary card.

**Example:** Players played a light green dog 3, a brown dog 3 and a red dog 1. The light green and the brown dogs are the strongest. But since two players played dog 3, the player with the red dog 1 gets the corresponding auxiliary card.



- If nobody has played an animal card of a particular species, none of the players will obtain the corresponding auxiliary card.

### 3. Chasing away

Now the players with an auxiliary card get **all** animal cards of the applicable chased-away species. They obtain the respective animal cards from the display as well as the corresponding animal cards that were revealed by the players in this round. Each card scores the number of victory points indicated on it. Each player lays down the animal cards he has won as a face-down pile in front of him. All other players go away empty-handed.

**Important note:** The mutual chasing-away of the animals always takes place simultaneously. The animals played can chase away other animals and also be chased away by others.

After that, put the four auxiliary cards on the table again, easily accessible to all players. Put the animals that were not chased away back on display. These can be animal cards that were lying in the display before, or animals that were played in this round but not chased away. The animal cards in the display can be chased away again in the next round.

**Note:** Played animals are not taken back into a player's hand. They either end up with the players as victory points or are put back on display for the next round.

### Refilling the display

It might occur in a round that all animals have been chased away and the display is empty. In this case, each player chooses one animal card from his hand and puts it face down in front of them. Then, the animal cards are revealed and placed in the display for the following round. In this round, no animals are chased away; the new animals on display can be chased away only in the round that follows.