

A game by Csaba Hegedűs

# DUDAB

Head for the jungle!



The cavemen could travel faster the fewer things they carried. If they were smart, they sneaked their items on each other's backs for them to carry in the deep and dark jungle—this made for an easier trip. Your aim is to be sneaky too and dump more of your stuff on the others back, so you don't have to carry them!

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8 Jungle cards



## RULES



The rules for Dudab are modified in the following:

If a player draws a jungle card, it must be placed sideways on the last card of a column, regardless of how many cards are already in the column. If the column has 5 cards already when the jungle card is placed, the player doesn't get to pick up the column, as it doesn't trigger that action. After placing the jungle card, the players get to play as many cards below it as are already above it. If a player plays a card in such a column, and this results in more cards below the jungle card than above it, that player must pick up all cards in that column, including the jungle card, and the lastly played card will be the first card in the new column.

**Example:** Eric draws a jungle card and places it in a column with 5 cards. He doesn't pick up the column as the jungle card doesn't trigger this action. Play continues until the number of cards above the jungle card equals the number below. Then Monica plays another card in this column, which means the number below is now more than above it. She must pick up all 10 cards previously placed here as well as the jungle card, and her last card becomes the first card in the new column.

**Important:** You may only place a jungle card in a column that doesn't contain any jungle cards yet!

**Note:** If a player draws a jungle card and cannot legally place it in any column, as all of them already have one, that player discards that card and doesn't draw a new one instead!

If a jungle card is placed in a column, then similar cards to the above cards must also go below it: at least one attribute (colour, number or shape) must match in the equidistant card above and below the jungle card. Eg. If 2 cards above the jungle card there is a red hide card with a number 3, then the second card below the jungle card must either be red, have a number 3 or have a hide symbol.

In addition to these rules, the normal placement rules still apply when playing cards below the jungle card; that is all attributes must differ from the card above it, and the value must be above or below by exactly 1.

If the jungle card is placed on a column containing a shaman card, then at the same distance below the jungle card you may only play another shaman card, but its colour may be different from the mirrored card.

If the jungle card is placed on a column containing a dudab card, then at the same distance below the jungle card you may only place another dudab card.

Under a jungle card, you may also play a dudab card instead of any other card, just as in the base game, but may not call for another card. Any card may be played on a dudab card, as long as the mirroring rules of the jungle cards are adhered to.



## SCORING

Scoring is done as in the base game, with the following exceptions:

After discarding the dudab-shaman pairs and the remaining dudab cards were paired with number cards, we get to score the jungle cards. All of the lowest value number cards that were not already paired are now connected to the first jungle card. Then the second lowest value number cards are connected to the second jungle card. This continues until you run out of jungle cards. Then all of the cards connected to jungle cards are discarded. After this, counting of scores continues as usual.

**Example:** Anette gained 2 jungle cards, 3 value 2 cards, 4 value 3 cards, 1 value 4 card and 2 dudab cards. The 2 dudab cards are paired with the 4 card and one of the 3 cards. The lowest value cards are the 3 value-2 cards, these are placed on the first jungle card, and the remaining 3 value-3 cards are placed on the second jungle card. These are discarded without scoring them. At the end, only the number cards paired with the dudab cards remain, so she scores -7 points.

**Note:** If we have more jungle cards than the types of number cards, then the shaman cards can also be discarded using it, if any still remained after pairing them with dudab cards.

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