

BURNING MONKEY

SOLITAIRE

MANUAL



**FREEVERSE
SOFTWARE**



Burning Monkey Solitaire 3

Getting Started: Windows Installation

Step 1:

Insert the Burning Monkey Solitaire CD into your CD-ROM drive. The Installer will launch automatically. (If it does not, open "My Computer" and look for a CD-ROM called BMS3_CD, open it and then run Setup.exe.)

Step 2:

Choose a new directory into which to install the game, or just accept the default options given. The instructions should be pretty straightforward, so just follow what's on the screen.

Step 3:

When the installation is finished, there will be a shortcut to Burning Monkey Solitaire on your desktop, and the game will also be listed under Start Menu -> Programs -> Freeverse Games -> Burning Monkey Solitaire. Use whichever is easier for you to access to launch the game.

Once you have installed Burning Monkey Solitaire, you may eject the CD. Please keep the CD in a safe place in case you ever need to re-install the game.

MacOS 8.6 through OS X 10.2 Installation

Step 1:

Insert the Burning Monkey Solitaire into your CD-ROM drive.

Step 2:

Drag the Burning Monkey Solitaire folder into your Applications

folder (or anywhere else you'd like to put it) on your hard drive. This will copy the game to your machine.

Step 3:

When it's finished, double click the game icon, located wherever you put it on your hard drive, to start the game.

Once you have installed Burning Monkey Solitaire, you may eject the CD. Please keep the CD in a safe place in case you ever need to re-install the game.

When you open the game and it loads completely, you will be prompted to enter your name and a password. This is used both for local statistics and our Internet Ranking system, where you can compare your statistics to those of players throughout the world. If you wish to keep statistics for yourself, enter a name and password. If you're the only one who will be playing on your machine, you can uncheck the "Ask for a name on startup" box. *If you don't want to bother, just click Cancel.*

Now you're ready to play a game of Klondike (the default game). You can just start right in playing a game (by clicking on the stack of face-down cards at the left or moving any of the face-up cards), or you can customize your game further before you get too distracted.

Playing The Games

If you'd rather play a solitaire game other than Klondike, just open the Games menu and pick any one of the twenty-five other game types. If you don't know how to play a particular version, don't worry - a help screen will pop up the first time you try any new Solitaire game. (If you ever need to see that screen again, just look under the Help menu.) Once you select the new game, it will deal and begin automatically.

To move cards around, just click and drag them. Double clicking a card will attempt to move it.

There are a number of buttons at the top of the game window that you may find useful. From left to right:

Bagel: Have a bagel!

Restart: Go back to the beginning of this particular game.

Undo: Step back one move. Note that if you use this too much, the monkeys will think you're cheating.

Redo: Step forward one move. Can only be done if you've undone moves.

New: Deal an entirely new game.

Save: Save your current game for playing later.

Load: Load a saved game.

If you select *Preferences* from the menu, you have the following choices:

On Program Launch

Play Opening Movie: Show that nifty intro movie, Or don't.

Pick Random Deck: Change the artwork on the front and backs of the cards to a random deck.

Pick Random Background: Change the area you see through the stage randomly.

Interface

Play Sounds: Increase your auditory delight, either by listening to the chattering monkeys or not.

Show Idle Animations: If you don't do anything when this box is checked, the monkeys will have some fun without you. If this bothers you, uncheck the box.

Show Game Controls: Hide or show the button bar at the top of the window.

Hide Desktop: If you don't want to be distracted by all those other applications you're running (because you aren't going to be distracted by the monkeys), check this box and the game will run in full-screen mode.

Card Pile Layouts Should Be...: Are you a regular Monkey Stewart with your cards? Slide the bar to "Tidy". If you find yourself wanting to rebel against the squares, slide it on over to "Messy".

Floating Cards Should Move...: Like pretending you live in slow motion? Shift it to the right. Want to live fast and dangerous? Shift it to the left.

Monkeys Should Be...: If you like the monkey business, but you want less of it, shift this closer to "Sleepy", but if you're In the mood for a Burning Monkey Party, move that bar as dangerously close to the right as you see fit.

Screen Size: Change the size of your game screen or window.

Gameplay

Casino Scoring: Use the methods of Casino Scoring and add some casino spice! See "Casino Scoring" under the help menu for more details.

