

JUMANJI™

For 1 player / Age 6 and up

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IMPORTANT! If this game malfunctions,
push in RESET or try a new battery.

OBJECT

As Peter, your job is to locate Judy and Alan and rescue all 3 of you from this treacherous game! How? By spelling the word J-U-M-A-N-J-I in 7 levels of increasingly difficult jungle adventures.

GAME SUMMARY

Each level begins with a maze filled with a variety of dangers – and the weapons to defeat the dangers. Find Judy and Alan (who may or may not be found at the end of a maze) before proceeding. After finding Judy and Alan, you must solve a puzzle. Complete it successfully, then defeat the Stalker in a fast-paced dice game to earn a letter for that level. Can you collect all 7 letters to spell out J-U-M-A-N-J-I?

THE MAZE

The higher you get in spelling out J-U-M-A-N-J-I, the more mazes you will need to complete on each level. In each maze, you will start out in the lower left corner and work your way to the end of the maze, in the direction of the upper right corner. Along the way, you will pass over dots which could be either a danger or a weapon (or Trader Slick, who trades weapons). If the dot is a danger, the picture of that danger will appear along the left side of the LCD. If the dot is a weapon, the weapon will be shown along the right side of the LCD.

DANGERS

There are five possible dangers. When you pass across one, its picture will be shown on the left side of the LCD. You will then have a choice: Use a weapon (if it's powerful enough) to defeat the danger, or roll your dice and try to match the Danger Die shown in the upper left corner of the screen. You can roll the dice as many times as you like while the timer is running. Press the appropriate HOLD button if you roll a matching die. The HOLD button for each character you have rescued is the Die button closest to each character's picture.

The dangers include:



Van Pelt

The most dangerous character in the jungle. The only weapon which will defeat Van Pelt is the rifle. If you decide to roll the dice against him, your dice must match anything from a 1 up to a 9.



Tribal Bob

With his huge war mask, Bob is very scary indeed. He can be defeated by a spear or a rifle. If you decide to roll the dice against him, your dice must match anything from a 1 up to a 7.



Monkey

The monkey is quite a mischievous character. He can be defeated by an axe, spear, or rifle. If you decide to roll the dice against him, your dice must match anything from a 1 up to a 6.



Spider

The poisonous spider can be sneaky. He can be defeated by a fly-swatter, axe, spear, or rifle. If you decide to roll the dice against him, your dice must match anything from a 1 up to a 4.



Rat

The rat is a pesky little devil. He can be defeated by the cheese, fly-swatter, axe, spear, or rifle. If you decide to roll the dice against him, your dice must match anything from a 1 up to a 3.



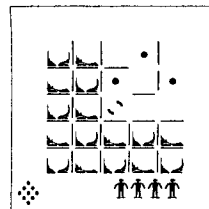
GETTING STARTED

Waking up the Game: If no buttons are pressed for one minute, the game will go into sleep mode. To wake up the game, press ON.

Starting a New Game: Press and hold NEW GAME. You will see the tornado sequence and find yourself (the blinking ◀ symbol) at the beginning of the maze. You and Judy are represented by ○. You, Judy and Alan are ⊙.

MOVING THROUGH THE MAZE

Use the North, South, East and West directional buttons to move through the maze. Remember, the exit is toward the upper right corner. You will begin with 4 lives, which can be seen at the bottom of the screen. The dots you run across can be either a weapon, which will appear at the right of the screen, or a danger, which will appear at the left of the screen. If you are defeated by a danger, you will lose one of your lives.



You must find both Judy and Alan to advance past the maze level. They may or may not be found at the end of a maze. When you find Judy, her dice will appear in the lower right corner. Alan's dice will appear in the upper right corner.

FIGHTING A DANGER

If you have the proper weapon to defeat the danger you encounter, you will see "ROLL" and "SELECT" flashing at the bottom of the LCD. The weapon(s) which can be used will be flashing along the right side. To use a weapon, press the HOLD 1 button to select a weapon and then ENTER to defeat the danger.

If you do not have a powerful enough weapon or you choose not to use a weapon, press ROLL. The danger will roll its die in the upper left corner. If you can roll the same number with your die (in the lower left corner) and then press HOLD 1 before the timer runs out, you will defeat the danger. If you have already located Judy, you will also need to match her die (lower right corner) with the danger's die and press HOLD 2.

TRADER SLICK

If you run across Trader Slick, your lowest (weakest) weapon is selected for trading and will start flashing. The entire weapon arsenal will then spin quickly and will stop when you press the ROLL button. If it lands on a weapon which you do not currently have, you can keep the new weapon. If it lands on a weapon which you already have, you will lose that weapon.



