

Tree Humping Lemurs!

THE STORY

Every spring a particular troop of lemurs gathers to celebrate and find mates. Typically they celebrate, find mates during the celebration, then go off to celebrate further in a romantic tree grown for two. Unfortunately, this year, the number of male lemurs outnumber the females, and all the female lemurs have chosen a mate, except one...Jackie. Jackie usually takes whoever is left over, only now there is more than one lemur to choose from.

After quite a bit of strutting, prancing, wrestling, marking of territory, fur raising shouts of “EET!”, and all the usual testosterone-laden showmanship, Jackie’s little lemur brain devised a contest unlike any lemurdom had encountered before. The beginning of an annual tradition, with Jackie running off with the winner, starts today!

Jackie decided the lemur with the most endurance and motivation should be her mate. She remembered once, seeing her friend, Wacko, being left out of mating one year when the females outnumbered the males, and so he decided to mate anyway... with a sapling! Poor little tree was splinters in a matter of minutes! Thus, Jackie picked out an appropriate series of trees for all of the would-be suitors to climb and decimate with their masculine prowess. The lemur who jacks the most lumber from the trees will be Jackie’s mate for the season!

On your bark...get set...HUMP!



CONTENTS

This game includes:

- 6 basic lemur cards, aka Jack Lemurs (colored grey; to learn the game with)
- 6 advanced lemur cards (varied colors and special abilities to create game variation)
- 6 colored lemur tokens
- 1 Treetop tile
- 1 Roots tile
- 69 Package cards (3 blanks included for replacing lost cards or making your own!)
- 69 Trunk cards (3 blanks included for replacing lost cards or making your own!)
- 1 set of rules

You will need:

1 or more standard 6 sided dice. (You will need to turn the “1” into a “0” on each die. The easiest way to do this is to fill the “1” pip with white-out (assuming your dice are white) so it effectively has no pips on that side)



THE Lemurs

Each lemur has 3 attributes for game play.

MOVE IT: This is how fast a lemur can climb up and down a tree. It costs one point of movement to move from one TRUNK card to the next, or to the opposite side of a trunk card. If you move onto BRANCHES, you must immediately end your move (unless you have a card in play that says otherwise). The basic lemurs (grey) all have an attribute of 3.

FRUSTRATION: This is how sexually frustrated your lemur is. The more frustrated he is, the more effective he is at humping wood. You always add this number to any HUMP ROLL you make. The basic lemurs (grey) all have an attribute of 3.

PACKAGE: This is the size of a lemur's package! Well, the number of cards you can have in your hand at the time. It seems the Gods favor a lemur who is well endowed. You begin the game with this many PACKAGE cards and may not have more than this number at the end of your turn. The basic lemurs (grey) all have an attribute of 3.

SETUP

BASIC GAME (for beginners or for preference) for 2 to 6 players


The number of rounds to be played is equal to the number of players.

Each player takes a grey lemur (each has a score of 3 in each attribute & name (or variant) of "Jack"). Everyone takes a colored lemur token and places it on the Treetop tile next to the "START" space. Shuffle the Package cards and deal 3 to each player. Shuffle the Trunk cards, and then place 10 (12 if you are playing with 5 or more lemurs) of them on the table face down to form the "tree trunk" (see diagram on the right) on the table, with the first card placed on "START" and the last card placed on the ROOTS tile. Each player rolls a die. The player who rolled the highest goes first, play continues clockwise from there. Each round to follow will also start with the next player going clockwise, so that every player will have the opportunity to go first in a round.

At the end of the round, discard any non-TOOL Package cards in play, and shuffle the Package deck, then deal each player cards to refill their Package to 3. Then shuffle any unhumped Trunk cards back into the Trunk deck and deal out 10 (or 12) new cards to form the "tree trunk".

Start a new round. Repeat until you've played all your rounds.

"JACK"

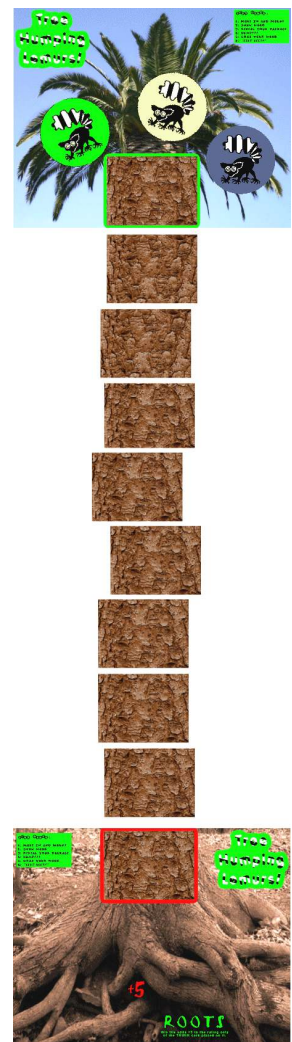


MOVE IT: 3

FRUSTRATION: 3

PACKAGE: 3

This lemur is just another in the long line of lemurs with strange urges.



