

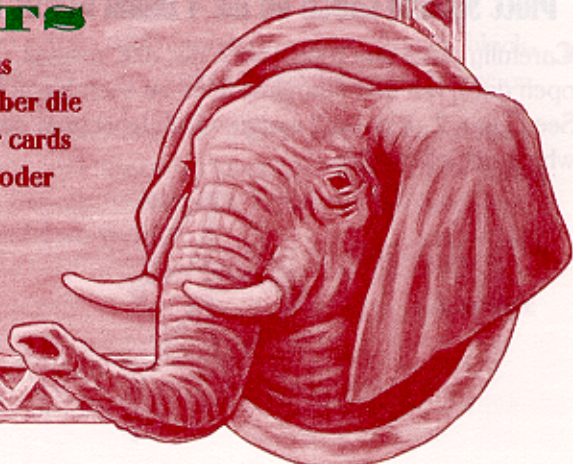
JUMANJI™

• INSTRUCTIONS •

2 to 4 Players

CONTENTS

Gameboard • 4 Pawns
Rhino figure • Timer • Number die
4 Rescue dice • 30 Danger cards
Gameboard center • Decoder
Label sheet

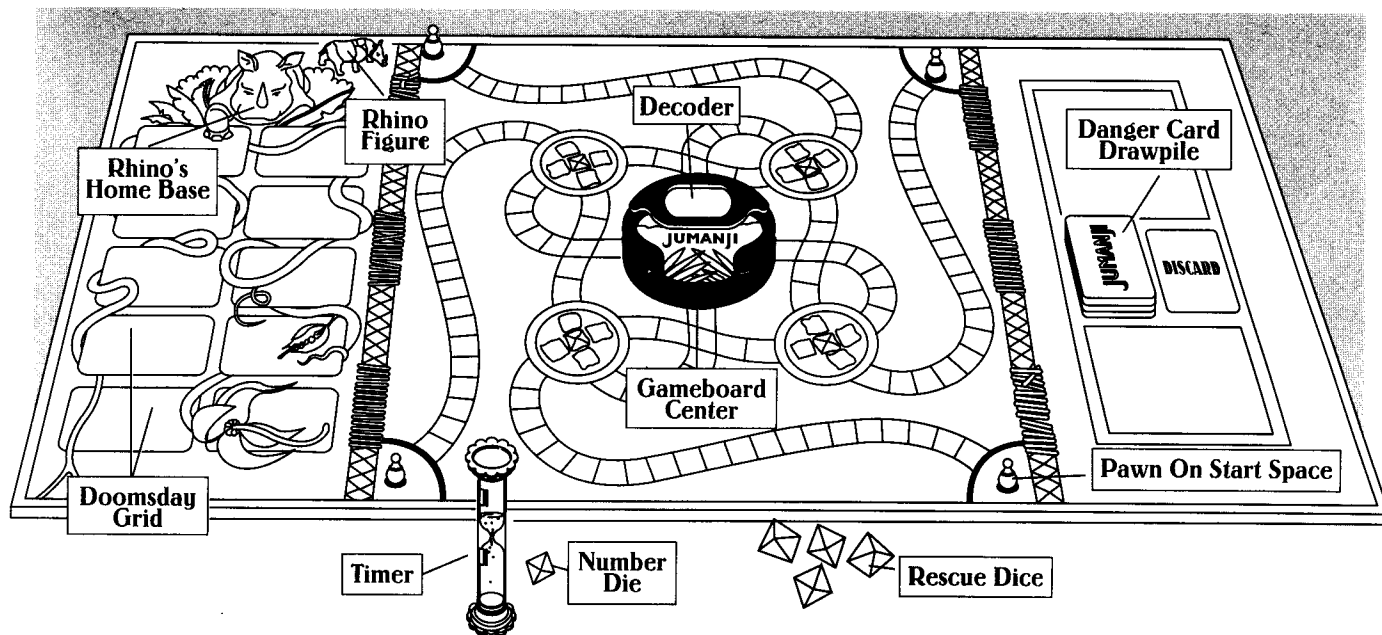


➔ OBJECT ➔

Be first to reach the gameboard center and call out JUMANJI!!!