Autoplay Card Moves: If the game sees a chance to play some cards on a foundation, it will do it for you when this box is checked.

Autoplay Opening Moves: This enables autoplay when you start a game, which you may find makes things too automatic.

Restore Game On Startup: This setting will automatically restore the game to the way it was when you last quit for your next launch. It's like magic!

Web Updates

Use Internet: Check this if you want to use any of our network features. Uncheck it if you're afraid there's a monkey conspiracy watching your every move on the internet.

Keep Jokes Fresh!: Download new jokes and punchlines from the Internet.

Share High Scores: Submit your scores and statistics to burning-monkey.com after every game. Note that ONLY the information you input in the game is shared, nothing else.

Identity:

Username / Password: Use these to differentiate your stats and scores from other players, both locally and on the Internet.

Ask For Name On Startup: Prompt you for a user name and password when you launch BMS3.

Ask For Name After Game Win: Prompt you for a user name and password when you win a game.

Ask For Name After Every Game: Prompt you for a user name and password whenever you end a game.

The Menus

Burning Monkey Solitaire

About Burning Monkey Solitaire 3: Find out what sort of demented people put this game together.

Boss Coming: If someone's coming and you really don't want them to know you've been playing Solitaire when you should have been working, hit this quickly and relax, knowing that they'll be none the wiser.

Preferences: Change your settings. See the above section

Quit: You should never, ever choose this. Bad things might happen.

File:

New Game: Deal a new round of the current game.

Restart Game: Rewind your current game all the way back to the first move.

Fetch Winnable Game: (Requires internet connection) If you run into trouble and are getting extremely frustrated with a particular solitaire game, you can choose this and a game will be retrieved from the Internet that has been won by another player. *Note that the game will not count towards your high scores.*

Open Game: Open a previously saved game.

Save Game: Save your current game to a file.

Edit

Undo: Take back the last move.

Redo: Repeat the move you just undid.

Change Decks: Change the design of the cards you are using. Try all twelve!

Change Backgrounds: Change the background behind the cards. Check out all fourteen!

Games

(Game Name): Switch to this particular solitaire variation.

Statistics: View your statistics for a particular solitaire type.

Here you can also find a link to the web scores.

Blatant Ad: Read about all the other great games that Freeverse makes!

Music

Play (Song Name): Start the current song on the play list.

Play Song....: Open a song from your hard drive and add to your playlist.

Music Volume: Adjust the music volume. 1 is quiet, 10 is loud. Sorry, music does not go to 11.

Edit Playlist: Open a window allowing you to edit and re-arrange your playlist.

(Song Name): Begin playing this song from your playlist.

Help

Why Burning?!: Find out why the game is called Burning Monkey Solitaire.

Burningmonkey.com: Take you to the official Burning Monkey home page, with information, internet rankings, and more!

3DCardGames.com: Find out about Freeverse's monkey-free card games.

(Game Name): Open a help window describing the rules of a particular solitaire variant.

Cheating: Open a help window with detailed instructions on how to cheat.

Casino Scoring: Open a help window explaining the casino scoring mode.

RULES

Baker's Game

A variation on the very popular Freecell, this variation is just a touch harder. Your goal, as usual, is to move all of the cards to the foundations, starting with the Aces and building up to the Kings.

Begin by dealing all the cards out into eight build piles (one at a time per pile, so you end up with four piles containing seven cards and four piles containing six). Play works in a slightly opposite way from Freecell, in that rather than building the piles down in alternate suits, you build downward in the same suit (Queen of Spades on top of King of Spades; 5 of Hearts on 6 of Hearts, etc.). The foundations build up in suit as usual, aces first and then up to Kings. You win the game if you can successfully place all the cards on the foundations.

As with Freecell, there's still no draw pile, which means we are again moving cards around using the "free cells". Four piles begin the game empty, and you can move the top card from any build pile to an empty cell at any time. However, going in the opposite direction - moving a card from the cell back to the piles or foundation - requires that it be to a legal space, as described above. You are only allowed to have one card at a time on one of these cells, so if you fill them all up, you'll need to move a card out of them before you can use them again.