Sample Tree Setup

TURN ORDER

MOVE IT IN AND MOUNT: You may move your lemur up or down the tree (see diagram) any number of TRUNK cards from 0 to the MOVE IT attribute total on your lemur's card. Switching sides of the tree costs 1 movement. You must stop if you move onto a BRANCHES card, unless you have a card in play that says otherwise.

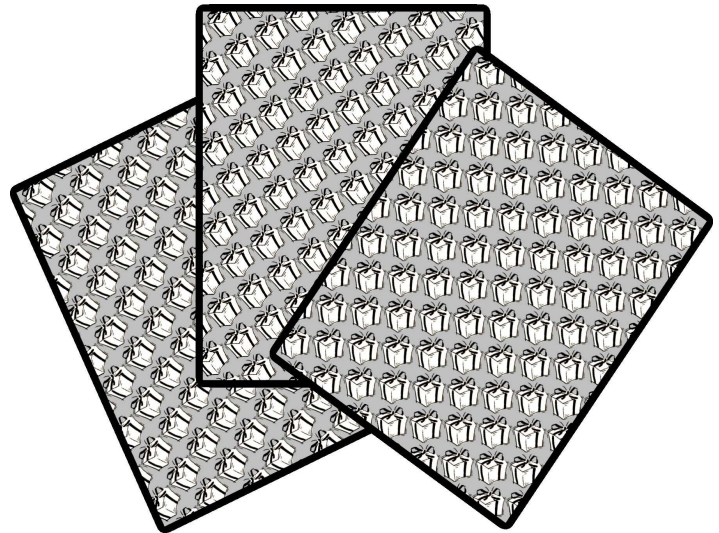
Show Wood: When you finish your movement, you must reveal the TRUNK card you ended your movement on if it has not been revealed (except if covered by FUNGUS!). You may never reveal more than one TRUNK card on your turn.

REVEAL YOUR PACKAGE: Declare whether or not your lemur will try to HUMP the piece of wood he is hugging.

- If you choose **not** to HUMP, you may play **one** card from your PACKAGE and immediately skip to the EEET EEET! step.

- If you choose to HUMP, starting with the player to your left, and continuing clockwise, each player has the option to play **one** card from their PACKAGE. When it gets back to you, you may play as many cards from your PACKAGE as you want.

If, during this step, a card is played that moves your lemur to a Trunk card that has already been revealed, you may still make a HUMP ROLL. However, if the Trunk card your lemur is moved to is unrevealed, skip to the EEET EEET! step.



The size of a typical lemur's package

HUMP!!!: Once everyone has played (or passed on the option to play) PACKAGE cards, you must make a HUMP ROLL (if you declared a HUMP action, otherwise skip this part). Roll 1 die (more if you have cards that allow it) and add your FRUSTRATION attribute. Modify results by any PACKAGE cards that were played. If your total is **greater than** the total on the TRUNK card, your lemur has successfully humped it into submission!

GRAB YOUR WOOD: If your lemur succeeded on his HUMP ROLL, take the TRUNK card and place it in your score pile! If not, skip this step. Once you remove the trunk card, move everything above that spot down so the tree stays continuous. Draw a PACKAGE card for succeeding in knocking out that wood!

EEET EEET!: Draw a PACKAGE card and if necessary discard down to your PACKAGE attribute on your lemur's card. Then shout EEET EEET! (which is lemurspeak for "From the mightiest oak, to the most tender sapling, all timber submits to the power of my penetrating masculinity...now, you are welcome to try and top that, my friend!") to let the next player know they can begin their turn. As an added measure you may rap your knuckle on the table (signifying a pounding of wood!) so they are aware it is their lemur's turn.

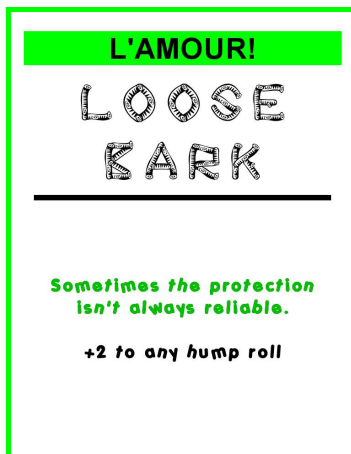
PACKAGE CARDS

There are 3 basic types of PACKAGE cards: L'AMOUR, EET EET EET! and TOOL

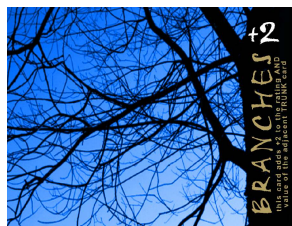
L'AMOUR (green): These are generally positive modifier cards for your lemur, but you may play them on other lemurs if you want to. A few of these, such as THICK FUR, remain in play for your lemur until the end of the round, otherwise they are discarded at the end of your HUMP ROLL.

EET EET EET! (red): These are generally negative modifier cards for opposing lemurs, but you may play them on your own lemur if you want to. EET EET EET! is lemur speak for "Oh, for tree's sake! I seem to have fallen out of favor with the Gods...Argh!!!"

