

HANG ON THERE!

The tree hoppin' jungle
race game™

For 2 to 4 players / Ages 7 & up

⚠ CAUTION:

1. Hair entanglement may result if child's hair comes in contact with moving parts.
2. Adult supervision is required.

OBJECT

Move all of your animals through the jungle, across the swamp, and onto the beach.

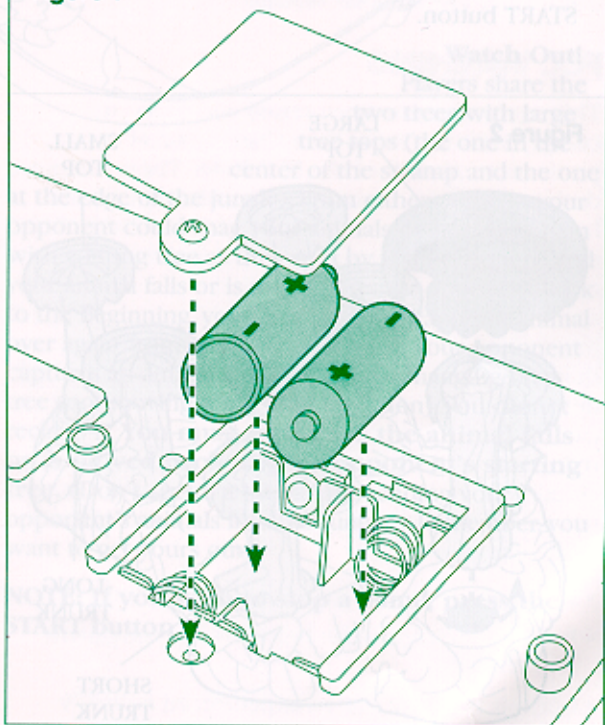
CONTENTS

• 1 Jungle Base • 8 Tree Tops • 8 Tree Trunks • 4 Leaf Levers • 10 Jungle Animals • 1 Palm Tree • 1 Card-board Beach • 2 Beach Barriers

BATTERIES

Insert Batteries: Loosen the screw on the battery compartment, located on the underside of the Jungle Base, and remove the door. Insert 2 C-size batteries (we recommend alkaline), making sure to align the + and - with the markings in the plastic. Replace the door and tighten the screw. See Figure 1.

Figure 1



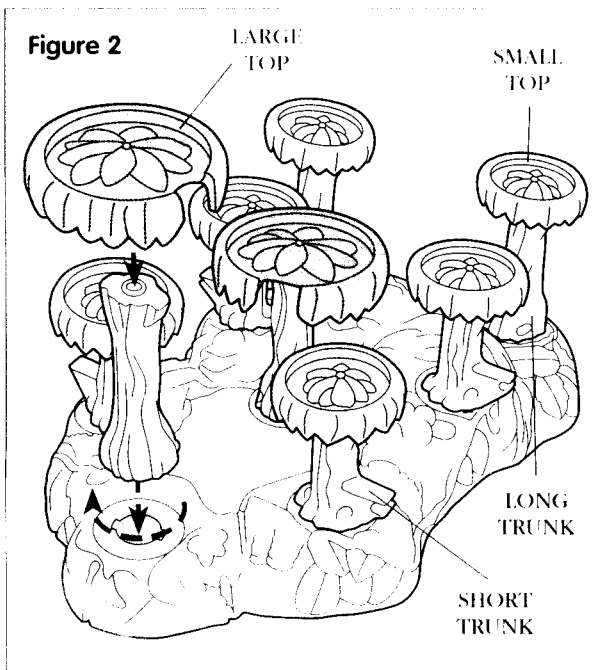
CAUTION:

To Avoid Battery Leakage

- 1) Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
- 2) Do not mix old and new batteries, or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries.
- 3) Always remove weak or dead batteries from the product.

ASSEMBLY & SETUP

- Place the Jungle Base on a flat, level surface between the players. We do not recommend playing this game on carpeted areas.
- Remove all pieces from the plastic bags and discard the bags.
- Push 4 small tree tops into the short tree trunks. Push 2 large and 2 small tree tops into the long tree trunks.
- Insert the trees into the openings in the Jungle Base as described below. Also see Figure 2. Fit trees into openings and turn the trunks clockwise to lock into place.
- Insert the trees with long trunks and small tops into the openings near the ON/OFF switch and START button.
- Insert the trees with the long trunks and large tops into the center of the swamp and at the edge of the base furthest from the ON/OFF switch and START button.



- Insert the remaining trees — the lifting trees — around the swamp. Be sure to insert these so that when locked in place the rollers are facing the center of the jungle.