Additionally, you can move cards in groups to the extent that the free cells allow you to. If you have a three card sequence - let's say the 10 through Queen of Diamonds - and you want to move all three to the King of Diamonds, you'd need to have at least two cells open. This is because, like in Freecell, moving groups isn't legal; you are instead moving the 10 of Diamonds to a cell, then the same with the Jack of Diamonds. After this, you could move the Queen of Diamonds freely, and then play those two cards off their cells again. If you didn't have those cells open, the whole move would've been invalid.

If you are unable to make any legal moves on the build piles and all four cells are full, you have lost the game.

Baker's Dozen

Named such for the thirteen piles of cards that are used, Baker's Dozen is an extreme difficult and tricky solitaire variant. Don't let that stop you, though. Your goal, unsurprisingly, is to move all of the cards to the foundations, which should be built up in suit from Ace to King.

The game begins by all the cards being dealt, face up, into thirteen piles of four cards each. Before the game begins, all Kings should be moved to the bottom of the pile. You'll see why shortly.

To play, you may move cards from piles to foundation if it builds up in suit; aces first, followed by two's, three's, and so on. To move cards between piles, they must simply build down in rank, regardless of suit.

What makes this version of solitaire so difficult? You aren't allowed to fill in empty spaces. So every time you clear out a pile, you have one less spot to potentially move cards to. This is why we put the Kings on the bottom - if they weren't, they'd automatically block any cards underneath them since they couldn't be moved anywhere.

If you can move all the cards from the piles to the foundations, you win and the game ends. If you get stuck and have no legal moves, the game is over and it counts as a loss.

Bristol

A challenging and somewhat different solitaire game, Bristol throws a lot of rules you might be used to anyway. While the game itself isn't overly complicated, you may want to take it slow the first game or two to figure out the nuances.

The game starts with eight piles of three cards each, all face up. Foundations begin on an Ace and build up to a King, but do not have to be built up in suit. You may move cards from one fan to another if they build down in rank, but you may not fill any empty spaces.

You also start with 28 cards in the draw pile. You may turn over three cards from the deck at a time, putting one in each of the draw piles. Cards in these piles may be played on a fan (if it builds down in rank), or on a foundation (if it builds up in rank). Only the top card of the draw piles can be played at a time. There is no redeal, so choose your moves carefully.

To win, move all the cards to the foundations. If you get stuck with no legal moves and an empty deck, you lose.

Four Seasons

If you've played Canfield, this will feel very similar to you, although the arrangement of the cards may confuse you. No worries, this game is quick to pick up and easy to play.

To start with, one card is dealt to one of the foundations. This becomes the base card for the foundations. Your goal will be to build up from the chosen base card to the card a rank below it. Thus, if you drew an Ace as a base card, it would be a standard build from Ace to King, like many solitaire games. However, if (for example) you draw a 6, you must build from 6 up to 5, which includes a build from King to Ace.

Next, five cards are dealt on the build piles. The top card of each build pile may be moved to another pile if it builds down, regardless of suit. They may also be moved to the foundations if they build up in suit. Empty piles may be filled by any available card.

You also get a deck, which you can turn over one card at a time into the waste pile. Cards from the waste pile may be played on a build pile (if it builds down regardless of suit), an empty build pile, or on a foundation (if it builds up in suit). There is no redeal from this deck.

To win, just move all the cards to the foundations. If you are stuck with no legal moves, no empty piles, and an empty deck, the game ends in a loss.

Eight Off

This game is in the same boat as Freecell and Baker's Game. Probably the easiest of these three variants, this is a good alternative if you get too frustrated with Freecell on a regular basis. The name comes from the fact that it has eight cells, rather than four.

The game starts with eight piles of six cards each, as well as four cards filled into half of the eight cells. Much like Baker's Game, you may move cards around the table if the card will build down in suit. The foundations build up in suit as usual, aces first and then up to Kings. You win the game if you can successfully place all the cards on the foundations.

As with Freecell, there's still no draw pile, which means we are again moving cards around using the "free cells". Four piles begin the game empty, and you can move the top card from any build pile to an empty cell at any time. However, going in the opposite direction - moving a card from the cell back to the piles or foundation - requires that it be to a legal space, as described above. You are only allowed to have one card at a time on one of these cells, so if you fill them all up, you'll need to move a card out of them before you can use them again.

