

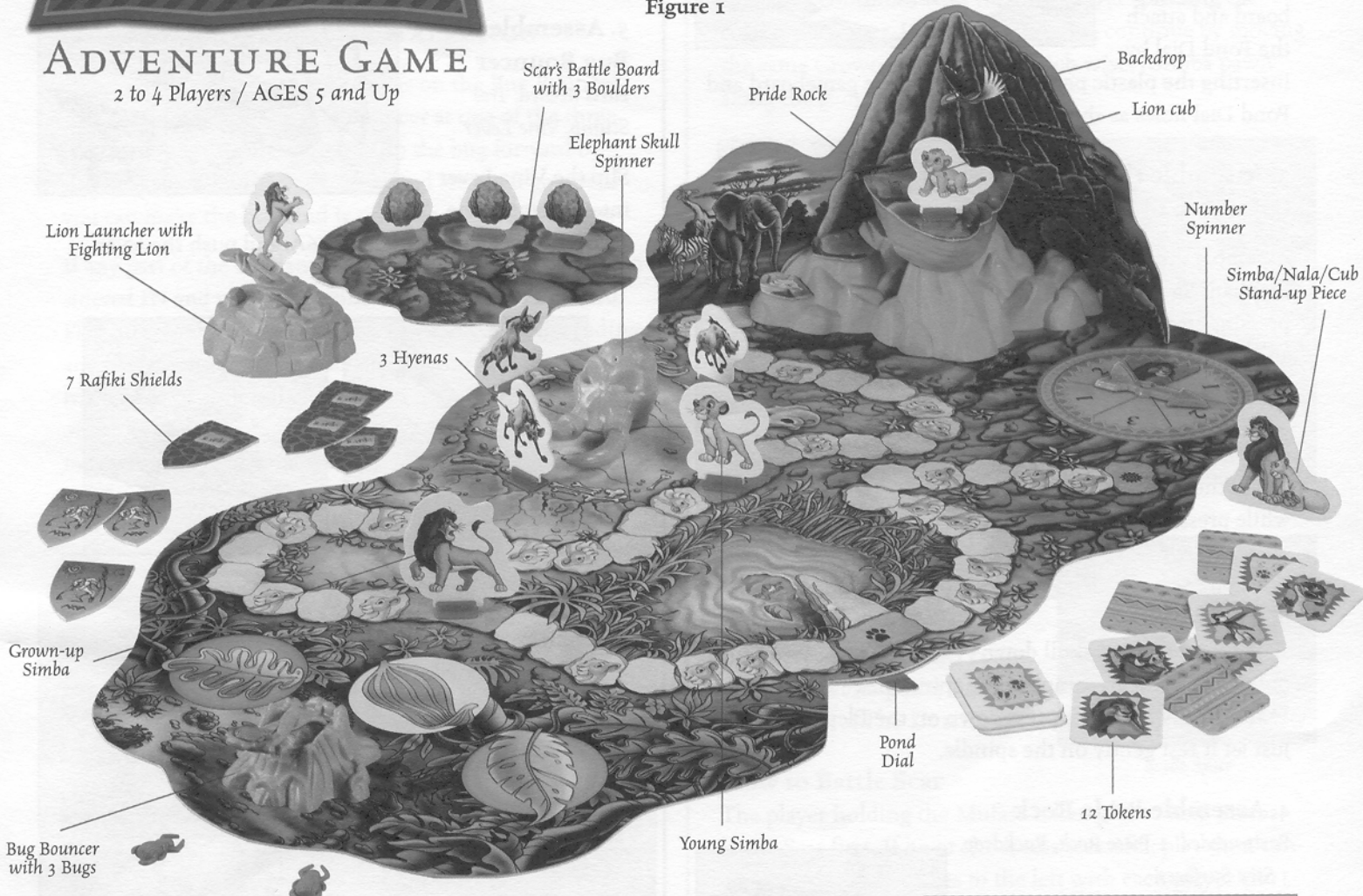


ADVENTURE GAME

2 to 4 Players / AGES 5 and Up

WARNING:
CHOKING HAZARD- Small parts.
Not for children under 3 years.

Figure 1



OBJECT

Defeat Scar and make Simba The Lion King.