Figure 1

Figure 1 shows a game set up for 4 players. Refer to it as you assemble and set up your game.



➔ ASSEMBLY ➔

Remove the game parts from the plastic bags. Discard bags.

Place Symbol Labels on the 4 Blank Rescue Dice

Carefully place one rope, saber, die, axe, racquet, open door, raft and hourglass label on each blank die. See Figure 2. It doesn't matter which label goes on which side of the dice.

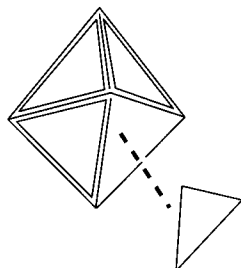


Figure 2

Label Guide



Axe



Raft



Die



Rope



Open Door



Saber



Racquet

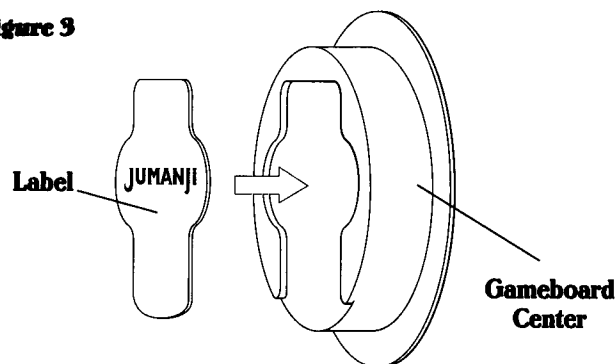


Hourglass

Assemble the Gameboard Center

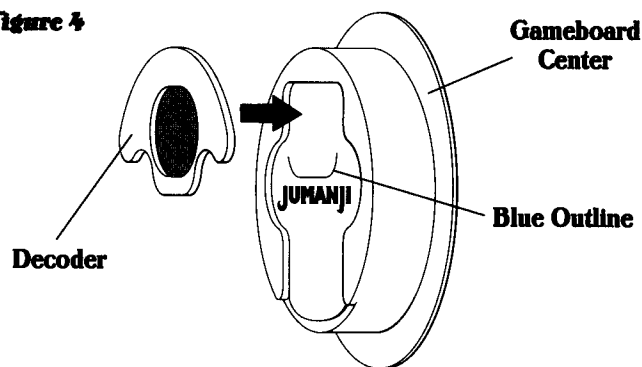
1. Place the JUMANJI label on the gameboard center as shown in Figure 3. Be careful when placing the label. It cannot be removed once it is positioned.

Figure 3



2. Peel the backing off the decoder adhesive. Attach the decoder to the gameboard center as shown in Figure 4. Be sure to line up the decoder's outer edge with the center's outer edge before pressing securely into place. Use the label's blue outline as a guide for orientation.

Figure 4



3. Lift the gameboard and fit the gameboard center up through its center hole. Refer to Figure 1 for placement.

➤ SETUP ◀

- Shuffle the danger cards and place them facedown in a drawpile on the gameboard DRAW space.
- Each player chooses a pawn and places it on its matching color START space. Place unused pawns out of play.
- Place the rhino figure on its home base as shown in Figure 1.
- Each player chooses one Rescue die. Place any remaining Rescue dice out of play.

ADVENTURERS BEWARE:
DO NOT BEGIN UNLESS
YOU INTEND TO FINISH!

➤ HOW TO PLAY ◀

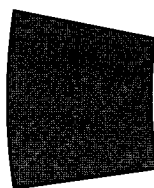
The player who suggested playing the game goes first. The player whose turn it is always gets the timer and the number die. Play then continues clockwise.

ON YOUR TURN

Roll the number die. Then move your pawn along your color path toward the gameboard center, the number of spaces shown on the die. Follow space directions only on your turn. When your turn is over, pass the timer and number die to the player on your left.

