

BABOON JUMP

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2–5 players
4 years and up
Playing time: 15 min.

WHAT'S GOING ON...

The animals are playing on the sunny glade in the jungle. Baboon, the monkey, challenges the others – he says he can jump once around the glade from tree to tree faster than the time it would take his friends to gather on the glade. He is so confident of his success that he even wants to eat a banana on each tree. The other animals accept the challenge and run to the glade in order to line up there and win.

GAME MATERIALS:

- 1 large gameboard with 25 animal spaces
- 1 wooden Baboon monkey
- 25 wooden animals in 5 species, each in 5 different colors
- 1 die with 5 colors and a "Banana" on one side (wild card)
- 1 die with 5 colors and a "Monkey" on one side (Baboon)
- 37 coins (plastic chips)

OBJECT OF THE GAME:

The players have to put all animals on the spaces of the gameboard using the dice. In doing so, they try to prevent Baboon from reaching his starting space again before all the animals have found their place on the glade. If the players can't, Baboon will win. Besides this shared task, however, every player individually wants to win the game by cleverly placing the animals on the gameboard and thus getting more coins than the other players.

SET-UP:

Put the gameboard in the middle of the table and place Baboon on his starting space (*Illus. 1*).

Each player gets all 5 animals of one species and sets them up in front of him. If there are fewer than 5 players, put the remaining animals on the table, accessible to all players.

The coins remain in the box.

One player is given the job of handing out the coins whenever a player wins any during the course of the game.

HOW THE GAME PLAYS:

The youngest player begins; after that, play proceeds clockwise. Baboon is moved clockwise also. On your turn, you roll both dice and make your move according to the following rules.

How to place the animals:

- You may move any of the 25 animals; that means, not only your own but also those of the other players and the remaining animals.
- You may place an animal only on a space that matches its color.
- If the dice show a color, you have to put an animal of this color on the respective space, if possible.
- If you roll a banana (= wild card), you may position any one animal on the respective space – or move Baboon back one banana space.
- Each species has its own vertical row on the gameboard. A green lion, for instance, may not be placed on the green space in the elephant row (*see Illus. 2*).
- You have to occupy the vertical rows in the direction of the arrow from bottom to top, starting with the animal shown. There may be no unoccupied spaces between two animals (*see Illus. 3*). So, for example, first the green elephant has to be placed, then the yellow one, and only then can the red elephant be placed on his space, etc. This applies to the other rows as well.

Illus. 1



Illus. 2



Illus. 3



Moving options for Baboon:

- If the dices show 2 colors and you are not able to place an animal on the glade, you have to move Baboon ahead to the next banana space.
- If you roll a banana (= wild card), you may move Baboon back one banana space or, if possible, place any one animal on its correct space.
- If one die shows Baboon, you have to move him to the next banana space.

DICE COMBINATIONS:

To sum up, with each of the 4 different dice combinations, you can move as follows:



2 of the same or 2 different colors

Put 1 or 2 animals of these colors on the respective spaces, if possible. If you can't place any animal, you have to move Baboon ahead 1 banana space.



1 color and banana

Put 1 animal of this color (green, in this example) on the respective space, if possible.



Move Baboon back to the previous banana space or place any one animal.



1 color and Baboon

Put 1 animal of this color (red, in this example) on the respective space, if possible.



Move Baboon 1 banana space ahead.



Banana and Baboon

Place any one animal, or move Baboon back 1 banana space.



Move Baboon 1 banana space ahead.

COLLECTING COINS:

On your turn, you win a coin whenever you place one of your own animals on the gameboard. In addition, you win a coin whenever you place the fifth animal in a row (vertically or horizontally). If you put one of your own animals on a space and in doing so complete the row, you get 2 coins.

If you put the last animal on the gameboard, you also get 2 coins, because you complete a vertical and horizontal row at the same time – and you get a third coin if this is one of your own animals.

ENDING AND WINNING THE GAME:

A game ends if all 25 animals are standing on the gameboard or if Baboon has completed an entire circuit around the game board and has reached his starting space again.

In the first case, the player who has collected the most coins wins.

In the second case, Baboon has won this game and all the players have lost.

It is best to play 3 or more games.

In this case, the player who has won the most rounds is the overall winner of the game.

FOR THE YOUNGER PLAYERS:

Younger players can play also without coins.

In this case, either all players together or Baboon the monkey wins.