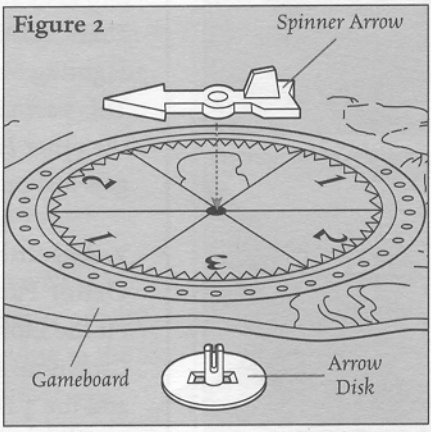
GAME ASSEMBLY

Carefully remove all of the parts from the parts sheets, bags and plastic runners. Discard all of the waste. Figure 1 shows the game set up. Please refer to it as you follow the game assembly.

I. Assemble the Number Spinner

Parts needed: Arrow Disk, Spinner Arrow.

Lift up the gameboard and insert the arrow disk upward through the gameboard hole. Then attach the spinner arrow to the disk by snapping it into place as shown in Figure 2.

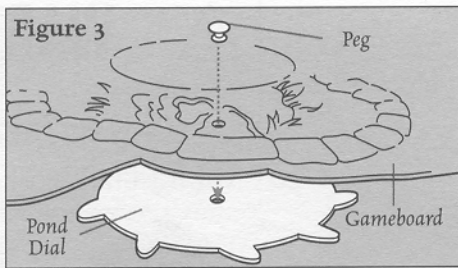


- ### CONTENTS
- Gameboard
 - Scar's Battle Board
 - Pond Dial and Plastic Peg
 - Pride Rock with Backdrop and 3 Step Surfaces
 - 2-Piece Elephant Skull, Ring and Spindle
 - 2-Piece Bug Bouncer
 - 4 Bugs
 - 2-Piece Lion Launcher
 - 5 Simba Pawns
 - 3 Hyena Pawns
 - 3 Boulder Pawns
 - 10 Pawn Stands
 - 12 Tokens
 - Simba/Nala/Cub Stand-up Piece
 - Spinner Arrow and Arrow Disk
 - 7 Rafiki Shields

2. Assemble the Pond Dial

Parts needed: Pond Dial, Plastic Peg.

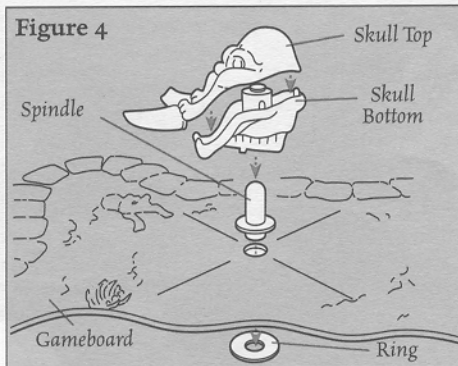
Lift up the gameboard and attach the Pond Dial by inserting the plastic peg down through the gameboard and Pond Dial holes as shown in Figure 3.



3. Assemble the Elephant Skull Spinner

Parts needed: 2-Piece Elephant Skull, Ring, Spindle.

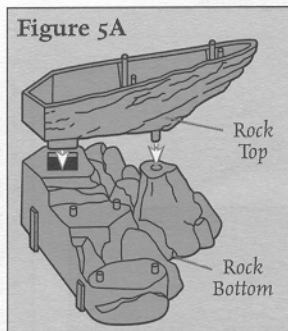
Assemble the Elephant Skull by pressing its top and bottom pieces together. Lift up the gameboard and place the ring under the hole while pressing the spindle down through the hole to attach it. Now slide the assembled skull down onto the spindle to complete the spinner. See Figure 4. **IMPORTANT!** Do not press down on the Elephant Skull. Just let it rest gently on the spindle.



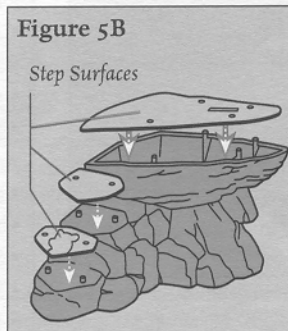
4. Assemble Pride Rock

Parts needed: 2-Piece Rock, Backdrop, 3 Step Surfaces.

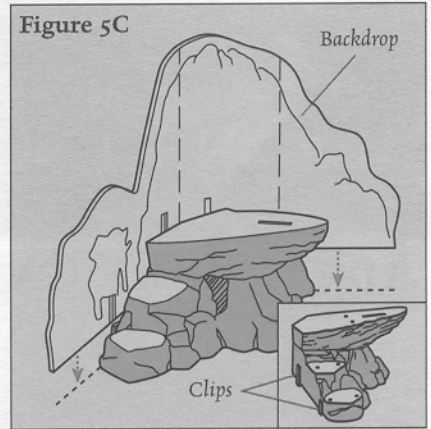
Press the Rock Top down onto the Rock Bottom until it snaps into place. See Figure 5A. (NOTE: To take Pride Rock apart, squeeze the two plastic tabs inside the rock together and gently pull the two pieces of the rock apart.)