TOOLS (grey): Your lemur may have **one** TOOL card in play at a time. You are not required to use your TOOL unless you declare you are doing so. Discard it after use, unless it says otherwise.



Some Package cards require additional explanation:



BRANCHES: When you draw this card, immediately play it on either side of the tree on any TRUNK card not on a tile, revealed or unrevealed (see diagram below). If there is no available space on any of the TRUNK cards, discard this card. Draw another PACKAGE card to replace this card when played/discarded. If you are dealt this card, you may hold it to play during any REVEAL YOUR PACKAGE step.

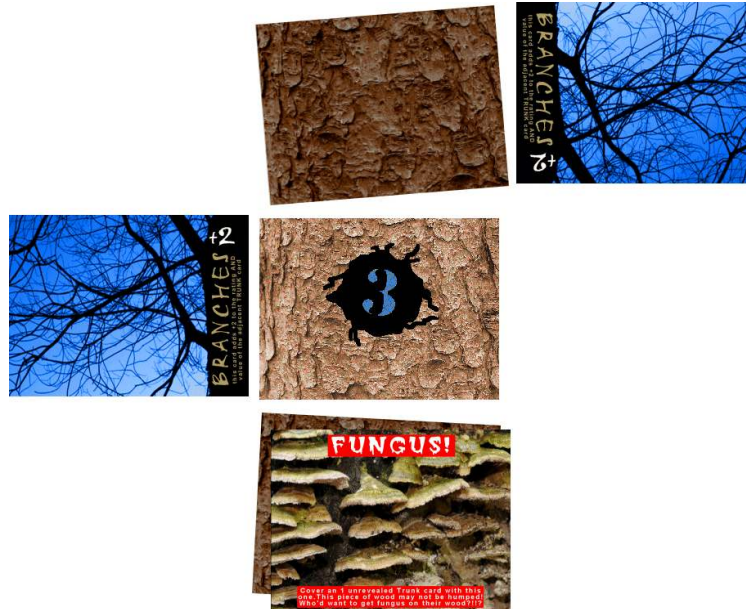


FUNGUS!: When you draw this card, immediately play it on any unrevealed TRUNK card (see diagram below). This card may not be humped. If all trunk cards are revealed, discard this card. Draw a PACKAGE card to replace this card when played/discarded. If you are dealt this card, you may hold it to play during any REVEAL YOUR PACKAGE step.

A few cards can be played at other times, they will be noted so on the cards themselves.

Any L'AMOUR card that cancels the effect of an EET EET EET! card may be played immediately in response to prevent the negative effect, even if it is not that player's turn.

(e.g. It is Jack Lemur's turn and, during his Reveal Your Package step, Jax Lemur plays "FALLING!" on Jacques Lemur. Even though it is not Jacques Lemur's turn, he may play "SANDY CLAWS" to keep from falling)



Sample plays of FUNGUS! and BRANCHES

ADVANCED PLAY

Every player rolls a die, highest roll chooses one of the technicolor lemur cards and the matching token (which is placed by the START on the Tree Top). Next highest die roll chooses, places and so on. All other rules are the same, though each of the advanced lemurs has a special ability. Special abilities are always in play.

Game Concept: John Reyman (the original "jack-lemur")

Game Design: John Reyman

Playtesting and Amoral Support: Christina Durstock, Stephen Blanzaco,
Sarah Nimmo, Tim Contadino, Gian Wm. Reyman, Kryslyn Reyman, and
Adam Hannah

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<http://www.pbs.org/wnet/nature/lemur/index.html>

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jaq.lemur@gmail.com

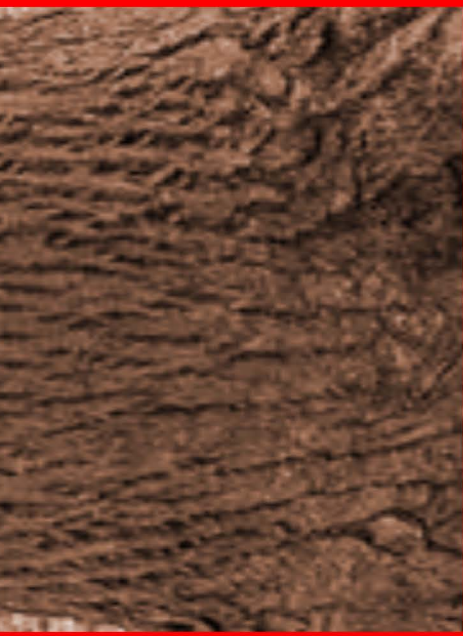
Tree Humping! Lemurs!

- TURN ORDER:**
- 1: MOVE IN AND MOUNT
 - 2: SHOW WOOD
 - 3: REVEAL YOUR PACKAGE
 - 4: HUMPH!!
 - 5: GRAB YOUR WOOD
 - 6: "EEET EEET!"



Game Order:

- 1: MOVE IN AND MOUNT
- 2: SHOW WOOD
- 3: REVEAL YOUR PACKAGE
- 4: HUMPH!!!
- 5: GRAB YOUR WOOD
- 6: "EEET EEET!"



Tree Humping Lemurs!