Additionally, you can move cards in groups to the extent that the free cells allow you to. If you have a three card sequence - let's say the 3 through 5 of Spades - and you want to move all three to the 6 of Spades, you'd need to have at least two cells open. This is because, like in the other cell-based games, moving groups isn't legal; you are instead moving the 3 of Spades to a cell, then the same with the 4 of Spades. After this, you could move the 5 of Spades freely, and then play those two cards off their cells again. If you didn't have those cells open, the whole move would've been invalid.

If you are unable to make any legal moves on the build piles and all four cells are full, you have lost the game.

Scorpion

This game diverts from the format of most every other game because there are no foundations. This may feel strange and unnatural to you, but all shall become clear soon.

The game begins with seven piles of seven cards each. The four piles to the left have their bottom three cards face down. A legal move consists of moving any face up card, as well as all cards on top of it, and moving them so that the bottom most card builds down in suit with whatever pile you put it on. Should you uncover a face down card in the process, you may turn it face up. Empty spaces may be filled by a King (and all cards above it, should there be any when you move it).

At some point, inevitably, you will get stuck - this is because there are only 49 cards on the table to start. When you reach this point (or earlier, if you feel like it), you may deal the remaining three cards onto the three left-most piles. All three will be dealt at once, and this may only happen once.

To win, you need to assemble four piles running from King on the bottom to Ace on the top. If you get stuck with no moves available, then you have felt the scorpion's sting, and you lose.

Should this prove to be too confusing for you, try Yukon - it's similar, yet slightly easier to get a handle on.

Yukon

Yukon can be considered similar to Scorpion, since they both use the "move unordered piles" method of card movement. Not to worry, as this game tends to be easier than Scorpion.

Begin with seven piles. The leftmost pile will have one face-up card in it. The next pile will have one card face-down and five face-up, the next two down and five up, and so on until you reach the last pile, which has six cards face-down and five cards face-up. This places all the cards on the table to begin, so there's no deck or draw pile.

There are four foundations, each which must be started with an Ace and builds up in suit to a King. Cards may be played on the foundation if they are at the top of a pile (and thus have no other cards on top of them).

Within the tableau, you may move any face up card to the top of any other pile if it builds down in alternating colors. The catch, as with Scorpion, is that you must move all cards on top of the card you wish to move with it. Thus, if you want to move a 4 of Diamonds on top of a 5 of Clubs, but the 4 has a Jack of Hearts and the 10 of Spades on top of it, you must move the 4, Jack, and 10 as a pile. Empty spaces may be filled by a King (and all cards above it, should there be any when you move it).

To win, move all of the cards from the tableau to the foundations. If you find yourself stuck with no legal moves, the game ends in a loss.

Strategy

This game may throw you for a loop. It starts out with no cards on the table and all four aces on the foundations.

To play this game you place cards from the draw pile, one at a time, on one of eight piles in the table. You may place any card on top of another regardless of rank or suit. You proceed with this until all 48 cards from the deck are placed.

Now you begin to work the other way - you must move cards from the tableau to the foundations, building them up in suit from Ace to King. You may not move cards between the piles in the tableau - so the only place you can move to is the foundation. Additionally, only the cards at the tops of the piles may be moved.

The subtlety here will leap out at you after a game - you have to very carefully plan what your piles are going to consist of, one card at a time. If you put a King of Hearts over a 2 of Diamonds, you will have to find a way to clear the entire suit of Hearts before you can even hope to begin on the Diamonds - and that'll only happen if no Diamonds are on top of any Hearts. Your best bet may be to try and lump cards of similar rank together in the same pile, and to avoid placing cards with high ranks over cards of low ranks.

Winning can be accomplished by clearing the tableau; losing will result should you be unable to move any cards to a foundation.

Dragon

A much more frustrating offshoot from Scorpion, this game plays similarly but may enrage you with the frequency at which you can get stuck.

The game begins with all the cards on the tableau in seven piles. The left three piles have eight cards each, while the right four piles have seven cards each. Additionally, some of these cards are face down (none in the left-most pile increasing up to six in the right-most). Four

foundations are off to the right. As usual, these start on an Ace and build up in suit to a King.

