



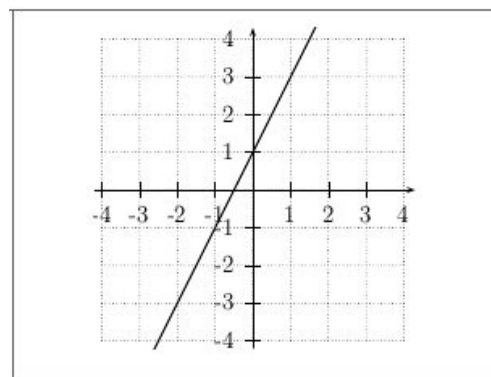
THE LAW OF THE JUNGLE

- THE AIM OF THE GAME IS TO GET RID OF ALL ONE'S CARDS AS QUICKLY AS POSSIBLE.
- The totem is placed in the centre of the playing area.
- Shuffle and deal the 72 cards between the players, face down. Players may NOT look at their cards, but place them in a draw pile in front of themselves. After the players have had an equal number of cards, any surplus cards are placed face up in a pile next to the Totem (this pile is called «The Pot»).
- One after the other (in clockwise order), players take turns turning over cards.
- Players never turn cards over at the same time, unless the “*parallel* card” (see below) appears.
- On his turn, a player turns over the top card from his draw pile and places it on the top of his discard pile, covering any previously revealed cards. This will create a stack of face up cards as the game progresses.
- **DUELS: When 2 people turn over a card with the same “linear function”, a duel ensues. The first of the two players to grab the totem wins the round. The loser of the duel must take all of his own face-up cards as well as the winning player's face-up cards AND any cards that might be in The Pot. The loser uncovers a card to start the next round.**
- **MISTAKE!** A player who grabs when he should not or who knocks over the totem picks up all the cards on the table: all the players' cards and all cards in The Pot. This rule is also effective when a player attempts to grab the totem out of turn.
- Players must play with only one hand; the other must never be used.
- **SPECIAL CARDS:**
 - Slope cards : if a slope card is uncovered, the duel can take place with anyone who has a linear function with the same slope.
 - Parallel cards : all players turn a card over at once (to start with, we recommend you count one, two, three!). If two players have parallel lines, proceed as in a usual duel. If more than two players have parallel lines, the fastest one to grab the totem puts his cards in the Pot.



TRIBAL EMBLEMS (the five types of cards)

1) Line cards



2) Slope and intercept cards

Slope
2
Intercept
1

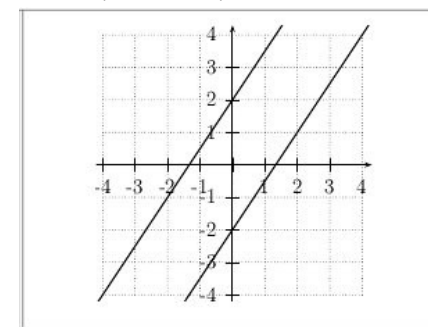
3) Equation cards

$$y = 2x + 1$$

4) Special “slope cards”

Slope
4

5) Special “parallel cards”



WINNING! AND FINISHING THE GAME

When a player has turned over his last card, this card remains in play while the other players keep playing. The player has not won until he has got rid of his last face up card.