SPACE DIRECTIONS

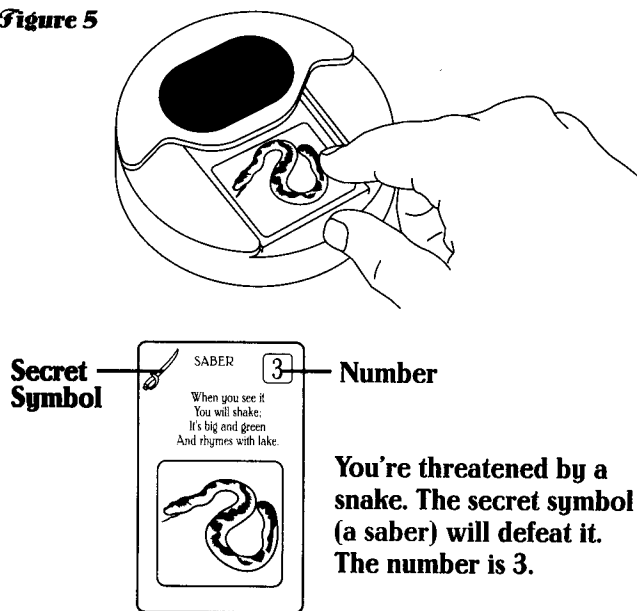
There are four different kinds of spaces. On your turn, do the following when your pawn ends its move on one of these spaces.



BLANK Spaces. Jungle dangers threaten you. Fellow players must try to rescue you by rolling the hourglass or the symbol matching the danger card. Here's how:

1. Draw a danger card from the drawpile. Slide it faceup under the decoder to read the message aloud and reveal the secret symbol and number. See Figure 5.

Figure 5



The Secret Symbols: Your card will reveal one of the following symbols: rope, saber, die, axe, racquet, open door or raft. Each symbol is pictured on the Rescue dice. Fellow players must try to save you by quickly rolling the symbol that matches your card, using their Rescue dice.

2. You, as the official timekeeper on your turn, say "Ready! Set! Go!" as you turn over the timer.

3. Fellow players must try to roll either the matching symbol or the hourglass before time runs out. You do not roll. Note: The hourglass is Wild – it matches any card symbol!

Rolling Against Time

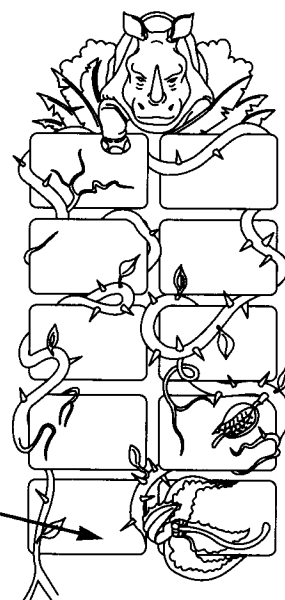
To rescue a player, all other players quickly roll their Rescue dice at the same time. Each of these players must roll continuously until a matching symbol or the hourglass is rolled. Players must hurry – they only have about 8 seconds! The timekeeper announces when time runs out.

- If ALL fellow players roll either the matching symbol or the hourglass, you're safe! Your pawn stays on its space. Fellow players move their pawns ahead the number of spaces shown on the card. Players do not follow space directions. Place that card faceup on the discard pile. Your turn is over.

- If one or more players fail to roll either the matching symbol or the hourglass, you must move your pawn backwards the number of spaces shown on the card. All other players stay put! Place the card faceup on the first Doomsday Grid space on the gameboard (see Figure 6). Your turn is over.

Figure 6

Players were unable to roll the saber to rescue you. Place the first card here on the Doomsday Grid.



THE DOOMSDAY GRID

The danger cards placed on the grid represent the dangers that are overtaking the town. As the game progresses, danger cards are added to the grid in the order shown in the illustration.



Try not to fill the grid with cards! If it fills up before a player reaches the gameboard center, all players lose! You must play the game again until someone wins!

Place cards in the direction of the arrow.



