

Jungle party

The Slippery Slidey Memory Game



For 2–4 Players
Ages 5 and up



You're invited to a party in the jungle! Tonight, the whole jungle gang is planning to plunge into the river. Can you remember where they are all hiding as they float down the river? Your adventure begins at the campfire and leads you over a wobbly bridge, past glowing fireflies, across a mossy log, and next to the edge of a thunderous waterfall. The first player to reach the Toad King wins the adventure.

In this wildly fun adventure, you have to remember which animals are swimming in the river and which ones are hiding under the bridges. Whoever slides the right animal tile into the correct river channel will be a step ahead of the others on the expedition to reach the Toad King!



Goal of the Game

Beginning at the campfire, you will move your player figures along the path through the jungle. The path will lead you over the river three times in all: first, you step across the suspension bridge, then walk over the log bridge, and finally tip-toe across the waterfall stones. The first player to reach the Toad King wins the game!

When Playing for the First Time

Carefully remove all of the animal tiles and friend disks from the die-cut cardboard sheets and dispose of the two middle strips of the jungle game board that are marked with the white garbage can: 

Apply one of the stickers to each side of the die.

Make sure that the river game board is lying flat in the blue plastic box insert. If not, gently push it down again.

Game Setup

Remove all of the contents from the game box except for the river game board and the blue plastic box insert. Put the jungle game board into the box insert so that the Toad King is positioned above the crown embossed in the box insert. Now put the game box in the middle of the table. Each player receives a player figure and a player marker of the same color. Then, each player selects one of the five friend disks. Now put your player figure onto one of the four starting spots around the campfire. Put your player marker and friend disk in front of you on the table. Shuffle the 30 animal tiles and put them into two piles next to the game box with the green leafy sides facing up.

Draw eight tiles from either pile, face down. From

these eight tiles, lay two tiles in front of each river channel at the side of the suspension bridge. Then turn over all eight tiles so that everyone can see them.

One after the other, slide each tile into its respective river channel with the animal side facing up so that four tiles are completely underneath the suspension bridge and four tiles are showing in the first section of open water.

1.



2.



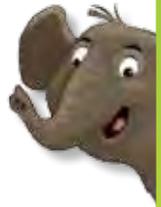
Beginner version: Play without the friend disks. Leave them in the game box.

Let the Game Begin

The game is played in a clockwise direction. The youngest player goes first. On your turn, carry out the following **3 actions**, in order:



1. Roll the die
2. Slide the animal tile
3. Count the animals and move your player figure



1. Roll the die

Roll the die once. Then the following happens:

- If the die shows a monkey, anteater, elephant, toucan, or tiger, you have to find that animal in the eight open water sections. (However, it is possible that the animal will not be seen at all in the river.) Proceed to actions 2 and 3.
- If the die shows the snake, move the leading player figure back one space. If more than one player figure is on the leading space, move all of the figures on the leading space back one space. Then roll the die again. If the snake is rolled again, move the leading player figure(s) back another space. Then, the next player takes his or her turn.

Important! The snake is in play only from the seventh space onwards. This space is marked with the snake. The player figures are never moved further back than to this space. If no player figure has reached the seventh space yet, the snake has no effect and the player rolls the die again.



2. Slide the animal tile

Take the top tile from one of the two piles.

- Turn it over and slide the animal into one of the four river channels under the

suspension bridge so that the tile is completely covered by the bridge. By sliding the animal tile under the bridge, another animal tile will be pushed out from under it and appear in the first open water section, and during the course of the game, a tile may be pushed out from under the log bridge and appear in the second open water section downstream.

3. Count the animals and move your player figure

Count how many times the animal on the die appears on tiles showing in the eight open water sections.

- Move your player figure the corresponding number of spaces forward. If the animal does not appear on any of the eight water sections, unfortunately you cannot move your player figure forward.

Note: The animal doesn't have to appear in the same river that you have selected. All eight water sections are always evaluated!

Example: The red player rolled the tiger. He turns over a monkey tile and slides it into one of the four rivers until the monkey is completely under the suspension bridge. Now a total of two tigers appear among the eight water sections. The player moves his player figure two spaces ahead.

- If an animal tile is pushed out at the waterfall side, then turn it over so that the animal is face down and put it at the bottom of one of the two piles of tiles.
- Then, it's the next player's turn.



Friend Disks

Each player has a friend disk showing his best friend. Your best friend can help you advance more quickly.

During Action 3 on your turn, if your player figure happens to be on a space directly next to a tile showing your best friend animal in the river, you get to move your player figure one extra space forward.

Important: The best friend rule applies both at the beginning and at the end of moving your player figure, but only at these times.

Your player figure must be on the suspension bridge, log bridge, or on the stones of the waterfall. Your best friend can't help you on the six stones spots in the jungle. If your player figure is on the log bridge and your best friends are next to you on both sides, you get to move your player figure two extra spaces ahead.

Example 1: Anna's best friend is the tiger. She rolls a monkey, turns over an elephant tile, and slides it under the suspension bridge. A total of two monkeys now appear in the eight open water sections. Anna's player figure is at the beginning of the waterfall directly next to a tiger. She therefore immediately moves her player figure one space. Then she moves her player figure another two spaces forward on account of the two monkeys that appear on the water sections. Anna's player figure is now on the last waterfall stone and once again next to a tiger. She gets to move her player figure one more space forward. She is the first to arrive at the Toad King and wins the game!



Example 2: Ben's best friend is the monkey. He rolls a toucan, turns over a tiger tile, and slides it under the suspension bridge. A total of three toucans now appear among the eight water sections. Ben's player figure is at the beginning of the log bridge and two monkeys are directly next to it. He immediately moves his player figure two spaces forward. Next to the first space that Ben's player figure passes is another monkey on one of the water sections. However, as Ben's player figure only moves past this monkey, but does not stop next to it, it doesn't count. Then Ben moves his player figure three spaces ahead on account of the three toucans discovered on the water sections.

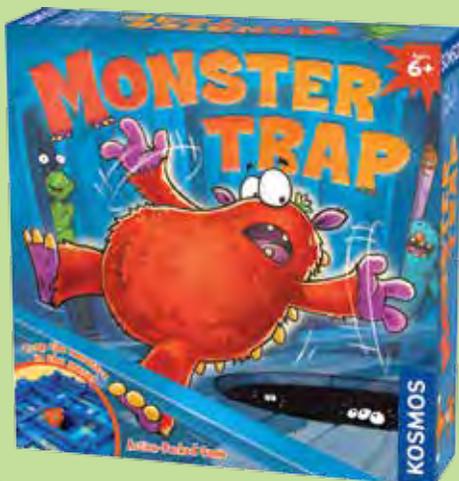


End of Game

The game is over as soon as a player reaches the Toad King on the last space of the game board, winning the exciting race through the jungle!

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through the Maze
and into the
Monster Trap!**



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Ages 6 and up**

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Printed in Germany / Imprimé en Allemagne

Distributed in North America by Thames & Kosmos, LLC. Providence, RI 02903
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WARNING:
CHOKING HAZARD — Small
parts. Not for children under 3 yrs.