

Goal: Collect the most cards by remembering and quickly performing hidden tasks in a series of very silly duets.

Contents:



1 Oh No Banana Joe Card



24 Action Task Cards



24 Verbal Task Cards



OH NO BANANA JOE!

A MEMORY GAME WHERE SPEED COUNTS!



! DON'T READ THESE RULES!

It's hard to learn a game by reading. Instead, use this QR code to watch the **HOW-TO-PLAY VIDEO:**




 Gameplay by
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 Created by
 Taco Cat Games

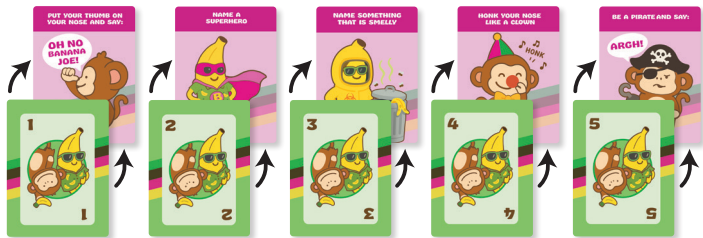
AGES 7+ | 3-6 PLAYERS | 10 MIN PLAY

Setup:

1. Shuffle the **Flip Deck** well and give it face down to the oldest player:
2. Find the “Oh No Banana Joe” card and put it in the table’s center. Choose any 2 other **Action Task** cards, and any 2 **Verbal Task** cards and place those in the center of the table as well, so there are 5 Task cards on the table. Example:



3. Let the players practice each task. **Action Tasks** require a physical action, **Verbal Tasks** require a verbal answer.
4. Then cover each Task card completely with the Cover Cards, face up so you can see their numbers:



Only these 5 Task cards will be used in the game, so return the remaining Action Task and Verbal Task decks to the box.

Gameplay

The game is played in a series of duels and ends when the Flip Deck runs out.

1. Duel Setup

- The player with the Flip Deck is the **Judge**.
- The next two players to the Judge’s left are the **Dueling Players**.

2. Duel Gameplay

- The Judge flips cards from the **Flip Deck** one-by-one until revealing one with a number.
- The Dueling Players then race to perform, from memory, the hidden task beneath the Cover Card with the same number.
- Dueling Players may shout multiple answers, with no penalty for wrong ones. Note you can’t reuse winning **Verbal Task answers** from prior duels. (example: “dog” for a pet).
- The judge may peek at the hidden task, and give hints if both Dueling Players struggle to remember the task.
- The first correct Dueling Player wins the duel and takes the pile of **Flip Deck** cards that the judge flipped this round (the Judge resolves any disputes about who won).

3. Duel End

- The Judge passes the Flip Deck to the next player clockwise, who becomes the new Judge.
- The two players to the new Judge’s left become the next Dueling Players.
- The hidden Task cards stay exactly as they are; all 5 remain the same for every duel.
- Before the next duel, the Dueling Players may peek at the hidden Tasks to refresh their memories.

Winning the Game

- The game ends when the Flip Deck runs out. If the last flipped card doesn’t have a number on it, the Judge calls out one final number from **1–5**. The first Dueling Player to complete the Task under the Cover Card with that number wins all remaining flipped cards.
- All players then count their cards; the player with the most wins. Ties are shared victories.
- The game is fast, so try playing multiple times and adding round scores up to determine the winner!