

5

UH OH, IT’S THE DOOMSDAY GRID!

Playing Jumanji is a race against time! As the game progresses, unsuccessful rolls will result in the accumulation of danger cards in the 10-card formation as shown. If all 10 cards are positioned before anyone gets to the gameboard center, both players lose. Another game must be played until a winner is declared.

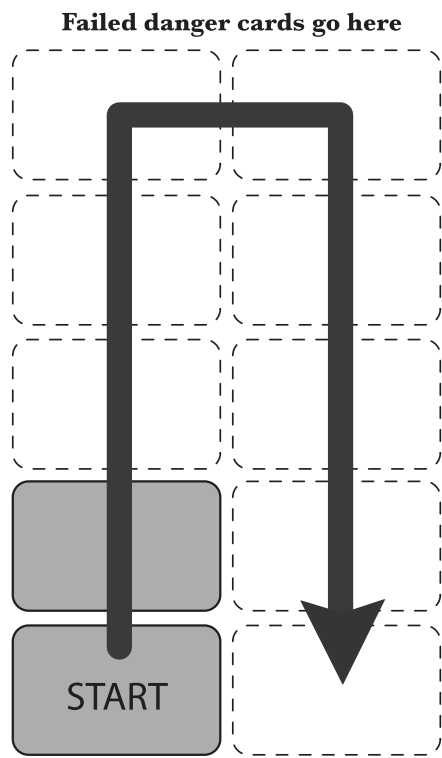


Figure 4  
Position the danger cards in the 10 positions as shown

5. MORE ABOUT THE WAIT FOR 5 OR 8 SPACES



If you land here, do the following:

- Your fellow player rolls the numbered die for you.

THE RESULT:

If a 5 or 8 is rolled, whew! Both you and the roller are safe and remain where you are.

If a 5 or 8 is not rolled, you must move your pawn backward on the path one space. Your fellow player then rolls for you until a 5 or 8 is tossed. Each unsuccessful roll, however, moves you back one space.

- When moving your pawn backward you do the follow the directions for any space you move onto.

- There is no penalty for the unsuccessful roller.

- If you’re 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.
- You and your fellow player are both stuck here and must rescue each other.

- One of you shouts out “Go” and turns the timer over. Both of you start rolling your rescue dice as fast as you can, racing against the timer. Keep on rolling until both of you toss an image that matches the secret symbol on the card, or time runs out.

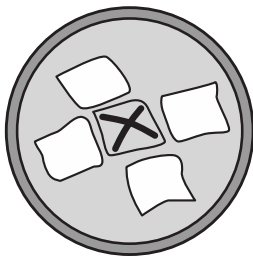
IMPORTANT: The hourglass symbol is “wild.” If it’s rolled, it’s a match, too!

THE RESULT:

If all players roll a match, you’re both rescued and are allowed to move your pawns ahead on the path the number of spaces that the card tells you. Neither of you follows the direction of any landed-on spaces. The card is placed in the discard pile. Your turn is over!

If all players do not roll a match, you both stay stuck on the path. The danger card is added to the Countdown to Domsday. Another card is drawn and decoded, and déjà vu! Both of you must roll again 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 Countdown to Domsday on a player’s turn before a rescue occurs.



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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 your fellow player’s pawn. This will block your opponent until either one of you rolls an EVEN number on your regular turns. When this happens, the rhino figure is placed off the gameboard and the path is free.



While blocked by the rhino, if you’re the stuck player on your turn follow the direction for the space you’re sitting on.

PESKY 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 cannot be on the same space at the same time. If your pawn ends on an occupied space move ahead to the next open space.
2. Always move the full count of your die toss, 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 “Jumanji” to win the game. You can do this by rolling the numbered die on your own turn, or on another player’s turn per a danger card move.

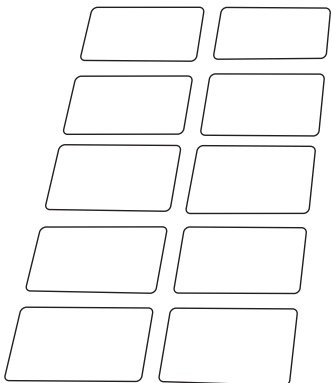
If the die or card number is more than the exact count you need to reach the game center, don’t move at all, but follow the directions of the space you’re sitting on.

NOBODY WINS!

Remember, if all 10 card positions are filled on the Countdown to Domsday grid before any player can get to the game center, there is no winner.

ANOTHER WAY TO PLAY:

For an extra challenge, start the game with 5 cards already in position in the Countdown to Domsday.