SOLVING THE PUZZLES

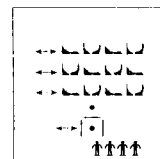
There are 5 different puzzles which you may encounter. At the end of each, you will come up against the Stalker.

These puzzles are:

1. Jungle Attack
2. Hidden Path
3. Duel with Slick
4. River Crossing
5. Tic Tac Toe with Gravity

JUNGLE ATTACK

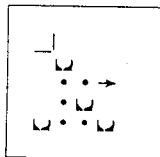
Can you stop the marching Jungle vines before they stop you? You are represented by the box at the bottom of the screen. Rows of Jungle vines move back and forth across the



screen and drop down closer to you. You must fire dots at them to destroy them. As you destroy them, the remaining vines come at you faster! If they drop to the same row you are on, you cannot fire at them and you will lose 1 life.

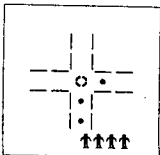
HIDDEN PATH

Can you reach the upper left corner of the screen before losing all of your lives? As you run into jungle vines, they will appear on the screen and you will lose a life. Start over again and take a different path to avoid the vines you have already uncovered.



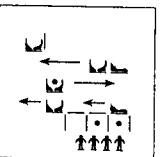
DUEL WITH SLICK

Can you keep up with Slick without falling for his "fakes"? A dot will randomly appear in 1 of the 4 paths that lead from the center. If a dot appears next to the center, you must quickly press the directional button that matches that dot's appearance. React too slowly and the lane will fill with dots (2 max.). If a dot appears far away from the center and you press a directional button, that lane will also fill with dots. When one lane is filled, the 3 remaining directions will continue to have random dots appear (at increasing speed) until another button is pressed at the wrong time. If 3 lanes are full of dots, you lose a life. Continue to react quickly to the closest dots to fight off Slick and win!



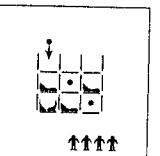
RIVER CROSSING

Can you cross the raging river? You start out with 3 dots at the bottom right of the screen, representing Peter, Judy and Alan. Logs will float across the screen in different directions (right to left, or left to right). Jump on the log as it crosses and continue until you reach the upper left corner of the screen. If you miss-time a jump, you will lose a life. You must cross the river with all 3 dots to win.



TIC TAC TOE WITH GRAVITY

Similar to Tic Tac Toe, can you line up 3 of your dots in a row? Each player drops a token into one of the 3 columns. If a column is full and a token is dropped into it, the whole column will shift down one space.



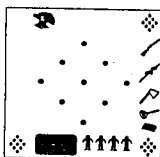
STALKER

On each level, after completing the maze and solving the puzzle, you must defeat the Stalker before you can be awarded a letter. The Stalker's die will be shown in the middle of the screen.



Press ROLL to roll Peter's, Judy's, Alan's and the Stalker's dice. If one of their dice matches the Stalker's, press their respective HOLD button and continue rolling the other two dice. If you match all 3 dice with the Stalker's die before time runs out, you win! If you do not match all 3 dice in the allotted time, you will lose a life and must try

again. Also, any weapons you accumulate in the maze can be used as extra lives.



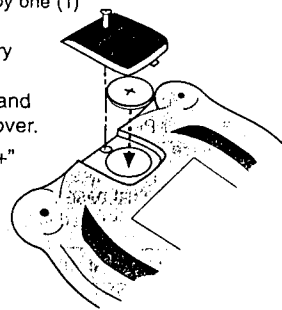
TO START AGAIN

To start a new game, press NEW GAME.

REPLACING THE BATTERY

This game is powered by one (1) CR2032 3V button cell battery. Install the battery as follows:

1. Loosen the screw and remove the battery cover.
2. Place the battery "+" side up into the battery compartment as shown. Then replace the battery cover and tighten the screw.



CAUTION:

• As with all small batteries, the battery included with this game should be kept away from small children, who still put things in their mouths. If the battery is swallowed, promptly see a doctor and have the doctor phone (202) 625-3333 collect.

- Be sure you insert the battery correctly and always follow the game and battery manufacturers' instructions.
- Battery may leak if improperly installed, or explode if recharged, disassembled or heated.

MAINTENANCE

- Handle the game carefully.
- Store the game away from dusty or dirty areas.
- Keep the game away from moisture or temperature extremes.
- Do not disassemble the game. If a problem occurs, push in the RESET button, or remove and replace the battery to reset the computer.

We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915, or phone 508-921-3500.

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A LOOK AT YOUR GAME UNIT

