

KONG

THE 8TH WONDER OF THE WORLD™

SKULL ISLAND GAME

Instructions

For 2 to 6 players
Ages 7 and up

Lure Kong off of Skull Island and into New York City. Once in the city Kong has Ann with him on top of the skyscraper. Be the first player to rescue Ann, but beware of the planes that are circling the building.

Contents:

Kong figure with stand, 6 explorer movers, Ann mover, 3 airplane movers, 3 mover stands, Skull Island game board, city game board, waterway, 3-D landmarks (Kong wall, bridge, stage, skyscraper, boat), 6 game cards, 2 plastic stoppers, spinner card, spinner.

Set Up:

Use the package back as a reference as you assemble the parts of the game. Remove the Skull Island and city boards from the box. Connect them with the waterway piece. Carefully separate the other cardboard parts from the sheet and fold where indicated. Insert the tabs of the bridge and stage into the corresponding slots on the game board. Do the same with the skyscraper but after inserting those four tabs hold them in place using the four plastic stoppers. Place the S.S. Venture at the dock on Skull Island. Remove the explorer labels from the sheet and put two of the same color on each side of each mover. Remove the Ann label and place it on a mover stand. Remove the plane movers from the sheet and place each one in a mover stand. Put the Kong figure in its own stand and place him on the Kong wall on Skull Island. Place Ann on the space next to Kong. Put the three planes on their spaces in front of the skyscraper. Shuffle the 6 explorer cards and place them in a row, face down, near the game board. Each player takes an explorer mover and places it at Start.

Assemble the spinner:

Separate the spinner from the collar and remove and discard the plastic nip. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Playing:

Players spin to see who goes first. The highest spin starts then play moves to the left. Spin and move your explorer that many spaces on the game board. Two or more players are allowed to occupy the same space at the same time. Players ONLY follow the instructions for the space on which their explorer ends its move.

Capturing Kong

When a player lands at the Kong space, they get the chance to capture Kong. Exact count is not needed. Any number of explorers can be at the Kong space at one time. Once a player reaches this space, they immediately select one card to turn over.

One of three things will happen:

V-Rex:

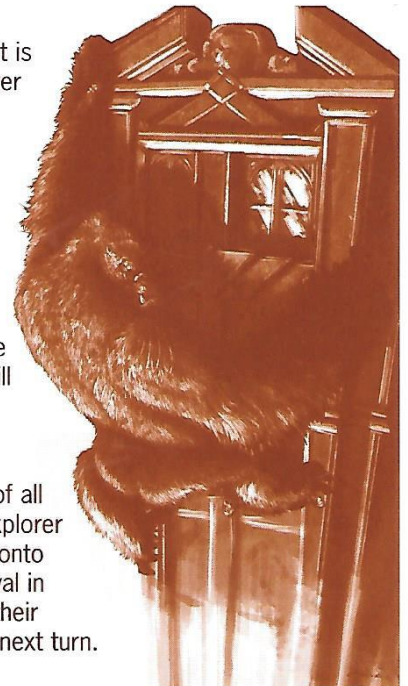
If the player selects a V-Rex card they must go back to the bridge! Remix all 6 cards and place them face down near the game board.

Insect Swarm:

If the player selects an Insect Swarm card they are safe and they stay on that space. The card is removed and the remaining cards stay as they are. On his next turn, the player will select another card to look for Kong.

Ann Darrow:

If a player selects the Ann Darrow card - they have caught Kong! But they need the help of all the other players to get Kong onto the boat. Each player immediately takes their own explorer and places it on the boat. The player who drew the Kong card then places Ann and Kong onto the boat, and moves the boat with all the players to the dock at New York City. Upon arrival in NYC, the player that selected the Ann card leaves the boat, and takes the three movers (their explorer, Ann and Kong) to the theater. The other explorers remain on the ship until their next turn.



ONCE KONG IS IN NEW YORK CITY

As soon as they arrive at the theater, the player who selected Ann places her at the top of the skyscraper and hangs Kong from there as well. Ann now awaits her rescue which can only happen when a player reaches one of the three arrow spaces when it is not occupied by a plane.

The player who found the Ann card spins and tries to move their explorer toward the outside circle of the skyscraper. When a player gets to the skyscraper they always move on this outer circle-clockwise- until they land on an unoccupied arrow space...and win.

IN NYC: PLAYER SPINS A BROWN NUMBER:

That player moves their explorer that many spaces on the board. Move clockwise only around the outer circle of the skyscraper.

IN NYC: PLAYER SPINS A RED NUMBER:

That player must move one of the AIRPLANES that many spaces on the board in either direction. Planes must stay on the inner circle. Players should try to move planes so that they block other players from landing on an open arrow space.

Winning:

The first player to land on an arrow space that is not occupied by a plane removes Ann and Kong from the skyscraper and wins the game.

We appreciate your comments on Kong. Please send your correspondence to:
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Our customer service department can be reached Monday through Friday (except during holidays)
from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

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