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## 2

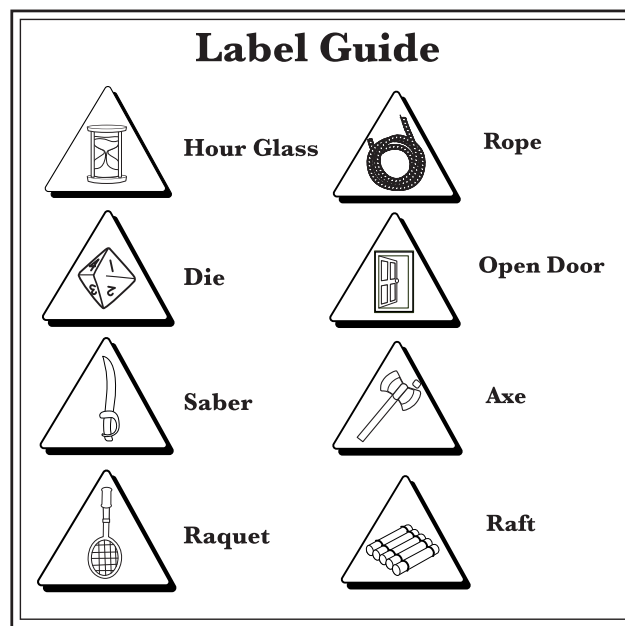
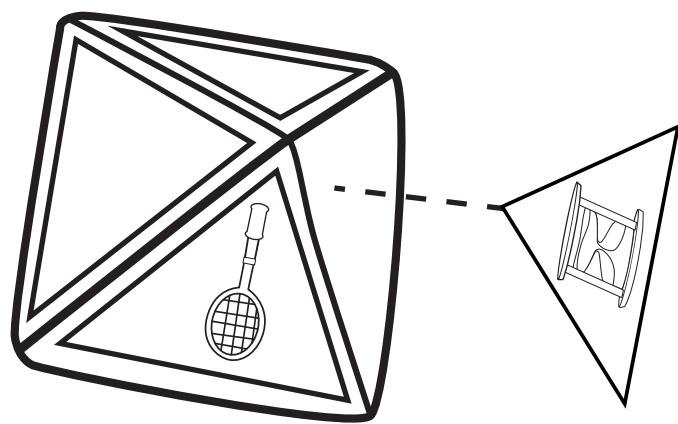
### OBJECT OF THE GAME

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

### ONE-TIME ASSEMBLY

- Take all the components out of the bags, and discard the wrappings.
- Labeling the 8-sided dice:** Each side of the die is labeled with one of 8 different labels. See **Figure 1**.

