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> Cardinal Games Jumanji The Game Action Game Instruction Manual, Model 6040889

Cardinal 6040889

Cardinal Games Jumanji The Game Action Game Instruction Manual

Model: 6040889

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1. PRODUCT OVERVIEW

The Cardinal Games Jumanji The Game Action Game is a cooperative board game designed for 2 to 4 players, aged 8 years and up. Players work together to navigate the jungle, drawing Danger Cards and using a decoder to reveal secret messages. The objective is to reach the center of the board before the Domsday Grid fills up, signifying the jungle overpowering the players.



Image: The Jumanji game board with all game pieces, cards, and the decoder arranged for play.

2. GAME COMPONENTS

Before starting, ensure all components are present:

- 1 Game Board
- 4 Pawns (Red, Green, Yellow, Blue)
- 1 Rhino Figure
- 1 Timer (Hourglass)
- 1 Eight-Sided Number Die
- 4 Rescue Dice
- 30 Danger Cards
- 1 Game Board Center
- 1 Decoder
- 1 Label Sheet (for dice, if not pre-applied)
- Complete Instructions



Image: A close-up of the Jumanji decoder and several game cards, highlighting their design.

3. SETUP INSTRUCTIONS

1. **Unfold the Game Board:** Place the game board in the center of your playing area.
2. **Place the Game Board Center:** Position the circular Game Board Center piece into the designated space in the middle of the board.
3. **Prepare Danger Cards:** Shuffle the 30 Danger Cards and place them face down on the "Draw" space on the game board.
4. **Select Pawns:** Each player chooses a pawn (red, green, yellow, or blue) and places it on the "Start" space.
5. **Position Rhino Figure:** Place the Rhino figure on the designated space on the board.
6. **Gather Dice and Timer:** Keep the eight-sided Number Die, four Rescue Dice, and the Timer (hourglass) within reach of all players.



Image: The game board showing the designated areas for drawing and discarding Danger Cards.

4. PLAYING THE GAME

The game is cooperative, meaning all players work together to win. The goal is to reach the center of the board before the Doomsday Grid fills up.

4.1 Game Turn Sequence

1. **Roll the Number Die:** On your turn, roll the eight-sided Number Die and move your pawn that many spaces along the path.
2. **Draw a Danger Card:** After moving, draw a Danger Card from the "Draw" pile.
3. **Use the Decoder:** Insert the Danger Card into the Decoder to reveal the secret message. The message will describe a dangerous event and often require other players to perform a rescue action.
4. **Perform Rescue Action:** If a rescue is required, your fellow players must roll the four Rescue Dice within the time limit set by the Timer. The specific numbers or symbols needed for rescue will be indicated on the Danger Card.
5. **Advance the Doomsday Grid:** If a rescue fails, or if the Danger Card indicates, advance the Rhino figure on the Doomsday Grid. If the grid fills, all players lose.

6. **Reach the Center:** The first player to reach the center space of the board, after successfully resolving any Danger Cards, wins the game for all players. Upon reaching the center, yell "Jumanji!"



Image: The eight-sided number die and rescue dice next to a player pawn on a game path.



Image: The red decoder device placed over a Danger Card, showing the hidden text being revealed.

4.2 How to Play Video

Video: An official instructional video from Spin Master, Inc. demonstrating how to play the Jumanji board game, including setup and turn mechanics.

5. MAINTENANCE

To ensure the longevity of your Jumanji board game:

- Store all components in the original box when not in use to prevent loss or damage.
- Keep the game away from direct sunlight and moisture.
- Clean game pieces and the board with a dry, soft cloth if necessary. Avoid abrasive cleaners.

6. TROUBLESHOOTING

6.1 Missing or Damaged Components

If you find any components missing or damaged upon opening the box, please refer to the Warranty & Support section for assistance. It is recommended to check all contents immediately after purchase.

6.2 Dice Labels Not Sticking

If the provided labels for the dice do not adhere properly, a small amount of craft glue or a similar adhesive can be used to secure them permanently. Apply carefully to avoid obscuring the symbols.

7. PRODUCT SPECIFICATIONS

Feature	Detail
Brand Name	Cardinal
Model Number	6040889
Number of Players	4
Age Range	8 years and up
Material Type	Wood (for certain components)
Item Dimensions (L x W x H)	14.7 x 11 x 2.3 inches
Item Weight	2 Pounds
Game Mechanics	Card drafting, Cooperative, Race against time
Educational Objective	Strategy, Problem-Solving, Teamwork, Reading Comprehension

8. WARRANTY & SUPPORT

8.1 Manufacturer's Warranty

This product is covered by the Spin Master Care Commitment, offering a 30-day warranty against manufacturer defects. This commitment applies to products purchased from authorized sellers and is limited to the original end-user purchaser. Proof of purchase and/or a picture of your product may be required to verify eligibility. Spin Master reserves the right to verify information and deny requests at its discretion.

8.2 Customer Support

For any issues or inquiries regarding your Jumanji game, please contact Spin Master customer support. Refer to the contact information provided on the product packaging or the official Spin Master website for the most up-to-date support details.

9. SAFETY WARNINGS

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

Adult supervision is recommended during play, especially with younger children, due to small components.