+5

ROOTS

this tile adds +5 to the rating only
of the TRUNK card placed on it.



"STUMPY"

MOVE IT: 3
FRUSTRATION: 2
PACKAGE: 4

This lemur adds +1 to any TOOL card it has in play.



"SPANKY"

MOVE IT: 3
FRUSTRATION: 5
PACKAGE: 1

This lemur may reroll one die on any Hump Roll, but must take the new result.



"WOODY"

MOVE IT: 3
FRUSTRATION: 1
PACKAGE: 5

For every Package card this lemur discards, add +1 to its current Hump roll.



"WHACKO"

MOVE IT: 2
FRUSTRATION: 6
PACKAGE: 1

This lemur gets +3 to any Hump roll involving BRANCHES.



"BARKLEY"

MOVE IT: 4
FRUSTRATION: 3
PACKAGE: 2

This lemur does not have to end its move when it encounters BRANCHES.



"HUMPHREY"

MOVE IT: 4
FRUSTRATION: 2
PACKAGE: 3

Any time this lemur collects Wood, you may draw an extra Package card, but if you do, you must discard a Package card.



"JAKK"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*



"JAQ"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*



"JACQUES"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*



"JACK"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*



"JAX"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*

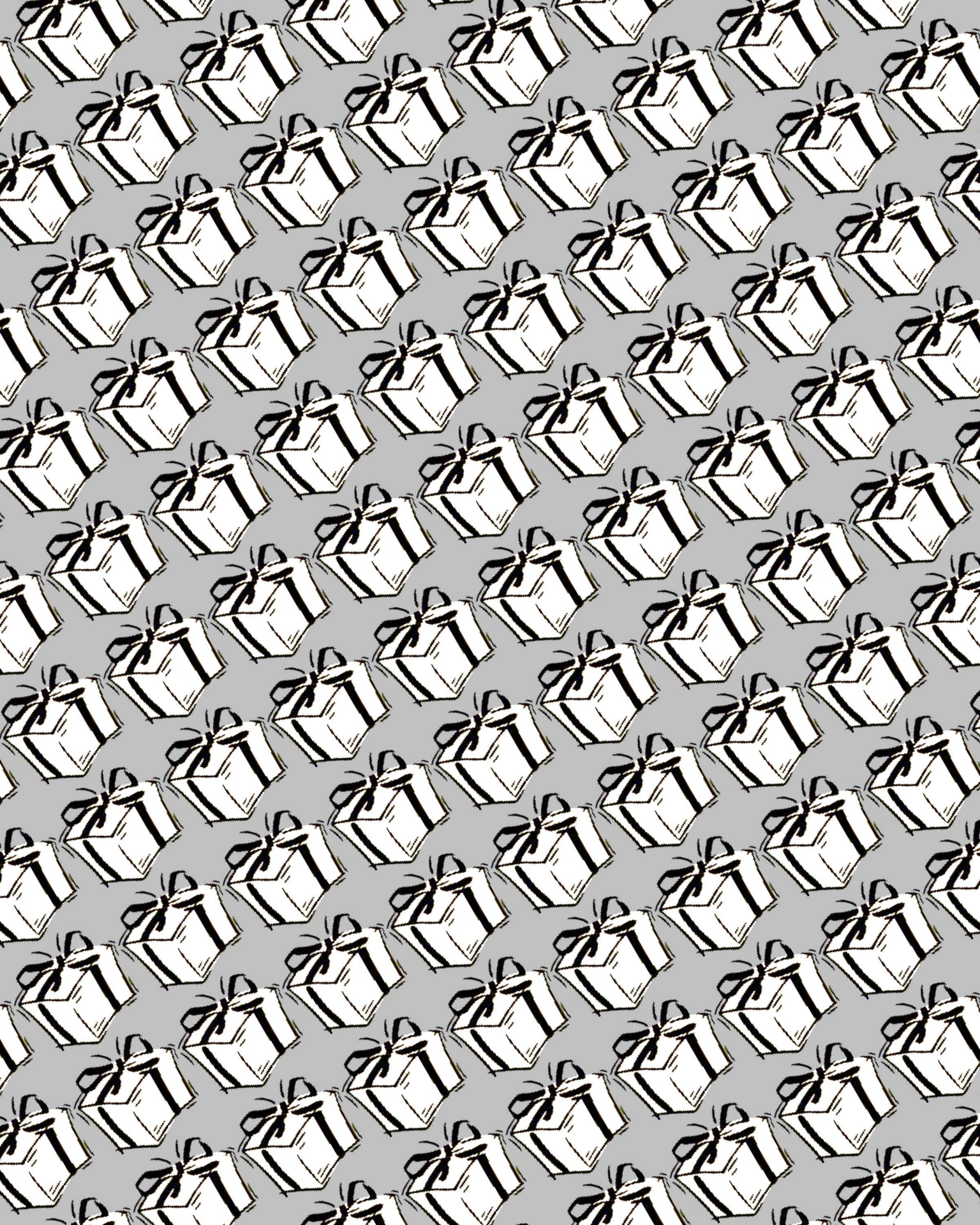


"JAC"

MOVE IT: 3
FRUSTRATION: 3
PACKAGE: 3

*This lemur is just another
in the long line of lemurs
with strange urges.*





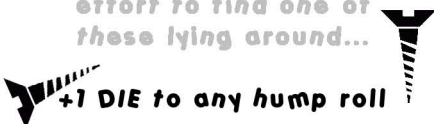


Cover an 1 unrevealed Trunk card with this one. This piece of wood may not be humped! Who'd want to get fungus on their wood?!!?

