

12.5"

CONTENTS

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

SET UP

- Open the Gameboard and place it in the middle of the table. The drums of Jumanji will welcome you...
- Each player chooses a mover and places it in one of the 4 corners of the board.
- Shuffle the 100 Challenge Cards and spread them out around the gameboard, image side up so most images can be at least partially seen.
- Assemble Sand Timer. Place timer between each holder. Press holders together to lock the timer in place. **Note: Disassemble timer after gameplay for storage.**
- Place the Sand Timer and all 6 Dice near the Gameboard.
- Give each player 3 Life Tokens. If playing with only 2 people, each player gets 4 Tokens instead.
- Dim the lights for a more immersive adventure!

ROLL - MOVE - PRESS DOME - 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 moving, press the green dome in the center of the Gameboard to see what Jumanji will challenge you with this turn! A riddle or an event will mysteriously appear in the depths of the dome.

If a riddle appears:
The answer to this riddle is one of the pictures on the Challenge Cards. Once your group thinks they know the answer, press the green dome one more time to reveal it! If you guessed correctly, move an extra space forward. Then take a Challenge Card that matches the answer of the riddle and flip it over to begin the challenge.

If an event appears:
Anything can happen when you least expect it in Jumanji! When the green dome crackles and the drums sound, it's time for a special event... look deep into the dome to see an animation of what approaches! Then flip these instructions over to read the details of that challenge!

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!

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

16"



DELUXE



EVENTS

ONCE YOU KNOW THE RULES FOR THE PARTICULAR EVENT, PRESS THE GREEN DOME AGAIN TO BEGIN THE EVENT! SOME EVENTS WILL HAVE A SPECIAL TIMER THAT WILL START WHEN PRESSED!

- SPIDERS** Creepy creepy spiders are hanging out of floors! Stomp them with your feet until the screeching stops! Don't get hit! Jumanji spiders are poisonous!
- WATERFALL** A waterfall crashes nearby. It's too late to go to shore, we're going over the waterfall! While we wait to get to the bottom, roll 5 spaces unless you rolled a 1 or 2!
- PELICAN** A pelican stretched the game and is flying away! You need to run after it before it gets too far. Everyone roll a challenge die until you reach a 'Run'. Every time the pelican screeches, it won't fly. Have a 'Run' symbol, move back 2 spaces. After each screech, begin rolling again!
- BIG CAT** A big cat is trying to catch you in the bushes. You need to find the source when the snake strikes with blistering speed! Do you have the reflexes to escape? Choose a partner. The partner takes 2 Life Tokens and loses their turn into the bushes. The snake strikes with blistering speed! Do you have the reflexes to escape a life token with each of your hands. If you can't, have a 'Run' symbol, move back 2 books, gain a life! Each player must attempt this challenge.
- HIPPO** A hippo bursts from the swampy depths without warning and loses a life! Then, move that piece 6 spaces backwards. Hippos are the most dangerous animal in the jungle, don't mess with them!
- LIGHTNING** The crackle of lightning streaks across the sky. Your turn begins to count on next! Quick, while you wait to get to the bottom, roll 5 spaces unless you rolled a 1 or 2!
- BOZAK** You Po's minions are after you in the bustling bazaar. Quick, find something around your house to defend yourself with. If you're not quick, you'll lose a life!

Folded Instructions

SPM_7743

Country of Origin - Placement			
Factory according to production country to print Country of Origin (COO) If corresponding country is not in below, contact Spin Master to provide translation			
China	Vietnam	India	Mexico
MADE IN CHINA FABRIQUÉ EN CHINE	MADE IN VIETNAM FABRIQUÉ AU VIETNAM	MADE IN INDIA FABRIQUÉ EN INDE	MADE IN MEXICO FABRIQUÉ AU MEXIQUE

Production Notes

Artwork serial (docket): T343560002_20131149_BGM FGM Jumanji Deluxe 4pk GEC_IS_R3
Visual Branding Designer / Date: AISLINN HALL (05-28-21) / Connie Chen (06-08-21)



- This contract proof is simulated ISO-G7 printing on CCNB.
- CMYK color on printing must closely matching to this sheet.
- Pantone color must closely matching to Pantone book.
- Print sample standard viewing condition is 5000K light booth.
- Screen ruling 175 lpi or above.
- Die-line may slightly different from latest development, check with product vendor or Spin Master.
- Die-line, placement line and placement indicator do not print.

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