Legal moves within the foundation are exactly like they are in Scorpion. A legal move consists of moving any face up card, as well as all cards on top of it, and moving them so that the bottom most card builds down in suit with whatever pile you put it on. Should you uncover a face down card in the process, you may turn it face up. Empty spaces may be filled by a King (and all cards above it, should there be any when you move it).

As usual, moving all the cards to the foundations will result in a win, and having no legal moves will result in a loss.

Watch out in this game for the cards that are face-down. As you're starting out with nearly half the deck face-down (21 cards, to be exact), you may not have a lot of open moves to work with at the start. Try hard to uncover the cards quickly, because each one can give you more options. If you manage to get the entire deck turned face up, your chances of winning are much better.

Beleaguered Castle

The name of this game comes from the dutch word "belegeren", meaning "troubled". This will come as no surprise, as the game is quite difficult and requires a lot of forethought.

The game begins with eight fans with six cards each, all face-up. All four aces are already in the foundations. Cards may be moved to the foundation if they are the top of a fan and they will build that foundation up in suit. Cards may be moved between fans if they build down from the card they are being placed on, regardless of suit or color.

This may all seem extremely unfair, having only 8 places to move to and 8 cards to move at a time. There is a break in your favor, however. Any empty space may be filled with any card you'd like from the top of another fan. Use this to your full advantage and things may not seem so daunting.

To win, move all the cards to the foundations.

Leapfrog

Taking more after a board game than a solitaire game, Leapfrog requires almost as much planning as Strategy. Thankfully, you can rely on chance a little more here, as it's not entirely in your hands.

The game starts with a five by four grid of cards, all face up, and the remaining 32 cards in the draw pile. Your goal in this game is to move all but one of the cards to the discard pile. This is accomplished by "leapfrogging". There are two valid ways to leapfrog:

One, if a card has two cards of the same suit on opposite sides of it. Suppose a 9 of Clubs has a 3 of Diamonds above it and a Queen of Diamonds below it. You may jump the 3 over the 9 onto the Queen, or the Queen over the 9 onto the 3.

Two, if a card has two cards of the same rank on opposite sides of it. Suppose a 9 of Clubs has a 3 of Diamonds above it and a 3 of Hearts below it. You may jump either 3 over the 9 onto the other 3.

After a jump, both the card jumped over and the card "landed on" are moved to the discard pile. Empty spaces may not be jumped over or to, regardless of whatever card is between or on the other side of the space. However, you can fill in empty spaces, one at a time, with cards from the deck. Once the deck runs out, no more empty spaces may be filled.

To win the game, move 51 one cards to the discard pile. It is impossible to move them all, since one card must be used for the final jump. If you get stuck with no valid jumps and the deck is empty, the game ends with a loss.

The Wish

Named for the story associated with the game, The Wish provides you with a quick and easy game of Solitaire with the hope of a prize. Rumor has it that if you make a wish while you're dealing a game of The Wish, and you then win that game, your wish will come true.

To play, remove all cards from the deck except for 7s through Aces. This will leave you with 32 cards. Deal these into eight piles of four, face-up. Arrange these piles in a square, two piles per side. (Note that if you're dealing these by hand, you'll want to deal them face down and then flip them over; being able to see the cards lower in the pile is cheating.) Make sure these piles are as tidy as possible.

The game is played by taking a matching pair of cards off the top of any two piles, and discarding them into the center. If a pile runs out, you may not fill it.

Continue until either you run out of cards entirely (you win, and your wish will hopefully come true) or you get stuck (you lose).

Carpet

Played similarly to Leapfrog only without the frustrating jumping, Carpet is a good beginner's solitaire game, which you should find yourself winning a lot with a little strategy.

The game starts by dealing out a four-by-five card "carpet" of face-up cards. Note that the layout of the cards on the carpet doesn't matter in the slightest; all cards are equally available for play. Cards may be moved to a foundation if they build the foundation up in suit, starting from Ace up to King.

Holes in the carpet may be filled with cards from the draw pile, which is dealt through once into the discard pile, one card at a time, and then may not be dealt from again. The top card on the discard pile may be used to fill a hole in the carpet, or played directly on a legal foundation.

To win, move all the cards to the foundation; if you get stuck with no valid moves, you're out of luck.

Note that the key to this game is not just indiscriminantly filling in holes in the carpet, but considering each card in the discard pile against what you have in the foundations.