Position Pride Rock on the gameboard by fitting the rock's pegs into the holes in the gameboard. Press the three Step Surfaces down onto Pride Rock, fitting them shape to shape for each step. See Figure 5B.



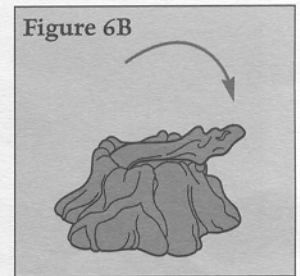
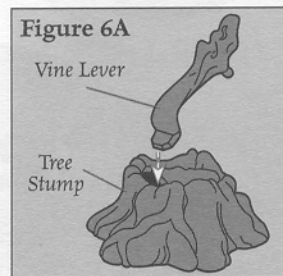
Now slide the Backdrop down into the four clips on the back of the rock. See Figure 5C.



5. Assemble the Bug Bouncer

Parts needed: Tree Stump, Vine Lever

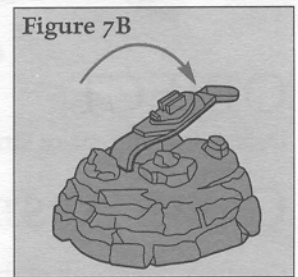
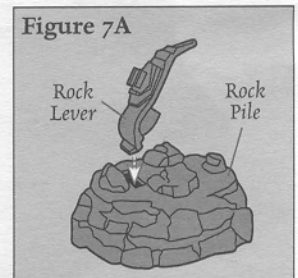
Slip the Vine Lever into the slot of the Tree Stump as shown in Figure 6A, and push the lever down as shown in Figure 6B.



6. Assemble the Lion Launcher

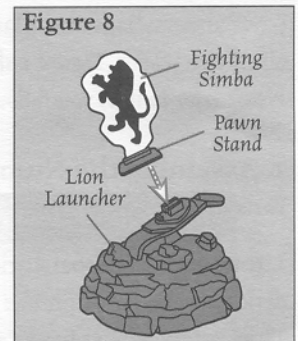
Parts needed: Rock Pile, Rock Lever, Fighting Simba Pawn.

Slip the Rock Lever into the slot of the Rock Pile as shown in Figure 7A and push the lever down as shown in Figure 7B.



Fit the Fighting Simba pawn into the tan pawn stand. Now fit the pawn stand into the Lion Launcher as shown in Figure 8.

IMPORTANT: Place the extra Fighting Simba pawn out of play. This pawn is to be used only if the other Fighting Simba pawn gets lost or damaged.



7. Assemble the 9 Other Pawns

Fit the Lion Cub, Young Simba, Grown-up Simba, the 3 Hyenas and the 3 Boulder pawns into the purple pawn stands.

SETUP

Refer to Figure 1 when setting up the game.

1. The 9 Pawns

- Place the Lion Cub pawn on the START area at the top of Pride Rock.
- Place the Young Simba pawn on the large rectangular Rock space with the purple Lion Paw. This space is next to the Elephant Graveyard.
- Place the Grown-up Simba pawn on the large rectangular Rock space with the red Lion Paw. This space is next to the Jungle.
- Place the 3 Hyena pawns on the little rectangular pawn stand markers around the Elephant Skull Spinner in the Elephant Graveyard.
- Place the 3 Boulders on the 3 spaces on Scar's Battle Board.

2. The Lion Launcher

Place the Lion Launcher near Scar's Battle Board.

3. The Bug Bouncer and Bugs

Place the Bug Bouncer on the Jungle area of the gameboard. Scatter *three* of the bugs around the Bug Bouncer's base. Put the leftover bug out of play. (This extra bug is only to be used if one of the other bugs gets lost or damaged.)

4. The Pond Dial

Move the Pond Dial (one tab at a time) until a frog appears in the center of the Dial window. See Figure 9.

