

# TUMBLIN' MONKEYS®

Tumblin' Monkeys is the original, don't let the monkeys fall, action game.

## Contents:

Desert island base, palm tree trunk (in 4 sections), palm tree leaves, die, 30 monkeys (27 brown, 2 yellow, 1 white), 30 sticks (10 each of blue, orange and green), instructions.



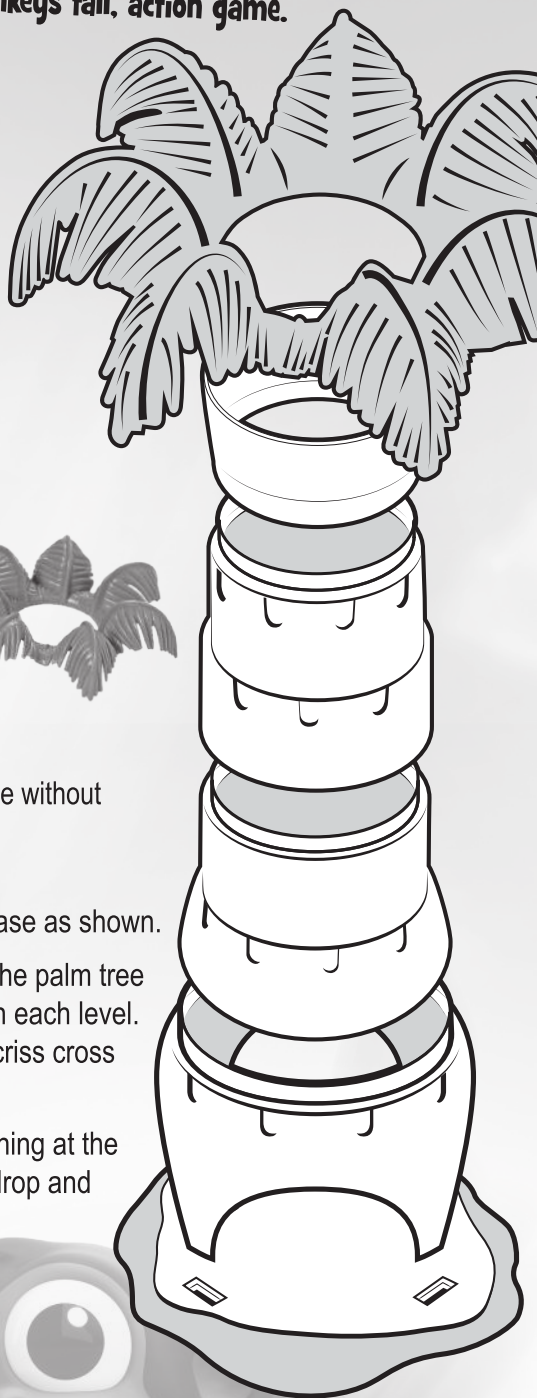
## Aim of the game:

Try to remove coloured sticks from the palm tree without making the cheeky monkeys fall.

**Set up:** Assemble the tree onto the island base as shown.

Slide sticks horizontally through the holes in the palm tree trunk. There must be 2 of each colour stick on each level. Place the sticks in a random pattern so they criss cross inside the tree.

Load all the monkeys into the opening at the top of the tree. The monkeys will drop and their tails will hook onto the sticks.



## How to play:

The youngest player starts, by rolling the die.

The colour the die lands on is the stick colour which that player must remove from the tree.


Players must start by removing the sticks which are highest up the tree.

Once all the stick of a particular colour have been removed from a layer, players take sticks from the next level down.

Take turns rolling and removing sticks, trying not to disturb the monkeys.

Any monkeys which fall all the way down to the island base are collected by the player who was removing the stick at that time.

If the die roll lands on a colour and there are no more sticks of that colour in the tree, play passes to the next player.



**Brown monkeys count as 1 point.  
Yellow monkeys count as 2 points.  
The White monkey counts as 3 points.**

## Winning the Game

When all the sticks have been removed, the player with the fewest points is the winner.

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John Adams Leisure Ltd., Hercules House, Pierson Road, Enterprise Campus, Alconbury Weald, Huntingdon, Cambs. PE28 4YA.  
Tel (01480) 414361 email: [customerservices@johnadams.co.uk](mailto:customerservices@johnadams.co.uk)

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