"TOOL"

LOOSE SCREWS

*It doesn't take much
effort to find one of
these lying around...*



+1 DIE to any hump roll

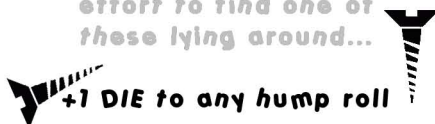
*If you succeed, you may
put this card back
in your package!*



"TOOL"

LOOSE SCREWS

*It doesn't take much
effort to find one of
these lying around...*



+1 DIE to any hump roll

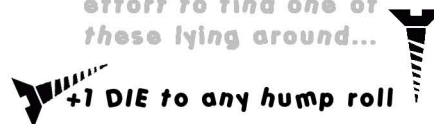
*If you succeed, you may
put this card back
in your package!*



"TOOL"

LOOSE SCREWS

*It doesn't take much
effort to find one of
these lying around...*



+1 DIE to any hump roll

*If you succeed, you may
put this card back
in your package!*



"TOOL"

BALL PINE HAMMER

*Use it to pound and
nail some stuff, ok?*

+2 DICE to any hump roll



"TOOL"

BALL PINE HAMMER

*Use it to pound and
nail some stuff, ok?*

+2 DICE to any hump roll

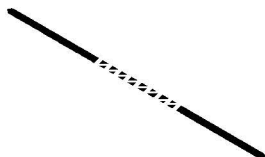


"TOOL"

10 FOOT POLE

*It's not just for
dancing anymore...*

+3 DICE to any hump roll



"TOOL"

THE STAFF

*It's different than a pole.
Truly, it is different
because you beat things
with your staff.*

+4 DICE to any hump roll



"TOOL"

DRILL BIT

*Suddenly 'boring' isn't
so bad, is it?*

+5 DICE to any hump roll



L'AMOUR!

FIRM GRIP

This lemur is tenacious!

+1 to any hump roll

OR

**Cancel a FALLING! card
as it is being played
on your lemur.**

L'AMOUR!

FIRM GRIP

This lemur is tenacious!

+1 to any hump roll

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**Cancel a FALLING! card
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L'AMOUR!

FIRM GRIP

This lemur is tenacious!

+1 to any hump roll

OR

**Cancel a FALLING! card
as it is being played
on your lemur.**

L'AMOUR!

BEND LIKE A SAPLING!

*Fresh, nubile flora always
submits easily to
stout oaken desire!*

**Hump roll automatically
succeeds! Grab your wood!**

"TOOL"

JACK HAMMER

*Sometimes a little
jacking around goes
a long way.*

**+6 DICE to any hump roll
(ignore the effects of IRONWOOD!)**



L'AMOUR!

FELL THE TIMBER

*Lumberjacks got nothing
on this lemur!*

**+5 to any hump roll but
lose next turn as your
lemur recovers.**

L'AMOUR!

ALPHA MALE

*Not all lemurs
are created equal.*

**Regardless of your lemur's
Move It attribute, he may
move to the top
Trunk card of the tree.**

L'AMOUR!

SANDY CLAWS

*'Tis the season to get
your jollies!*

**+2 to your lemur's
Move It attribute.**

**Also ignore the effects
of FALLING! cards.**

**Keep this card in play
until the end of the round.**

L'AMOUR!

SANDY CLAWS

*'Tis the season to get
your jollies!*

**+2 to your lemur's
Move It attribute.**

**Also ignore the effects
of FALLING! cards.**

**Keep this card in play
until the end of the round.**

L'AMOUR!

ROTTING

*When it's old, yet still moist,
it is easier to take
advantage of.*

+3 to any hump roll

L'AMOUR!

ROTTING

*When it's old, yet still moist,
it is easier to take
advantage of.*

+3 to any hump roll

L'AMOUR!

ROTTING

*When it's old, yet still moist,
it is easier to take
advantage of.*

+3 to any hump roll

L'AMOUR!

**WOOD
PECKER**

*Hey, who doesn't want a
hand with their wood
on occasion?*

**Double the result of
your hump roll!**

L'AMOUR!

**WOOD
PECKER**

*Hey, who doesn't want a
hand with their wood
on occasion?*

**Double the result of
your hump roll!**

L'AMOUR!

**LEAPIN'
LEMURS!**

*Sometimes they just get
excitable as to choice!*

*Until the end of your
next turn, any lemur
may move to any Trunk
card on the tree
regardless of their
Move It attribute.*

L'AMOUR!

**LOOSE
BARK**

*Sometimes the protection
isn't always reliable.*

+2 to any hump roll

L'AMOUR!