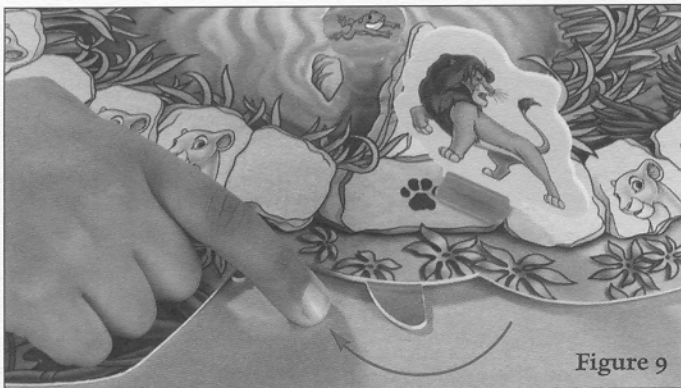


Figure 9

5. The Shields

Spread out the seven Rafiki shields next to the gameboard. It doesn't matter if these are faceup or facedown.

6. The Tokens

Turn the following tokens *facedown* and mix them up:

For a 4-Player Game: All 12 tokens.

For a 3-Player Game: Include Mufasa, the three character tokens (Pumbaa, Timon, and Zazu) and five of the paw print tokens (for a total of nine tokens). Place the three extra tokens out of play.

For a 2-Player Game: Include Mufasa, only two of the character tokens, and three paw print tokens (for a total of six tokens). Place the six extra tokens out of play.



Each player must now draw three tokens. Hold the tokens in your hand but do NOT show them to any other player.

HINT: The Mufasa token is a very special token. You want to be the player who holds this token!

7. Simba/Nala/Cub Stand-up Piece

Place the Simba/Nala/Cub stand-up piece aside for now.

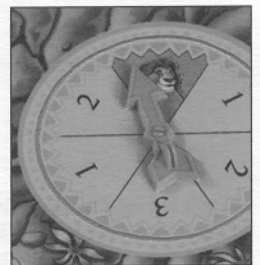
HOW TO PLAY

The player holding the Mufasa token begins the game. Play then passes to the left.

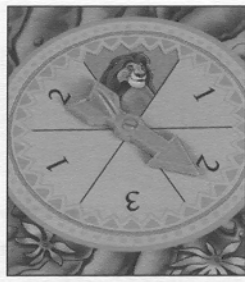
On Your Turn:

Spin the Number Spinner. (If the arrow points to a line, spin again.) What you spin determines what you do next:

If you spin Mufasa, you get to take the Mufasa token from the player who has it while that player takes a token from you. If you already have the Mufasa token, do nothing. This ends your turn. **NOTE:** Players must always have three tokens at the start of every turn.



If you spin a number, move the Simba pawn forward on the gamepath the number of spaces shown on the spinner.



IMPORTANT! At the beginning of the game, the first player to spin a number will move the Lion Cub pawn off of the START area and along the gamepath.

The Spaces

If you land on a blank space, Simba gets to rest. This ends your turn.



Blank Space



Nala Space

If you land on a Nala space, trade one token with any other player. **HINT:** Trade with the player you think has Mufasa!

IMPORTANT! If you already have the Mufasa token in your hand, you still must trade tokens with another player.

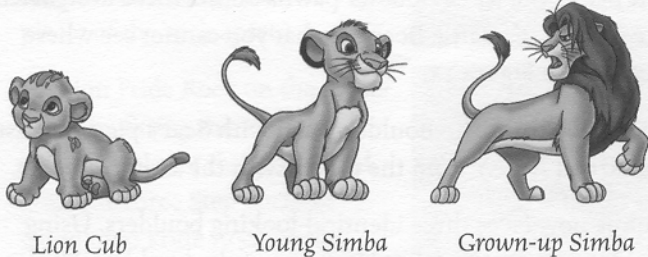
How to Trade Tokens: Select a token from the other player's hand while that player selects a token from your hand. No peeking while you trade! Now place the token you have selected with the others in your hand.

Getting an Extra Turn: If you are holding at least two character tokens (Pumbaa, Timon, and Zazu) at the start of your turn, you get an extra turn at spinning the Number Spinner! Hooray!

The Action Arenas

As you move Simba along the gamepath, you will be stopped at three areas: the Elephant Graveyard, the Jungle and the Pond. These areas are known as "Action Arenas." Each Action Arena challenges you to a new task and gives Simba the chance to "grow up" a little bit more.

SIMBA "GROWS UP"



Lion Cub

Young Simba

Grown-up Simba

The Challenge Spaces

The three large rectangular Rock spaces with Lion Paws are Challenge spaces. These spaces give you the chance to win Rafiki shields. You must always stop at these spaces (not necessarily by exact count) and perform the challenge of a particular Action Arena.



