

THE GAME

JUMANJI

A GAME FOR THOSE WHO SEEK TO FIND... A WAY TO LEAVE THEIR WORLD BEHIND™



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Public Library

Knowledge of English Required
Connaissance de l'anglais nécessaire

8+
2-4

LIFE TOKENS

If any player ever runs out of Life Tokens, **EVERYONE** loses... so be careful! In Jumanji, danger lurks around every corner. Fortunately for you, you're in this adventure with friends.

At any point in time, players may gift Life Tokens to any other player, including if the receiving player has just lost their final token. This will keep them (and you) alive in the game!



You may gift these to other players to stay alive!

TO WIN

The first player to reach the game's center and call out Jumanji wins for the whole group!

But beware... if **any player** runs out of Life Tokens before someone makes it to the center, everyone loses!



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FABRIQUÉ EN CHINE

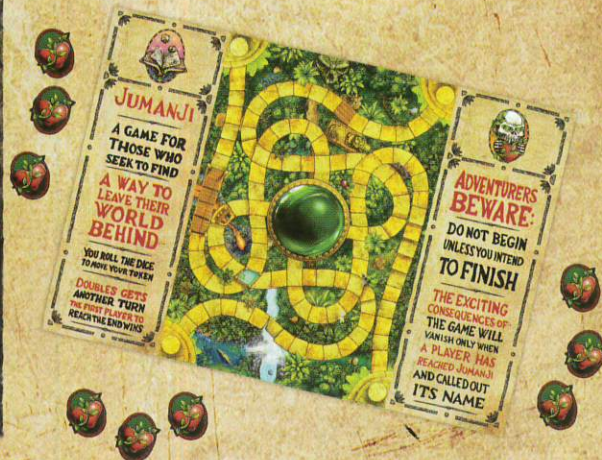


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1 Gameboard, 1 Dome Unit,
100 Challenge Cards,
4 Rhino Movers, 12 Life Tokens,
2 Regular Dice, 4 Challenge Dice,
1 45-Second Sand Timer

SET UP

- Each player chooses a mover and places it in one of the 4 corners of the board.
- Shuffle the 100 Challenge Cards and place them red dome side up near the board.
- Place the dome in the center of the board.
- Place the Sand Timer and all 6 Dice near the Challenge Cards.
- Give each player 3 Life Tokens. If playing with only 2 people, each player gets 4 Tokens instead.



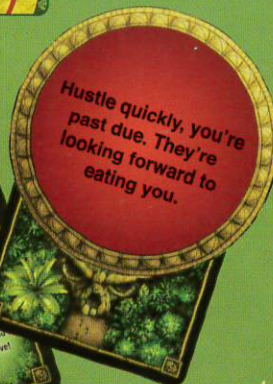
OBJECT

Do not begin unless you intend to finish! The exciting consequences of this game will vanish only when a player has reached Jumanji (the center) and called out its name, winning for the whole group!

If any player runs out of Life Tokens before someone makes it to the center, everyone loses!

ROLL • MOVE • DRAW CARD • SOLVE RIDDLE • DO CHALLENGE!

ON YOUR TURN



- Roll the 2 Regular Dice and move forward on your path that number of spaces. Doubles get another turn! If you'd like a more challenging adventure, roll just 1 die each turn instead of 2! The 4 challenge dice will be used in specific challenges. Set them aside for now.
- You may only travel on your own path, but paths will cross each other occasionally.
- After rolling, draw a card and place it into the Dome, without looking at the other side. You'll see a riddle through the dome! There are 20 possible answers to the riddles, listed on the reverse side of these instructions.
- Guess the answer to the riddle. If you can answer the riddle correctly, move an extra space forward!
- After guessing, flip over the Challenge Card to see the answer to the riddle and to reveal what difficulties Jumanji will bring on your turn!

CHALLENGES

There are 3 symbols on the Challenge Cards.



DANGER

You're in danger for this challenge! Unless otherwise stated, the player whose turn it is will be the only one in danger. If anyone fails the challenge, the player whose turn it is will lose 1 Life Token.



TIMED

Flip the sand timer before starting this challenge. When time runs out, the challenge is over!



STORYTELLING

The adventure is all around you! These challenges may ask you to act out scenes or tell stories to the group about your trials.

You may read the challenge aloud to the group before beginning, as many challenges will involve multiple players! After completing the challenge, your turn is over. However, if you rolled doubles, you get another turn immediately!

CHALLENGE DICE KEY



JAGUAR'S EYE



SNAKE



ROPE



RUN

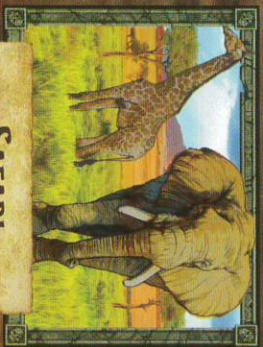


SKULL

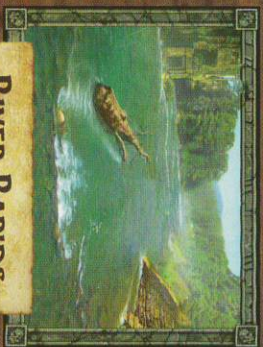


BERRY

POSSIBLE RIDDLE ANSWERS



SAFARI



RIVER RAPIDS



PREPARATION



MONSOON



MONKEYS



DARKNESS



BUGS



ADVENTURE



ZOOLOGY



VAN PELT



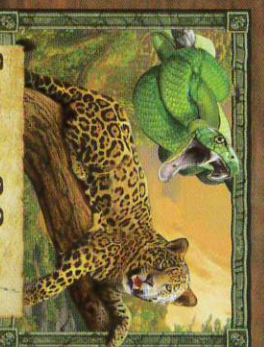
TRAPPED



THE CHASM



STAMPEDE



SLYTHER & GROWL



SILENCE



TREASURE MAP



MARAUDERS



JUNGLE



HUNGER



DREAMS