**LOOSE
BARK**

*Sometimes the protection
isn't always reliable.*

+2 to any hump roll

L'AMOUR!

**LOOSE
BARK**

*Sometimes the protection
isn't always reliable.*

+2 to any hump roll

L'AMOUR!

THICK
FUR

*Some people don't believe
in "wood shavings".*

**This lemur is immune to
the effects of CHAFING!
and SPLINTERS!**

*Keep this card in play
until the end of the round.*

L'AMOUR!

THICK
FUR

*Some people don't believe
in "wood shavings".*

**This lemur is immune to
the effects of CHAFING!
and SPLINTERS!**

*Keep this card in play
until the end of the round.*

EET EET EET!

CHAFING!

*When that much wood
is rubbed furiously,
something's gotta give!*

-2 to any hump roll

L'AMOUR!

TERMITES

*Almost have to respect the
little ones' devotion to
putting wood in their mouths.*

+3 to any hump roll

OR

-3 to any hump roll

L'AMOUR!

TERMITES

*Almost have to respect the
little ones' devotion to
putting wood in their mouths.*

+3 to any hump roll

OR

-3 to any hump roll

L'AMOUR!

TERMITES

*Almost have to respect the
little ones' devotion to
putting wood in their mouths.*

+3 to any hump roll

OR

-3 to any hump roll

L'AMOUR!

PRIMAL
HUNGER

*In some cultures, insects
are considered to be an
aphrodisiac...aren't they?*

**Cancel TERMITES as it
is being played.**

L'AMOUR!

PRIMAL
HUNGER

*In some cultures, insects
are considered to be an
aphrodisiac...aren't they?*

**Cancel TERMITES as it
is being played.**

EET EET EET!

CHAFING!

*When that much wood
is rubbed furiously,
something's gotta give!*

-2 to any hump roll

EET EET EET!

FALLING!

*...out of love? Really
it is the sudden stop
that hurts most.*

*Move an opposing lemur
down the Tree stopping at
the first BRANCHES! card
you come to, or if there is
none, then to the bottom
Trunk card of the tree.*

EET EET EET!

FALLING!

*...out of love? Really
it is the sudden stop
that hurts most.*

*Move an opposing lemur
down the Tree stopping at
the first BRANCHES! card
you come to, or if there is
none, then to the bottom
Trunk card of the tree.*

EET EET EET!

FALLING!

*...out of love? Really
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it is the sudden stop
that hurts most.*

*Move an opposing lemur
down the Tree stopping at
the first BRANCHES! card
you come to, or if there is
none, then to the bottom
Trunk card of the tree.*

EET EET EET!

BARKING
UP THE
WRONG TREE!

*This can happen when all
the blood flows to the
wrong head...*

*Choose any lemur to
lose their next turn.*

EET EET EET!

SPLINTERS!

*When you hit it that
hard, you're bound to
get something to
remember it by!*

-3 to any hump roll

EET EET EET!

SPLINTERS!

*When you hit it that
hard, you're bound to
get something to
remember it by!*

-3 to any hump roll

EET EET EET!

SPLINTERS!

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EET EET EET!

SPLINTERS!

*When you hit it that
hard, you're bound to
get something to
remember it by!*

-3 to any hump roll

EET EET EET!

TREE SAP!

This could refer to both the sticky mess left by a lemur's overamorous ambitions and the lemur himself.

Choose a lemur. On their next turn their Move It attribute is 1 for that turn only.

EET EET EET!

TREE SAP!

This could refer to both the sticky mess left by a lemur's overamorous ambitions and the lemur himself.

Choose a lemur. On their next turn their Move It attribute is 1 for that turn only.

EET EET EET!

IRONWOOD!

Unfortunate the Tree has it and not the lemurs...

-5 to any one hump roll

**** If a lemur has the JACKHAMMER Tool he may ignore this card ****

EET EET EET!

ROOTS OF ALL EVIL!

Talk about a bad seed!

-3 to any hump roll

OR

-6 to any hump roll involving a Trunk card on the ROOTS tile.

EET EET EET!

ROOTS OF ALL EVIL!

Talk about a bad seed!

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IRONWOOD!

Unfortunate the Tree has it and not the lemurs...

-5 to any one hump roll

**** If a lemur has the JACKHAMMER Tool he may ignore this card ****

EET EET EET!

PETRIFIED WOOD!

*That means it's afraid, right?
Not exactly...*

Double the rating of any one Trunk card until the start of your next turn.

EET EET EET!

PETRIFIED WOOD!

*That means it's afraid, right?
Not exactly...*

Double the rating of any one Trunk card until the start of your next turn.

EET EET EET!

SOFT CORE!

Play this card when a
lemur attempts to hump
a Trunk card. Discard
that Trunk card.

No further attempt
to hump may be made
this turn.

EET EET EET!

OH, SNAP!

No matter the result,
the current Hump Roll
automatically fails!

Play this card immediately
following a Hump Roll
OR

Play to cancel
Bend Like A Sapling!

EET EET EET!

LOST YER WOOD!