Challenge Space

On the first two Challenge spaces stands an "older" Simba pawn. When a "younger" Simba pawn stops on either one of these Challenge spaces, the younger pawn should be placed beside the older Simba pawn. It is now time for players to perform the challenge of that Action Arena.

What to Do at the Action Arenas

The player holding the Mufasa token always gets to perform the Action Arena's challenge first. Play then continues to the left with each player also performing the same challenge. The different Action Arena challenges are explained in detail below.

THE ELEPHANT GRAVEYARD CHALLENGE

On your turn, spin the Elephant Skull Spinner. If the longer tusk points to a quadrant containing a hyena, you have defeated that hyena and receive one Rafiki shield as a reward. See Figure 10. Remove the defeated hyena from the gameboard. Your turn is now over.

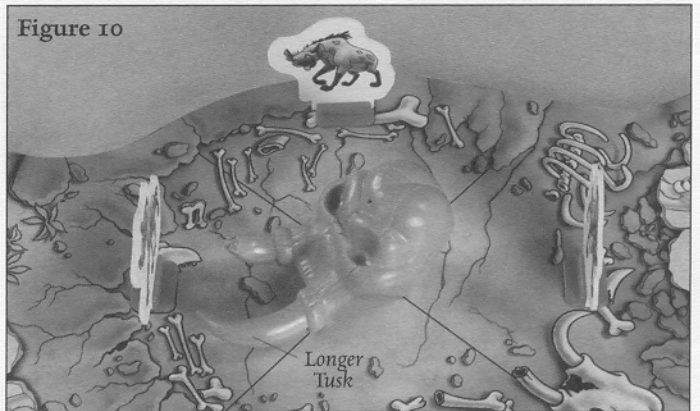


Figure 10

If the longer tusk does NOT point to a quadrant containing a hyena, you have missed.

Play passes to the left with each player (including any player who has won a shield) spinning the Elephant Skull Spinner until all three hyenas have been defeated and a total of three Rafiki shields have been awarded.

NOTE: A player may win more than one Rafiki shield.

When the last hyena has been defeated, Simba “grows up” a little more. Play continues with the next player spinning the Number Spinner. If a number is spun, continue by now moving the Young Simba pawn along the gamepath towards the jungle. (The Lion Cub pawn is removed from play.)

THE JUNGLE CHALLENGE

On your turn, place one of the bugs on the Bug Bouncer Vine Lever and aim the Bug Bouncer at one of the three leaf circles. See Figure 11. Now flip the bug forward by pressing down on the Vine Lever and letting it go. See if you can make the bug land inside one of the leaf circles.

If any part of the bug lands inside the circle, the bug is considered IN and you receive one Rafiki shield as a reward. Play then continues to the left with each player (including any player who has won a shield) flipping a bug until a bug has landed in each leaf circle (one bug per circle) and a total of three Rafiki shields have been awarded. NOTE: A player may win more than one Rafiki shield.

IMPORTANT! You may flip only one bug on your turn.

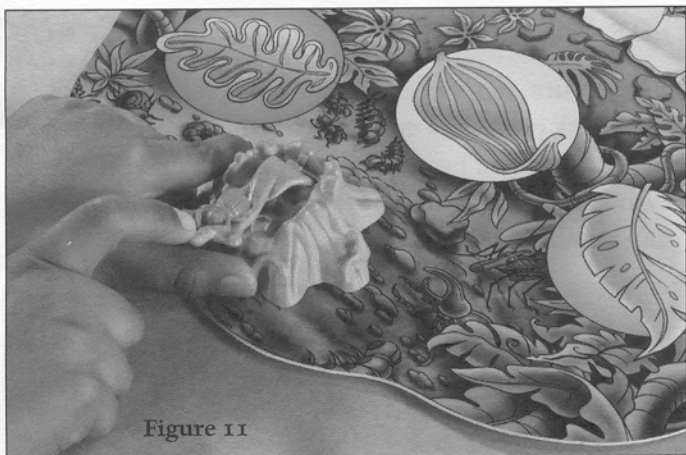


Figure 11

When the third bug has landed in a leaf circle, Simba again “grows up” a little more. Play continues with the next player spinning the Number Spinner. If a number is spun, continue by now moving the Grown-up Simba pawn along the gamepath towards the pond. (The Young Simba pawn is removed from play.)

