

STAR WARS™

E P I S O D E I

Jar Jar Binks™

3-D Adventure Game

For 2 to 4 players / Ages 5 and Up

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Adult Assembly Required



WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

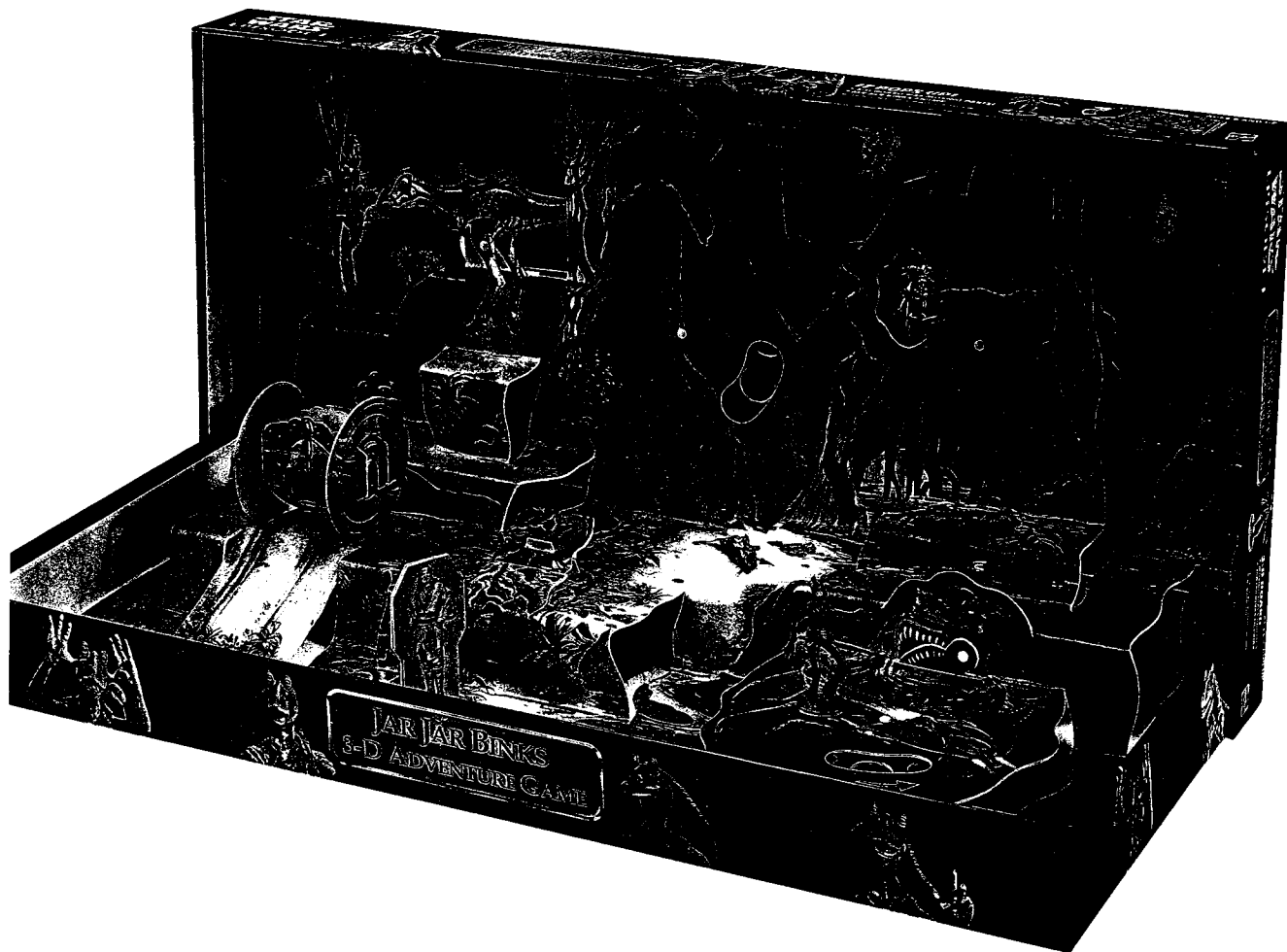
CAUTION:

This product contains small parts which are necessary for assembly. Prior to and during assembly of this product, keep small parts out of children's reach. Small parts pose a choke hazard to children under 3 years.

PLEASE BE CAREFUL!

When you remove the sheets from this protective folder, do not bend them! As you assemble your 3-D gameboard, handle all cardboard parts with care so that the board's moving parts will function properly when the game is fully assembled.

IMPORTANT NOTE TO PARENTS & PLAYERS



CONTENTS

- 1 Pop-up gameboard
- 2 Cardboard parts sheets
- 8 Plastic rivets on runner
- 6 Strips of double-sided tape
- 1 Qui-Gon Jinn™ mover stand
- 1 Jar Jar Binks figurine

ASSEMBLY

Study the fully-assembled gameboard pictured here and on the box bottom, to get an overall idea of the components. Then follow these steps to put it all together.

Getting Started

- Take everything out of the box. Break the seal on this folder and *gently* remove the pop-up gameboard.
- Compare your board's folding patterns to those in the picture above and the line drawing inside. If necessary, carefully refold your board so that the patterns exactly match those in the pictures.
- Remove and discard all waste holes and slots from your gameboard. Three of them are marked "DISCARD WASTE."
- **Do not punch out all the pieces from your parts sheets!** Just remove them one at a time, as called for in these steps. When you remove parts, clear off any bits of cardboard and smooth the edges; your assembly parts must have clean, smooth edges.
- An adult should carefully *twist* the clear plastic rivets off the runner as needed. There are 2 large and 5 small rivets, plus 1 "spare" small rivet. **Note:** Rivets will not come out once inserted, so follow the instructions carefully.