The lemur who this card
is played on must discard
one collected Trunk card
at random

L'AMOUR

2 PUMP CHUMP

When you finish this turn,
you may immediately take
another turn!

"TOOL"

THE PUMP

Thanks to the Swedes, you
don't have to rely on just
your palms to get your
blood pumping!

+2 to your lemur's Package
while this card in play.



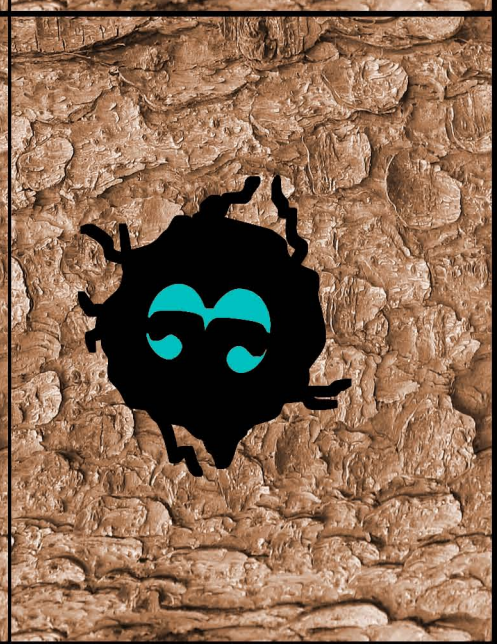
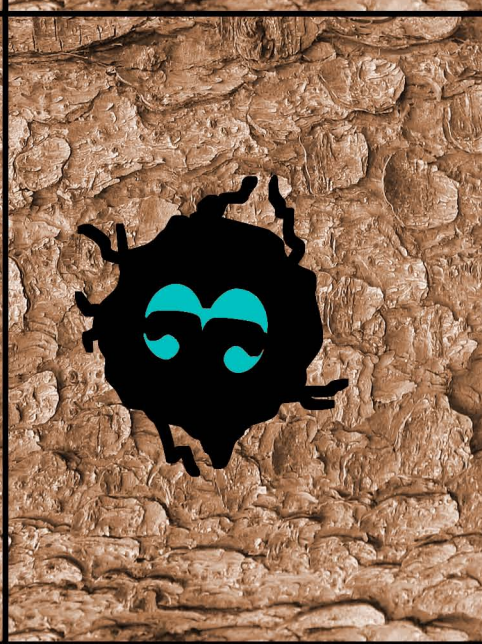
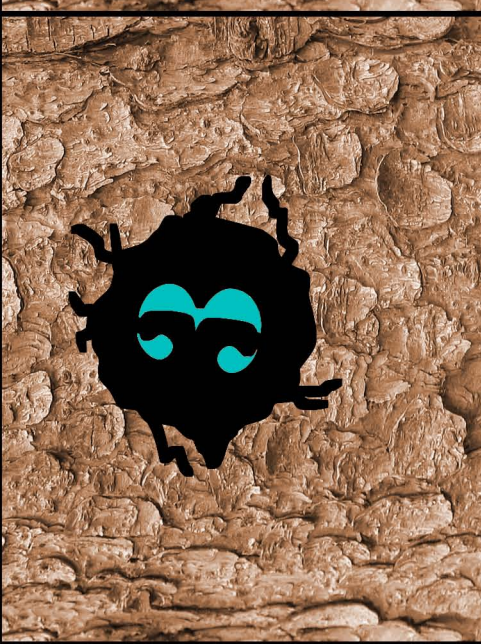
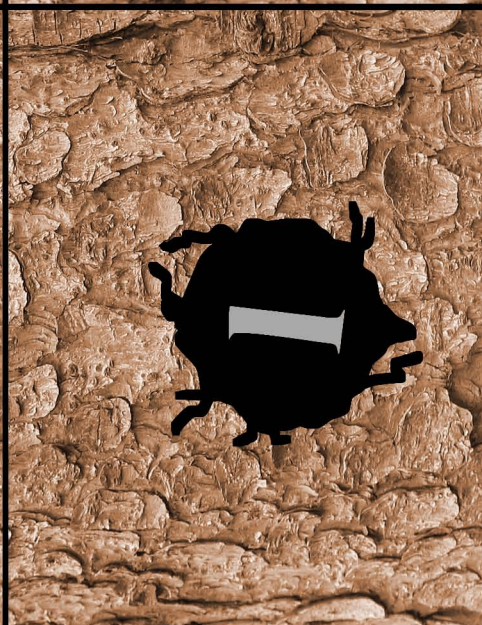
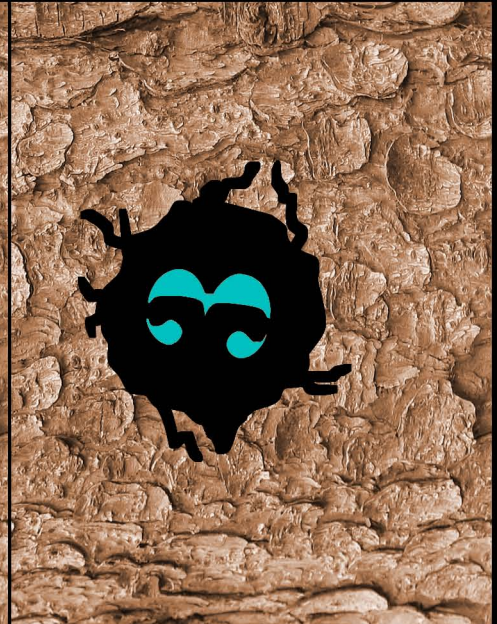
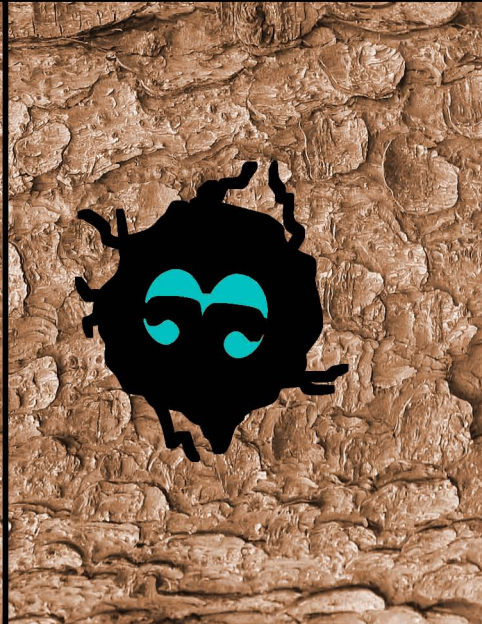
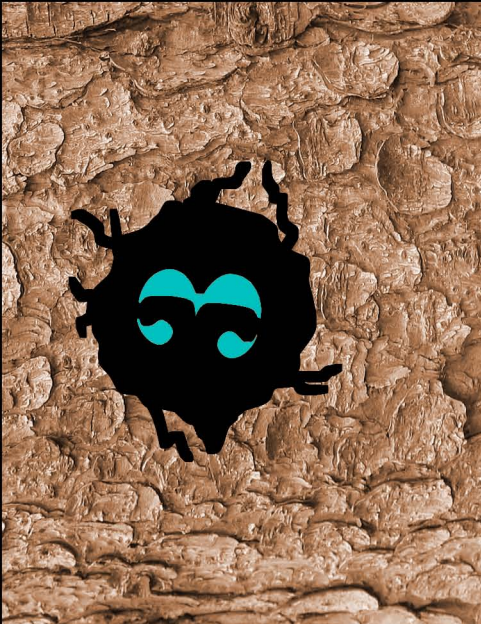
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JUICY FRUITS

