5. MORE ABOUT THE WAIT FOR 5 OR 8 SPACES

If you land here, do the following:

• The player to your immediate left rolls the number die for you.

THE RESULT:

If a 5 or 8 is rolled, "Start" both you and the roller are safe and remain where you are.

If a 6 is rolled, you must move your pawn back one on the map space. The next player to the left, then rolls for you. You must move back one space for each unsuccessful roll. Your fellow players continue to roll until a 3 or 6 is tossed.

When that happens, your turn is over:

• When moving your pawn backward you do not follow the directions for any space you are on.

• There is no penalty for the unsuccessful rolls.

• If you are moved back to your start space, remain there, your turn is over.

6. MORE ABOUT THE JUNGLE SPACES

If you land here, do the following:

• A danger card is drawn and decoded. Its secret symbol and number are called out.

• Someone shouts out "Uh-oh!" and moves the inner piece.

All players start rolling their score dice as fast as they can. Everyone is racing against the timer.

Keep on rolling until each of you rolls an image that matches the secret symbol on the card, or time runs out.

• All players are stuck on the space. This must be raced against each other.

IMPORTANT: The hogmoniyi is "Wild." If it's rolled, it's a match, too!

THE RESULT:

If all players roll a match, everyone is raced. All players move their pawn ahead on the path the number of spaces indicated on the card. Nobody follows any directions on the spaces they moved to. The card is placed in the discard pile. Your turn is over.

If all players do not roll a match, everyone stays stuck on the path. Add the Danger Card to The Doomsday Grid. Draw and decode another card and skip it. Everyone must roll again. All together, trying to match the new symbol. The same actions and consequences continue until all rolls are successful.

WATCH OUT: Several Danger cards can be added to the Doomsday Grid on a player's turn before a score occurs.

7. MORE ABOUT THE RHINO SPACES

If you land here, you may, if you wish, place the rhino figure on a space directly in front of another player's path.

This will block your opponent until one of the following happens:

• EITHER another player lands on a rhino space and decides to move the rhino figure.

• OR the blocked player, on his or her regular turn, rolls the number die and tosses an EVEN number. The rhino figure will move to the space that was blocked.

• OR if an EVIL rhino is sighted, the blocked player remains in place and follows the direction of the space he or she is presently sitting on.

PEAKY RHINO: If you're the blocked player and you move backward on the path, the rhino moves along with you, always sitting in the space directly in front of you.

MORE MOVEMENT RULES

1. Two or more pawns cannot be on the same space at the same time.

2. Always move the full extent of your die roll, unless a rhino figure blocks your path, or you are trying to enter the gameboard center.

HOW TO WIN:

Be the first player to reach the gameboard center by exact count, and shout out "Jumaniij"! to win the game. You can also win by rolling the number die on your own turn, or an opponent's turn gets a Danger card move.

If the die or card number is more than the exact count you need to reach the game center, don't move at all, but follow the directions of the space you're sitting on.

NOBODY WINS: Remember if the Doomsday Grid is filled before anyone can get to the game center, there is no winner. You're all still stuck in the jungle and must play another game.

OTHER WAYS TO PLAY:

• For an extra challenge, start the game with the Doomsday Grid biffed.

• In a two-player game, don't count the hogmoniyi images on the dice as "Wild."

INSTRUCTIONS

AGES 5 AND UP

1 TO 4 PLAYERS

1 Gameboard
4 Pawns
1 Rhino Figure
1 Wind Timer
1 Number Die
4 Treasure Dice
10 Danger Cards
1 Card Decoder
1 Lid Sheet
1 Instruction Sheet
OBJECT OF THE GAME

Travel through the jungle, reach the gameboard center first, and shout out “JUMANJI!” to end the game... and win!

ONE-TIME ASSEMBLY

1. Take all the components out of the bags, and discard the wrappings.
2. Labeling the 8-sided dice: Each die is divided with eight different labels. Put the one of each of the 8 different labels on each side of the three 8-sided die. It doesn’t matter which side gets what label. See Figure 1.

SETUP

1. Shuffle the deck of danger cards. Then place them face-down on the DRAW pile of the gameboard.
2. Close a pen to play and place it on matching color START space in one of the four corners.
3. Position the stampede-gray thins in the center of the gameboard. See Figure 2 for placement.
4. Every player takes one core die to roll.

4. MORE ABOUT BLANK SPACES

If you land on a blank space, do the following:

- Draw a Danger card, slide it before the brooder and read it out loud. Announce both the secret symbol and its number. The secret symbol matches an image on the core die, the number refers to the number of spaces that may be moved on the path. See Figure 3.

- Start the countdown. Turn over the timer and shout “Go.”

- Your fellow players all roll their core die at the same time. They're racing against the time and their keep rolling until each of them rolls an image that matches the secret symbol on the card, or time runs out.

HOW TO PLAY

1. Whoever suggested playing the game goes first. Play proceeds clockwise. On your turn always have the timer, number die and your core die in front of you.

2. On your turn, roll the number die and move your pawns the number rolled, counting each space as “1” on your side roll. Remember, you’re heading for the game center.

IMPORTANT: Follow game space directions only on your turn.

3. The 4 kinds of game spaces.

- Blank Space
- Wait for 5 or 8 Space
- Jungle Space
- Rhino Space

- Draw a Danger card. All of you play the same card with each other.

4. Rhino Space

A rhino can stop your movement on the path with a nasty flank.

THE RESULTS

If every roll is a match, your pawns stop. Your turn is over. Your fellow players move each of their pawns about the number of spaces on the path that the card tells them. They do not follow any directions on the space they moved to. The card is placed in the discard pile.

If every roll is not a match, you must move backward on the path the number of spaces that the card says. Your turn is over.

All other players remain where they are. Place the card in front of the Decimator Grid. See Figure 4.