Figure 1

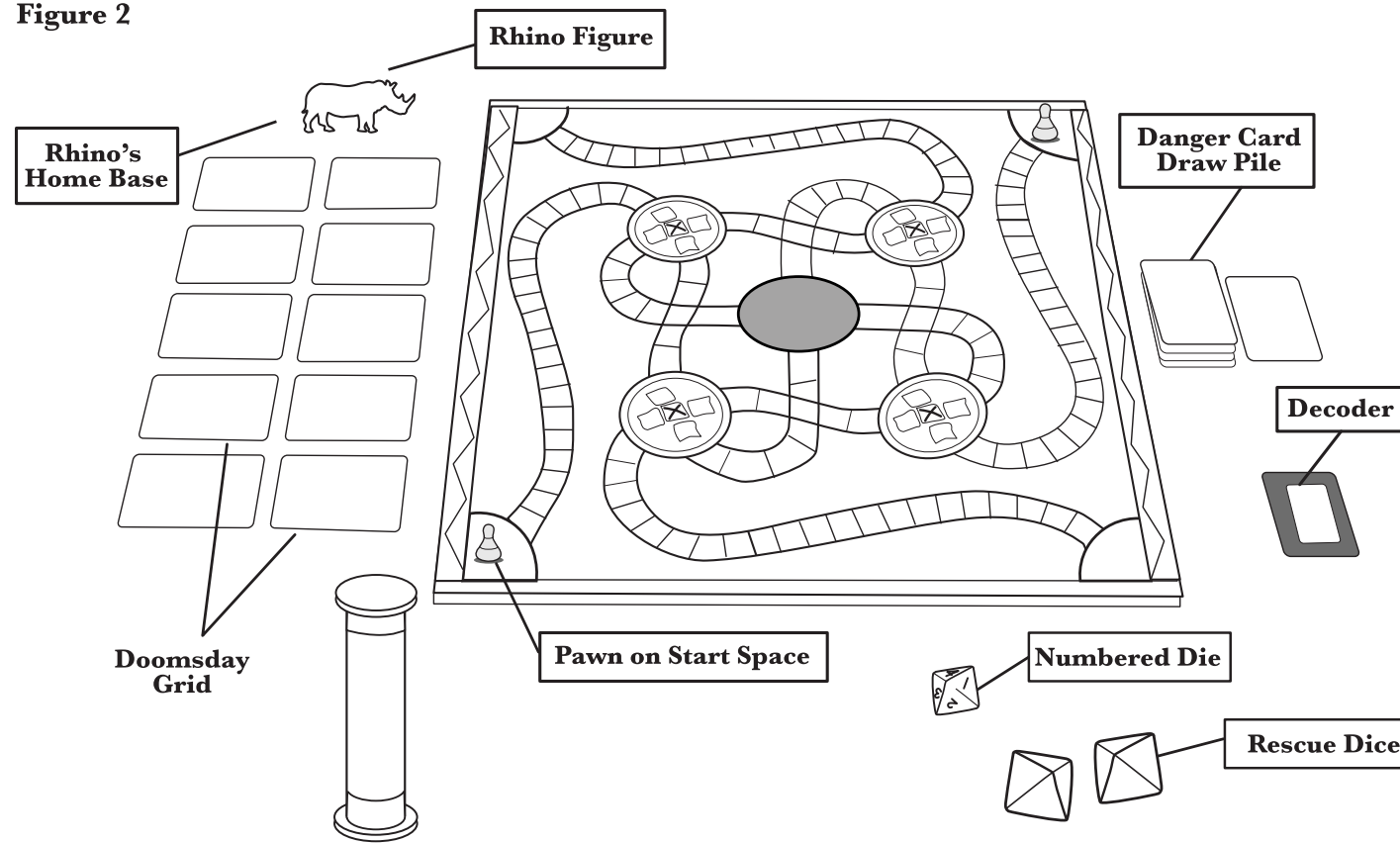


## 3

### SETUP

- Shuffle the deck of danger cards. Then place them facedown to the right of the gameboard.
- If you choose the blue pawn to play, it starts on either the blue or orange **START** space; if you choose the red pawn, it starts on either the red or green **START** space.
- Position the stampede-ready rhino in its home near the gameboard.
- Both players take one rescue die to roll.

Figure 2



(Please read below before you start playing this game.)

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

## 4

### HOW TO PLAY

- Whoever's wearing a pith helmet goes first. If no one has the headgear on, whoever suggested playing the game goes first. Play proceeds clockwise. On your turn always have the timer, numbered die and your rescue die in front of you.
- On your turn: Roll the numbered die and move your pawn the number rolled, counting each space as “**1**” on your die roll. Remember, you're heading for the game center.

**IMPORTANT:** Follow game space directions only on your turn.

- The are **4 kinds of game spaces**: Here's what they look like:

#### Blank Space



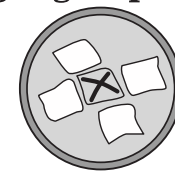
Draw a danger card.  
Your fellow player  
rolls to rescue you.

#### Wait for 5 or 8 Space



You're stuck here...  
Until your fellow player  
rolls a 5 or 8 to rescue you!

#### Jungle Space



Draw a danger card.  
Both of you roll quickly  
at the same time to  
save each other.

#### Rhino Space



A rhino can stop your  
move on the path until a  
lucky roll frees you.

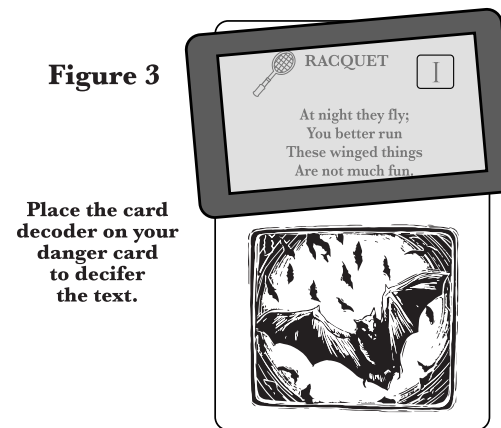
#### 4. MORE ABOUT BLANK SPACES

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



- Draw a danger card, slide it faceup under the decoder and read it out loud. Announce both the secret symbol and the number. The secret symbol matches an image on the rescue die; the number refers to the number of spaces that may be moved on the path. You will also draw a danger card if you land on a jungle space. (see **Figure 3**)

Figure 3



Place the card  
decoder on your  
danger card  
to decipher  
the text.

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

- Your fellow player is racing against the timer and keeps rolling until an image that matches the secret symbol on the card is tossed, or time runs out.

**IMPORTANT:** The hourglass symbol is “Wild.” If it's rolled that's a match, too!

#### THE RESULT:

**If every roll is a match**, your pawn stays put. Your turn is over. Your fellow player moves his or her pawn the number of spaces on the card, and does not follow the directions on the landed-on space. 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. Your fellow player stays put. The card, however, becomes part of the Countdown to Doomsday. See **Figure 4**.