


FUNDEX GAMES, LTD.		COLOR	
FILE NAME: 檔案名稱:	4268-01-11-I_instructions.ai	CMYK 印刷顏色	 Black
PRODUCT: 產品名稱:	Jelly Bean Jumble Lunch Box Game	SPOT COLORS 專色	
ITEM NUMBER: 貨號	4268-01-11	DO NOT PRINT PANTONE 144C! (DIELINE) 專色144C只用於刀模切線 不用印刷	
ASSEMBLED SIZE: 完成品呎吋:	8"W x 4.75"H		
FLAT SIZE: 印刷呎吋:	4"W x 4.75"H		

### Advanced Game Play: (longer play time)

Game play is the same, except that anytime players have identical rolls on their Jumbler, their rolls cancel each other out and they do not get to draw a card. For example, Player 1 and Player 3 both roll Yellow Jelly Beans. Because their rolls were the same, neither one of them get to draw a card (this also applies to Wild Hands). All other game play is the same.



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**MADE IN CHINA**

Game design by Wendy L. Harris,  
Garrett J. Donner & Michael S. Steer

ITEM# 4268      4268-01-11

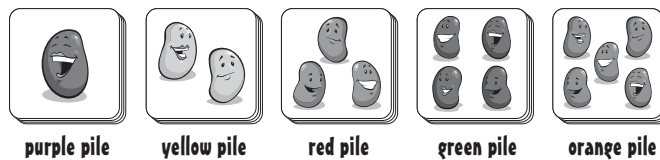


**Players:** 2-4  
**Ages:** 4+

**Equipment:** 20 Jelly Bean cards (5 different colors, 4 cards of each color), 4 Jelly Bean Jumbler dice

**Object:** Be the first player to collect all 5 Jelly Bean cards (one of each color).

**Set-Up:** Sort the Jelly Bean cards into 5 piles, one pile for each color. Place piles face up, in a row, in the center of the playing area. Each player chooses a colored Jelly Bean Jumbler die.



**Game Play:** All players roll at the same time (see *Rolling Your Jumbler*). The youngest player begins the game by saying "Ready, Set, Roll!" The next round, the player to the left will "count down" the roll and so on.

When all players' Jumbler have stopped rolling, each player draws the card from the center playing area that matches their roll. Players should place their card face up, in front of them.

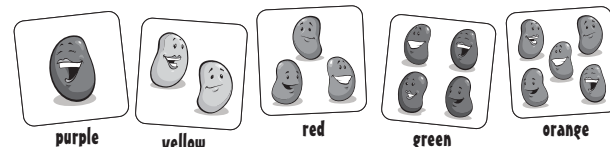
A player can only collect ONE CARD OF EACH COLOR. If a player rolls a Jelly Bean color they already have, they do not get to collect a card on that turn.

**Wild Hand:** If a player rolls a Wild Hand on their Jumbler, they grab one card from ANY player's pile and put it BACK IN THE CENTER PILE. The player does NOT put the card into their own pile. If 2 or more players roll a Wild Hand, they may "grab" cards from the same player or different players.

**Note:** Players who roll Jelly Beans on their Jumbler, should draw their cards first. Then any player that rolled a Wild Hand, should choose a player's card to put back into the center.

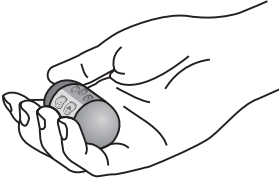
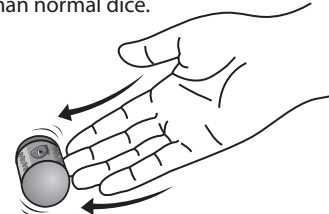


**Winning the Game:** The first player to collect one of each color Jelly Bean card (as shown below) and shout "Jellybean Jumble" is the winner! **Note:** A Wild Hand cannot "grab" away a win. Once the player has collected their 5th card, they win and the game ends.



**Collect all 5 to win!**

**Rolling Your Jumbler:** Jelly Bean Jumbler are unique dice, so they are rolled differently than normal dice.

**Step 1:** Cradle the Jumbler in your hand. On the "Ready, Set, Roll," open your fingers and allow the Jumbler to roll out onto the table.

**Step 2:** When the Jumbler stops rolling and "settles," the top of it indicates what you have rolled.