Eliminator

A distant cousin from Golf, Eliminator can be tricky and require some advance planning. Don't let that stop you from enjoying this game, though. All fifty-two cards are dealt face up into four piles of thirteen. There are eight spaces to make a discard pile on. To begin, move any one card from the top of the main piles to a discard pile. After this initial move, you have two options available. One, you can play another card from the top of a main pile to the discard pile. Alternately, you can play the top card from a main pile on top of an already existing discard pile if it builds up or down, regardless of suit. Please note that Kings can be built directly on top of Aces and vice versa, as they are considered next to each other in rank.

To win, move all fifty-two cards to the discard piles. Note that you don't have to use all eight piles - if you can get by with less, more power to you! If you become stuck with no piles to move to, and no empty piles, you have lost.

Osmosis

Osmosis is the passage of water from areas of high concentration to areas of low concentration. Likewise in this card game, you will be transferring cards from foundations of high concentration to areas of low concentration. Intrigued? Read on.

The game begins with four fans of four cards apiece, the top card being face-up and the rest being face-down. One card is dealt onto the top empty foundation. This card sets the suit for the initial foundation. The remaining cards make up the draw pile. The draw pile may be turned up, one card at a time, into the discard pile. When empty, the discard pile is turned back over and can be redealt from as many times as needed. Cards from the discard pile or the fans may be moved to a foundation if it is a legal move. Empty fans may not be filled.

What defines a legal move? It depends on the foundation you are moving to:

If you are moving a card to the top (initial) foundation, you may move any card of the same suit there.

If you are moving a card to the second, third, or fourth foundations, you may only place a card there if it matches the suit of the foundation (if it's been determined), and if the card being moved is the same rank as a card in the foundation above it.

Let's do an example, as this can be hard to visualize. Let's say the initial foundation has a 5 of Clubs on it. Cards on the fans that are face up are the 5 of Hearts, a 7 of Clubs, a 10 of Diamonds, and a 10 of Hearts. Immediately, we can move the 7 of Clubs to the top foundation, as this matches in suit and we have no other conditions for the top foundation. We can also move the 5 of Hearts to the second foundation, as there is a 5 in the foundation immediately above it.

We are now left with no moves, so we turn over the top card in the deck - what luck, it's the 10 of Clubs! We move the 10 of Clubs to the top foundation since, again, the only restriction there is the suit. We can then move the 10 of Hearts to the second foundation, as the top foundation has a 10 in it and it matches in suit to cards already on the foundation. Finally, we can place the 10 of Diamonds onto the third foundation, as there's no suit set as of yet, and the foundation immediately above it (the Hearts foundation) has a 10 in it.

Thus, as the game progresses, cards will be added to the top foundation and then "osmose" down to the lower foundations. To win the game, you simply need to move all the cards to the foundation. If you get stuck due to a needed card being behind another in a fan, and you have no legal moves to the foundation after going through the deck, the game ends.

There is a large amount of strategy in this game in deciding which suit should be placed at which foundation. Think carefully before committing - you may think it's a good idea at first, but come up short on that suit later, thus preventing osmosing downward!

Characters:



Ranguul

The other Burning Monkey's don't dislike Ranguul so much as they fear being trapped in an elevator with him. Between Ranguul's sensitive stomach, lack of deodorant and irritable vowel syndrome, (he messes his diaper whenever he uses one), Ranguul is a bad, bad house-guest. He's perfectly pleasant on the phone however.

Herb is a hopeless romantic. He's always falling head over heels for some cute chimp, some leggy ape, or the occasional large sack of coconuts, (his eyesight isn't the best). Herb is the Sean Connery of the Burning Monkeys; dapper, suave, and really, really hairy.



Herb



Monty

Monkeys in general are not known for their higher brain functions. Monty in particular is cute, friendly, and simple as a box of jujubees. Why he's always loosing his snacks, and why they always wind up on his butt is one of life's greater mysteries. Perhaps he's just gotten the gastrointestinal process a little mixed up?

There's such a thing as an ego that's waaay too healthy. Sebastian has one of those. He's convinced that you're looking at his "sexy tail" and that you think its funny to click on monkeys. Well, you know what? It IS funny to click on monkeys and knowing you, you're probably sneaking peeks at his tail too. Remember, you're not paranoid if someone's really out to get you.