OBJECT OF THE GAME

To be the first player to help Jar Jar complete 5 dangerous tasks on his journey during the battle for Naboo. Each time you complete a task, you get to keep a Medal Piece. Collect all 5 Medal Pieces on your Gungan Honor Award Score Card and you win the game, and Jar Jar returns home to Otoh Gunga a hero!

ASSEMBLY

Follow the Assembly instructions on the other side for a one-time assembly of your gameboard's moving parts.

SETUP

- Pop open your fully-assembled game box.
- Put the Energy Sphere Wagon at the top of its ramp.
- Put Qui-Gon Jinn on the space marked on the board.
- Give each player a Gungan Honor Award Score Card.
- If you have not already done so, punch out the 20 Medal Pieces and the 5 Special Tokens from the cardboard sheet. Place them face down in front of you, and mix them up.
- You will all use the one Jar Jar mover when it's your turn, moving him to the activity called for in the course of gameplay. After your turn, hand Jar Jar to the next player.

HOW TO PLAY

- The youngest player goes first; play passes to the left.
- On your turn, flip over 1 of the tokens so everyone can see it.
- If you flip over a Medal Piece whose color matches your Score Card: Move Jar Jar to the area indicated by the drawing on the piece and try to complete the task. See "Completing a Task" below.
- If you're successful, you win the piece and place it on your Score Card.
- If you're not successful, turn the piece back over. Try to remember where it is, so you can flip it over on another turn.
- If you flip over a Medal Piece whose color doesn't match your Score Card: Show the piece to all players and put it back face down with the others. Your turn ends.
- If you flip over a Special Token, follow the "Special Token Instructions."
- Continue taking turns, with each player trying to complete the tasks and collect all of their Medal Pieces.

COMPLETING A TASK

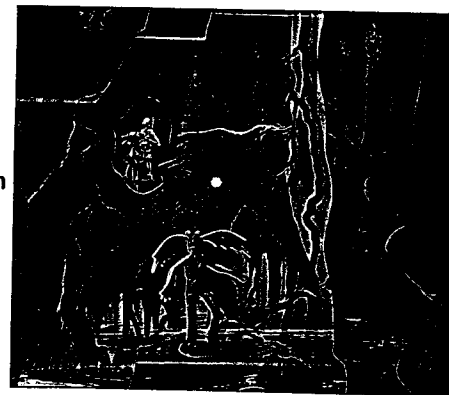
Qui-Gon Jinn—
Put Jar Jar on the Springboard. Set the Qui-Gon Jinn Mover on its spot. Now press down on the lever to "spring" Jar Jar. If Jar Jar lands without knocking down Qui-Gon, you've completed the task and you win the Medal Piece.



Sea Monster—
Put Jar Jar on the Gungan Submarine. Now slowly dial the Sea Monster wheel 2 times in the direction of the arrow, turning just 1 finger hole at a time. The mouth will "tease" and open up a bit. If it does not open *all the way*, you've completed the task. Jar Jar is safe and you win the Medal Piece.



Battle Droids—
Put Jar Jar on the space next to the Battle Droid wheel, and give the wheel a good spin. If the pointer is aiming at an empty spot when the wheel stops, you've completed the task and you win the Medal Piece.



Kaadu Ride—

Carefully hang Jar Jar by his arm on the Kaadu. Now slowly dial the wheel 2 times in the direction of the arrow, turning just 1 finger hole at a time. If Jar Jar stays on the Kaadu and doesn't fall off, you've completed the task and win the Medal Piece.



Energy Spheres—

Make sure the Energy Sphere Wagon is set at the top of the ramp, resting on its flat wheel bottoms. Now using just one hand, place Jar Jar in the space behind the wagon. You must make him stand flat on the gameboard. Then using just your other hand, lift Jar Jar out. If you avoid making the wagon roll down the ramp, you win the Medal Piece.



WINNING THE GAME

The first player to collect all 5 of his or her Medal Pieces wins the game—and brings Jar Jar home a hero!

STORING YOUR GAME

When you're finished playing the game, do the following:

Push on one side of the Energy Spheres Wagon until it folds down flat.

Put all of the loose pieces into a bag, like a quart-size plastic food storage bag, so they won't fall under the gameboard and get stuck in the moving parts.

Place the bag into the front center portion of the gameboard, so that it's not resting on any of the moving parts, and gently close the box cover.

Next time you're looking for galactic adventure, you can just pop your game box open and play.

SPECIAL TOKEN INSTRUCTIONS

Obi-Wan—You may flip over 2 tokens—one at a time. Flip one and do whatever is indicated; then flip the second one. If you flip a Medal Piece that matches your color, you may try to win it by completing the task indicated. If you flip over another player's piece, turn it back over. If you flip over a Special Token, follow its instructions right away. After you have turned over your two tokens, put the Obi-Wan token out of play for the rest of the game. Your turn ends.



Darth Maul—Pick a player, who must put back (facedown) 1 Medal Piece of his or her choice. (If no one has a Medal Piece yet, everyone is safe.) Then mix up the tokens. Place the Darth Maul token out of play. Your turn ends.



Darth Sidious—Pick a player, who must put back (facedown) 1 Medal Piece of his or her choice. Then mix up all the tokens. (If no one has a Medal Piece yet, everyone is safe.) Place the Darth Sidious token out of play. Your turn ends.



Watto—Mix up the remaining tokens, still facedown. Put the Watto token out of play. Your turn ends.



Queen Amidala—Place this Special Token next to your Score Card for later use. Your turn ends. At any time during the rest of the game, when you try to complete a task and fail, you can use this token to get a second chance. After you use the Queen Amidala token, put it out of play.



We will be happy to hear your questions or comments about this game. Write to:
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