THE POND CHALLENGE

On your turn, spin the Number Spinner and move the Pond Dial clockwise (one tab at a time) the number of tabs shown on the spinner. Play then continues moving to the left with each player spinning the Number Spinner and moving the Pond Dial. The player who, by exact count, makes Mufasa’s face appear in the Dial window is awarded

the last Rafiki shield. See Figure 12. This completes the challenge at the Pond for all players.

IMPORTANT! If you spin Mufasa on the Number Spinner, spin again. The Mufasa token is NOT traded at the Pond.

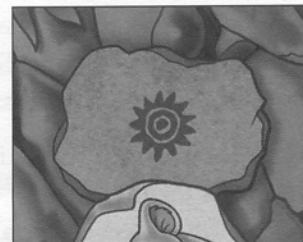
Play then continues with the next player spinning the Number Spinner. If a number is spun, continue by moving the same Grown-up (but now, much wiser) Simba pawn along the gamepath.



Figure 12

The Final Battle

When the Grown-up Simba pawn reaches the Battle space (not necessarily by exact count), players must help him fight Scar for the title of The Lion King!



Battle Space

How to Battle Scar

The player holding the Mufasa token gets to help Simba battle Scar first. If he or she is unsuccessful, play then continues to the left with each player also helping Simba until Scar is defeated.



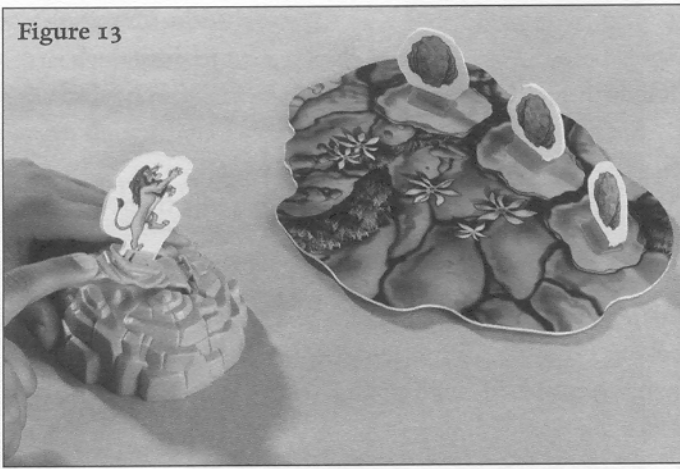
Scar Boulder Pawn

On your turn, make sure the Fighting Simba pawn is in position on the Lion Launcher. Your goal is to knock over the Scar Boulder pawn. The player to your left places the three Boulder pawns on the three designated areas on Scar’s Battle Board so that you cannot see where Scar is. See Figure 13.

IMPORTANT! The Boulder pawn with Scar’s picture must be turned AWAY from the player with the Lion Launcher.

Simba now faces three identical-looking boulders. Using the Lion Launcher, take aim at one of the boulders. With a flick of the Rock Lever, send the Fighting Simba pawn soaring through the air and try to knock over the boulder that has Scar’s picture! If you miss, or knock down the wrong

Figure 13



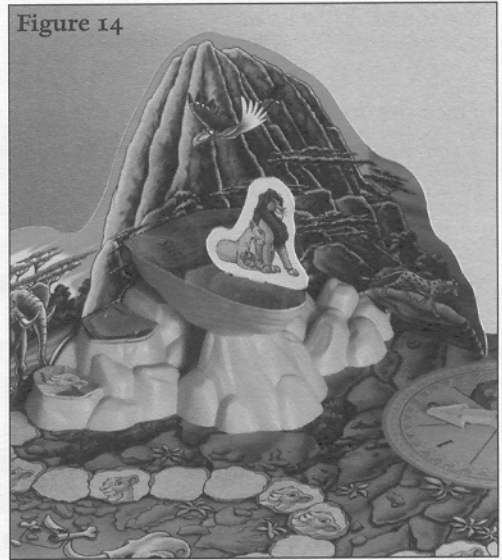
boulder, you may try again on your turn - but only for as many times as you have Rafiki shields. (2 shields = 2 more tries; 3 shields = 3 more tries, etc.)

When a boulder which is NOT Scar is knocked down, it is taken out of play. Play then continues with only two boulders. The remaining boulders are rearranged only when play passes to the next player.

HOW TO WIN

The player who knocks Scar down wins the game and makes Simba The Lion King by placing the Simba/Nala/Cub stand-up piece in the slot on top of Pride Rock. See Figure 14. Simba now stands proud as The Lion King!

Figure 14



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2.

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The Lion
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