

GEORGE

JUNGLE

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For 2, 3, or 4 Players



INTRODUCTION

George of the Jungle fearless ape man! A protector of the weak and innocent, lurching through the tree tops he somehow outwits his opponents as he saves his friends.

OBJECT

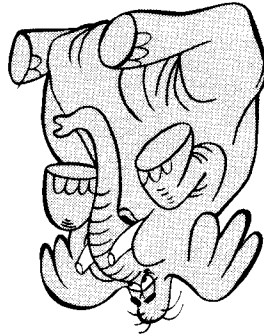
The object of this game is to be the first player to reach George's Jungle House.

EQUIPMENT

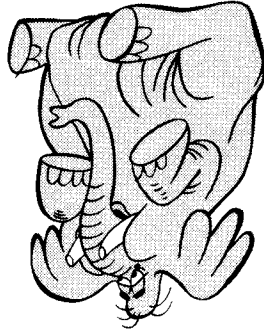
The equipment consists of four playing pieces, 1 die, Elephant cards, 2 George of the Jungle pieces and a playing board.

PREPARATION

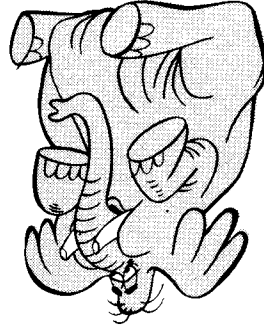
Remove the two George pieces from the printed strip and fit them into plastic stands. Separate the Elephants cards from the platform. Place the two George pieces on George's House in the center of the board. Shuffle and place 2 Elephant cards face down on each of the Elephants spaces. Players select a playing piece. Each player throws the die and the player with the highest number goes first.



Forward 2



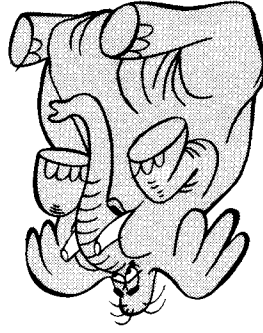
Forward 3



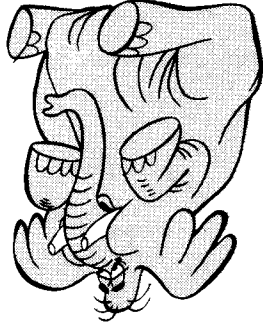
Forward 4



Move out of Hazard Square or move 3



Back 2



Back 3

THE PLAY

The first player throws the die and moves his piece from the starting positions the number of spaces indicated. The other players follow in the same manner. A player moves in a forward direction unless he lands on a space that tells him to move back. If a player lands on a space occupied by another piece, he moves his piece ahead to the first unoccupied space. If this occurs on a backward move, he moves back to the first unoccupied space.

GEORGE OF THE JUNGLE

Whenever a players piece lands on a danger space he moves to the "Hazard Square" ahead or behind his piece. Whenever a players piece lands on one of the four "Hazard Squares" on each corner of the board, he must wait here until released by George. This is accomplished in the following manner. A players piece lands on a "Hazard Square." On his next turn he throws the die and instead of moving his piece, he moves George along the George track, the number of spaces indicated towards the square holding his piece. He continues to do this until George reaches the square. George does not have to reach this square by the exact count. If there are two players pieces in this "Hazard Square" then the other player also moves this same George piece toward this square. When George reaches a "Hazard Square" he releases all pieces in this square. The player who moved George to the "Hazard Square" takes his piece from this square and places it on the first space in front of the Square. He then moves the other pieces in the square to the first unoccupied space in back of the square and returns George to his house. If it happens that a player being released falls on a space that would return him to the "Hazard Square" he must again move George from his house to the "Hazard Square." There are two George pieces and only one is allowed to move on a track. They may both move on different tracks however towards different "Hazard Squares."

ELEPHANT CARDS

A player may try to get an Elephant card by moving off the main track onto one of the branch tracks leading to the tiger space. He does not have to reach here by the exact count. When a player succeeds in landing on the tiger space he throws the dice again. If the number on the die corresponds to one of the three numbers printed below the Elephant, he takes an Elephant card. Whether or not he succeeds in throwing one of the numbers called for, he moves off the tiger space the number of spaces indicated by this throw. If there is no number below the Elephant he may take an Elephant card on reaching the Tiger space and then move off this space using again the same number he reached the Tiger space with. When a player obtains an Elephant he may play it at once or he may hold it and play it on any turn he wishes.

WINNING THE GAME

A players piece must reach the finish by the exact throw of the die, by the play of an Elephant card or by combining both. The first player to reach the finish by the exact count, WINS THE GAME.

We will be glad to answer inquiries concerning these rules. Parker Brothers, Inc., P.O. Box 900, Salem, Mass. 01970.