WAIT FOR 5 or 8 Spaces. You're being sucked into the jungle, moving back space by space until a player stops you by rolling 5 or 8. It may take several rolls for your fellow players to stop you!

The player to your left now rolls the number die once.

- If 5 or 8 is rolled, you're safe. Both you and the roller stay put. Your turn is over.
- If 5 or 8 is not rolled, you must move your pawn back one space. Do not follow space directions. The player to the roller's left now rolls the number die once, and so on. (You do not roll the die.) Move back one space on each unsuccessful roll, until a player rolls a 5 or 8 and stops you from moving backwards. Your turn is over. Note: If you are unlucky enough to move back to the START space, your turn is over. Start your next turn on the START space.



Jungle Spaces

JUNGLE Spaces. ALL players (including you) are trapped in the jungle! You must ALL roll to rescue each other; your turn does not end until you are successful. On these treacherous spaces, you may be forced to add several danger cards to the Doomsday Grid!

1. Draw a danger card and slide it under the decoder.
2. Read the message aloud and reveal the secret symbol and number.
3. Turn over the timer.
4. All players (including yourself) quickly start rolling their Rescue dice at the same time.

Rolling Against Time

All players quickly roll their Rescue dice together. Keep rolling continuously until the needed symbol or hourglass is rolled. The timekeeper announces when time runs out.

- If ALL players roll either the matching symbol or the hourglass – players are safe. ALL players move their pawns ahead the number shown on the card. Players do not follow space directions. Place the card in the DISCARD pile. Your turn is over.

- If ONE or more players fail to roll either the matching symbol or the hourglass, place the card on the next empty Doomsday Grid space. All players stay put while you draw another card. All players repeat the above steps until ALL players roll that card's matching symbol or the hourglass. You may need to draw several cards before you're safe. Your turn is then over.



RHINO Spaces. You may, if you wish, put the rhino figure on the space directly ahead of any pawn (except on the gameboard center), to block that player from moving.

The blocked player remains on that space until another player lands on a Rhino space and moves the rhino, or the blocked player rolls an even number on his or her turn.

If your pawn is blocked by the rhino, roll the number die once on your regular turn.

- If you roll an even number, place the rhino back on its home base and move forward the number of spaces shown on the die. Follow the directions for the space you land on.

- If you roll an odd number, the rhino remains blocking you. Follow the directions for the space you're on.

The Rhino Follows You: If your pawn is blocked by the rhino and moves backward, move the rhino along with it (always making sure it stays on the space just ahead of your pawn).

MOVEMENT RULES

- Players can't occupy the same space. Whenever you move onto an occupied space, move your pawn ahead to the next open space.
- Always move your full count. Exceptions: Being blocked by the rhino and not reaching the gameboard center by exact count. See How to Win below.
- If you can't move your pawn on your turn, follow directions for the space you're on. For example, if you're blocked by the rhino and are on a Wait for 5 or 8 Space, follow the directions for that space.

➔ HOW TO WIN ➔

To win, be first to reach the gameboard center by exact count, and call out JUMANJI!!! There are two ways to reach the gameboard center:

- On your turn, by exact die count after rolling the number die.
- On a fellow player's turn, by exact number count after moving ahead on a danger card.

IMPORTANT! If the die or card number is less than the spaces you need to reach the center, move your pawn the number of spaces shown.

However, if the die or card number is more than the spaces you need to reach the center, keep your pawn where it is. If it's your turn, follow the directions for the space you're on.

More than one player can reach the gameboard center on the same turn – but the winner is the one who yells JUMANJI first! So pay attention!

DON'T FORGET! If the Doomsday Grid fills up before a player reaches the gameboard center, the jungle has overwhelmed you, and all players lose! You must play the game again until someone wins!

CHALLENGE GAME

Using random cards from the card deck, add 1-6 danger cards to the Doomsday Grid before you start. See if you can beat the odds!

SPECIAL 2-PLAYER GAME RULE

Play by the regular rules with one exception: The hourglass is no longer Wild on the Rescue dice. GOOD LUCK!

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