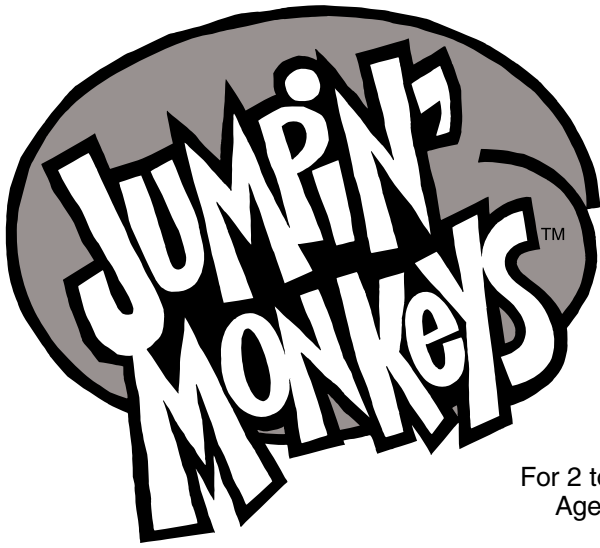




For 2 to 4 players
Ages 5 and up

OBJECT: To be the first player to catapult all of your monkeys into the tree to win the bananas!

CONTENTS: Tree, large circle of leaves, small circle of leaves, 16 monkeys, 16 bananas, 4 catapults, label sheet, instructions.

SET UP: Hold the catapult so the circle with the ridge is face up. About 2 inches behind the circle is a small, rectangular tab. Push the tab in so it points straight down. Turn the catapult over (Pat. Pend side face up). Lift the circle end and fold it over so the tab goes into u-shaped slot on the catapult base (see illustration). Press firmly and the tab will snap into the slot.

Take the two halves of the tree and line up the pegs on each side of the tree with the holes on each side of the tree and push the two halves together.

There are two sets of leaves to place on the tree. Take the large circle of leaves and hold it over the tree so the shape in the center fits over the same shape on the top of the tree. Push the leaves down until they sit on the large branches in the middle of the tree. Do the same with the small circle of leaves so that they sit on the small branches on the top part of the tree.

Carefully remove the labels from the label sheet and place them on the monkeys. Each monkey should have two of the same color labels, with the monkey face on one side and the back of the monkey's head on the other side.

Each player takes one catapult and the four monkeys that match the color of their catapult. Each player also takes four bananas. NOTE: If there are less than 4 players put the remaining bananas back in the box.

PLAYING: Each player puts one of their bananas in the "Banana Pile." Keep the rest of your bananas near you. The youngest player starts by saying, "Jumpin' Monkeys!" Now all players try to catapult their monkeys into the tree.

CATAPULTING THE MONKEYS: Put the catapult in front of you so that the circle is closest to you (see box bottom) and aim it toward the tree. Put one of your monkeys on your catapult so that the ridge on the circle holds the monkey in place. Hold the bottom of the catapult with one hand to keep it steady. With your other hand, use one finger to press down on the tab and let it go (see illustration).

Your monkey will fly through the air and hopefully land in the tree! If your monkey does not land in the tree, check to make sure that your catapult is aimed toward the tree.

LANDING THE MONKEYS INTO THE TREE: For your

monkey to land in the tree correctly, it must be holding onto a branch with one or both of its arms. If the monkey is laying across the circle of leaves, it does not count. Quickly take that monkey off the tree and catapult it again!

If your monkey does not land in the tree, pick it up and catapult it again. Keep picking up your monkeys that don't land in the tree and catapult them until you or another player has gotten all of their monkeys into the tree.

KNOCKING A MONKEY OFF THE TREE: If you catapult your monkey into the tree and it knocks either your monkey or another player's monkey off the tree, the monkey that fell off the tree does not count. It must be catapulted into the tree again. If your monkey is laying across a circle of leaves and you knock another monkey off the tree with your hand when you go to pick up your monkey, you must put the monkey you knocked down back in the tree.

ENDING THE ROUND: When a player has gotten all his monkeys into the tree, that player yells, "Stop!" The players stop catapulting their monkeys. and the player who has stopped the game and has gotten all his monkeys into the tree wins the "Banana Pile."

The players take back their monkeys and place one on their catapult as before. Each player puts another one of their bananas in the new "Banana Pile" and the youngest player starts the next round.

ENDING AND WINNING THE GAME: The game is over when four rounds have been played. The player with the most bananas is the winner! In case of a tie, play one more round. The winner of that round wins the game!

We appreciate your comments on this game.
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