Draw 3 Package cards.
You do not have to
discard excess cards
until the end of your
next turn.









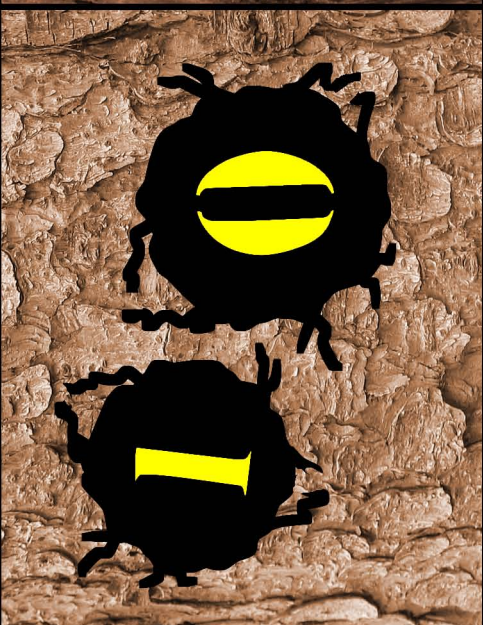


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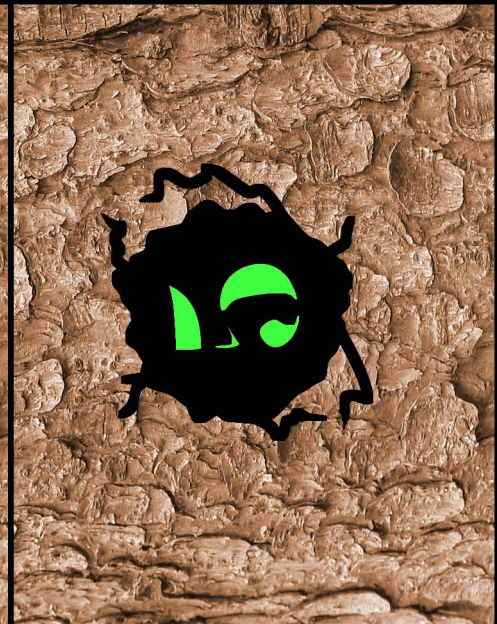
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3

If you revealed this card, you must take this card immediately and add it to your pile of wood. You may not Hump this turn.




Draw the top 2 cards off the Trunk deck and place them to either side of this card. The new value and rating of this wood is the total of all 3 cards added together.

Draw the top 2 cards off the Trunk deck and place them to either side of this card. The new value and rating of this wood is the total of all 3 cards added together.

