



Top Banana



Best Bunch family card game.

- Fast & Fruity game for 2-6 players.
- 108 Banana shaped playing cards.
- Build bunches - Become Top Banana.
- Why did the banana go to the doctor?
Because it wasn't peeling very well.

CONTENTS
 Banana-shaped playing cards in 4 brands. Each with A, 2–10, J, Q, K. Plus 4 Green Banana Jokers.

 OBJECTIVE
 Be the first player to get rid of all your bananas by making bunches. Bunches can be matched numbers or sequential runs. You may also rearrange and add to bunches already on the table.

 HOW TO PLAY
 Shuffle and deal 7 bananas to each player.
 Place the remaining bananas face down as the Draw Pile.
 Take turns going bananas.

 ALWAYS PICK A BANANA
 Start you turn by picking up a banana from the top of the Draw Pile.

 MAKE BUNCHES
 Make bunches from the bananas in your hand and place them face-up on the table. 3 or more bananas of the same value OR 3 or more bananas in number order from the same Brand. You can place as many bunches as you like on your turn.

 AND GO BANANAS
 On your turn you may place new bunches and/or rearrange any existing bunches on the table. You may move bananas between bunches and create as many new bunches as you like, as long as all bunches remain valid. BUT you cannot take bananas from the table back into your hand. Once you finish going bananas, play moves to the next player.

 SKIPPING
 If you cannot place at least one banana from your hand, skip your turn. BUT you must always pick a banana.

 MATCHED BUNCHES
 3 or more bananas of the same value, Examples:
 3, 3, 3
 K, K, K, K

 SEQUENCE BUNCHES
 A run of 3 or more bananas of the same brand in order. Aces can be low or high and wrap./ Examples:
 4, 5, 6
 8, 9, 10, J
 Q, K, A, 2, 3

 WILD BANANAS
 Green bananas are wild and can represent any banana. Examples:
 7, Green, 9
 Q, Q, Green

Designed and made by Suck UK

0 x 0 x 0mm | 0g

SUCK UK LTD

<https://www.suck.uk.com/products/banana-rummy-card-game/>

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Top Banana

An idea by Suck UK Design Team
made by Suck UK



Mark E Smith once said "if it's me and your granny on bongos, it's the Fall". It's a lot like that here - if it's Sam & Jude and a revolving team of talented creatives, it's Suck UK. From the inception of the company in 1999 Sam & Jude have been the constant driving creative force, but none of that would be possible without a great team of designers and developers who turn these ideas into something great. Once a Sucker always a Sucker.