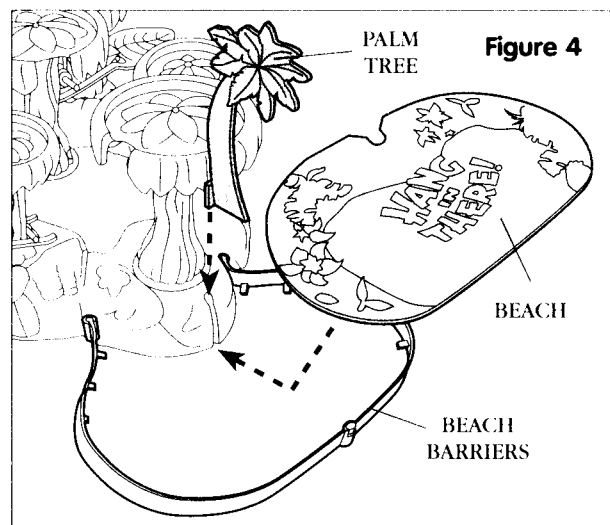
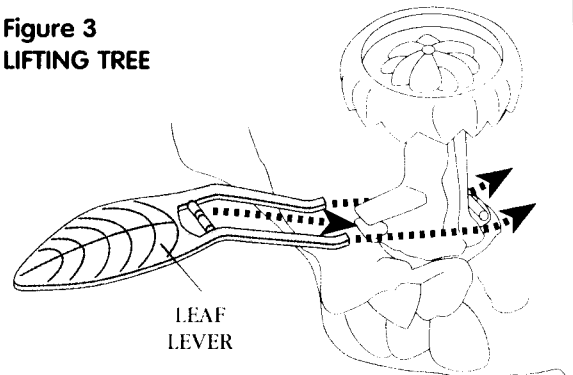
IMPORTANT: DO NOT force trees into place. If trees don't fit turn the trunks until they drop into place.

- Attach the "leaf" levers to the lifting trees (See Figure 3). Pressing the leaf down will make the tree top go up.
- Slide the pegs on the beach barriers into the slots at the edge of the jungle and hook the barriers together. Place the cardboard beach inside the barriers and slide the palm tree into place. See Figure 4.

GAMEPLAY

For approximately 3 minutes, the 8 jungle trees will spin and change direction. Players will use the 2 trees closest to the START button to start sending their animals into the jungle. The trees located on the edge of the swamp go up and down to help you catch your animals and move them through the jungle.

Figure 3
LIFTING TREE



START TREES

PRESS DOWN
ON LEAF TO LIFT
TREE

Now let's play.

- Choose your side of the jungle.
- Take 5 animals that match in color and hang one over the edge of the start tree on your side of the jungle. NOTE: You **cannot** have more than one animal on your starting tree at any time — only after one has been moved off, can you put another one on. (EXCEPTION: Two animals may be on the starting tree if one was in the process of being moved into the jungle when a second was brought back through it. If this happens, simply send them both out on their journey toward the beach.)
- Slide the ON/OFF switch to the ON position. Then press the START button.
- Watch your animals carefully. When you think you've timed it right, press down on a "leaf" lever and... **Gotcha!** Continue moving your animals from tree-to-tree, through the jungle. NOTE: You can have as many animals on the trees as you'd like, but **only one can be on your starting tree at a time.**
- **Don't Fall!** If your animal falls anywhere along the way, it has to start again from the beginning. (NOTE: For younger players: if your animal falls, carefully pick it up, put it back on the tree it fell from and continue on.)
- When your animal reaches the edge of the jungle it will bump into the palm tree and swing onto the beach.
- Play continues until either the trees stop spinning or one player gets all of his/her animals onto the beach. (If you get all of your animals to the beach before your opponent, press the START button to stop the trees.)

Before we begin playing let's quickly explore the jungle.

GAMEPATH

ANIMAL

SWAMP

BEACH

Watch Out!
Players share the two trees with large tree tops (the one in the center of the swamp and the one at the edge of the jungle). From either of these, your opponent could snag your animals by hooking them with a lifting tree as they spin by. If this happens and your animal falls or is moved by your opponent back to the beginning, you must start the captured animal over again from your starting tree. If your opponent captures an animal and just leaves it hanging on a tree (not moving it in either direction), you cannot reclaim it. **You must wait until the animal falls or is moved back to your opponent's starting tree.** (Don't spend a lot of time sending your opponent's animals into the jungle... Remember, you want to get yours out.)

NOTE: If you wish to stop a game, press the START button.

WINNING

The player with the most animals on the beach when the trees stop spinning wins! If you get all of your animals to the beach before the trees stop, you win automatically. If both players (or teams) have the same number of animals on the beach, play another game to break the tie.

GAME VARIATIONS

- One player can play the game for practice.
- Four players can play the game in two teams. Each player on a team will be in control of one of the two lifting trees. **It is important to work together!**

TROUBLESHOOTING

We do not recommend playing this game on carpeted areas. Make sure nothing is obstructing the trees and never hold a tree while it is rotating. If a problem occurs, slide the ON/OFF switch to the OFF position. If the problem persists, check to make sure the batteries are inserted properly or replace them with new ones.

RE STORAGE

- Remove all items from Jungle Base
- Remove batteries for extended storage.
- Slide Jungle Base and all other contents into box and close flap for easy storage.

FCC WARNING

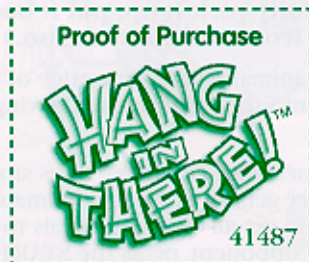
This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H3X6

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