Sebastian



Ana

Ana is sassy, adorable, smart, all-in-all the kind of monkey you'd want to bring home to mother... well, only if your mother was really, really tolerant in an inter-species kind of way but you get the point, she's a great chimp. Eli is totally infatuated with her and so is Monty.... and Herb and Jackie and Fernando and you get the idea.

Eli is super-friendly, sweet as a bar of chocolate and about as swift. He's a favorite of the other chimps because he's always willing to give up his last coconut or piece of banana. Chorizo and Nero are only too happy to take advantage of Eli's giving nature and tend to take all his food and make him do their laundry at every opportunity. And woe to Eli if there's not enough starch in Nero's straight-jacket!



Eli



Paya

Some kids are cute, some kids are annoying, Paya walks that line like a Romanian gymnast on a balance beam. She "looks" like the most adorable little stuffed critter, but let her open her mouth and she'll be whining for candy or singing about how ugly you are! Almost makes you want to throw a kitchen sink at her!

How a monkey brain got into a death-ray wielding robot is very complicated. (Okay, its not so complicated, it just took a philips-head screwdriver and some WD-40). Now, why someone put a monkey brain into a robot is a different, if vaguely familiar story... Mad scientist... yadda yadda yadda.... world domination.... yadda yadda yadda.... some dude named Igor, yadda yadda yadda...



Monbot



Che

Che is pretty laid back. He does his own thing, gets along with everyone and tries to just enjoy the solitaire and the occasional burn. While in most ways he is surprisingly normal, Che is spectacularly bad at math. Worse, he refuses to admit it. When the gang all goes out to dinner, Che insists on figuring out the

tip and has, on occasion, claimed that according to his calculations the waiter was owed more than a "shmupzillion dollars".

Yeah, embarrassing.

Fernando is never seen without his backpack and goggles, despite this he still manages to somehow be suave. This is actually a pretty amazing feat...

(you try putting on aviator goggles and a little yellow backpack reeking of old bananas and see how

cool the kids at the Mall think you are!) What Fernando carries in that backpack is a mystery, he'll tell you its a banana sandwich but he'll never let you look. Monty suspects that perhaps Fernando has his jujubees.



Fernando



Chorizo

This chimp is nuts. No really, that's the clinical term, "nuts". All the monkeys enjoy a little fire and a nice burn, but Chorizo *really* likes it. Banging his cymbals and hooking up incendiary devices are his whole life. The other monkeys would be worried about him but, compared to Nero, Chorizo seems sort of... well adjusted.

Cara seems a little dark, a little jaded, but she's a cool chimp. Ana gets most of the attention and Cara knows it and can't help being a just a little jealous. Cara likes depressing music, making fun of "happy" people, Japanese horror flicks, and, secretly, Jackie.



Cara



Nero

Wow. If the eyes are the windows of the soul, then this guy needs an exorcist... fast. Nero has to be physically restrained or he will eat anything within reach; chairs, chimps, tofu, anything! Luckily he also enjoys his restraints and somehow manages to lace his own straight-jacket each morning. Click on his head at your own risk.

The one thing you should know about Jackie is that (s)he absolutely does not know kung-fu... or karate, or akido, or even how to give a good slap. But (s)he completely believes himself(herself) to be a master of the martial arts and you can't tell him(her) different. (S)He's only gotten into one fight in his(her) life and in that one, while (s)he was flailing his(her) arms with his(her) eyes shut tight, Cara stepped in and knocked the guy out.



Jackie



Coco



Melon



Kiwi

Coco, Melon & Kiwi, three appealing apes! Disco may be dead, ain't no one doing the Twist, and the Lindy Hop hopped on down to the Boca Raton Senior Center a long time ago, but there's still one dance craze that has all the kids going ape. That's right, the OhChakaLaka Dance as performed by Coco, Melon & Kiwi is as popular as ever! The fact that the dance is never the same twice and that the girls dress exclusively in fruit must be given some of the credit. Coco, Melon & Kiwi are sassy, cute and fun, and their dance, (like their bite), is just infectious! One note of trivia; the dance troop used to include a fourth member, but Lettuce received a tragic head injury and is now, sadly, a vegetable.



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