

Who wins?

The first player to shoot both of their Jumping Pigs into the muddy puddle target wins the round. The first player to win 3 rounds, wins the game!

For a more challenging game:

If children of different ages are playing, you might want to increase this distance for the older children. You can also increase the distance to make the game more difficult for everyone.



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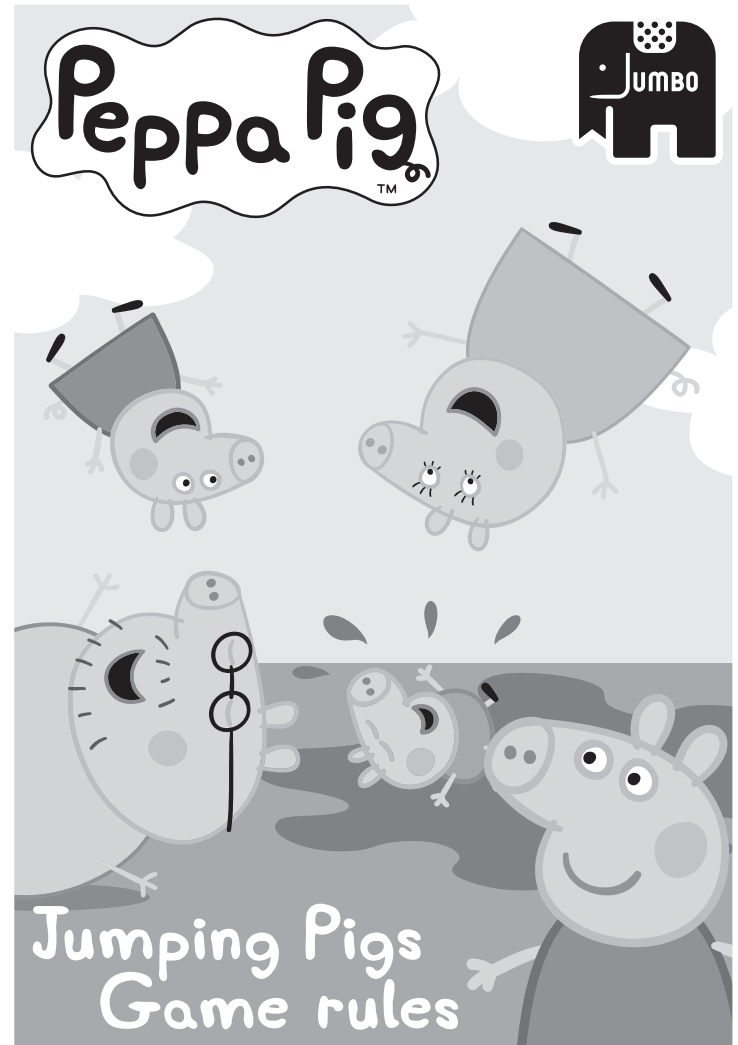
Made by Koninklijke Jumbo B.V., part of JumboDiset.
P.O. Box 2224, 1500 GE Zaandam, the Netherlands.

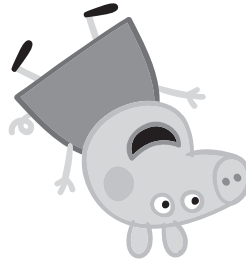
Visit: www.jumbo.eu. Made in The Netherlands.



Warning: Not suitable for children under 3 years of age due to small parts. Choking hazard. Please keep this box for future reference.

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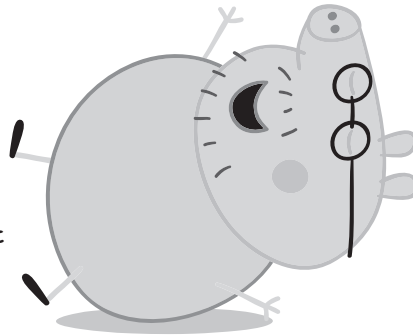




Peppa is a loveable, cheeky little piggy who lives with her little brother George, Mummy Pig and Daddy Pig. Peppa's favourite things include playing games, dressing up, days out and jumping in muddy puddles. Her adventures always end happily with loud snorts of laughter.

Contents

- 8 plastic Jumping Pigs
- Sheet with 8 stickers
- Cardboard muddy puddle target
- Game rules



Before you begin

Take the plastic Jumping Pigs and the stickers out of the plastic bag. Carefully peel the stickers of the sheet and sticker each of the 8 Jumping Pigs.

How do you play Jumping Pigs?

Put the base of the box with the cardboard muddy puddle target in the centre of the table. Each player takes 2 of the Jumping Pigs with the same character on. Place both Jumping Pigs at least 30cm from the target.

All together count to three. On three, all players try to shoot their Jumping Pigs into the Muddy Puddle. A Jumping Pig is on the target when any part of the Pig is inside the hole of Muddy Puddle target.

To shoot a Jumping Pig, press down on the back of the Jumping Pig with your index finger, sliding the finger downwards. On release, the Jumping Pig leaps forward. Try varying the pressure applied to make the Jumping Pig jump various distances.

If you miss, retrieve your Jumping Pig, and again place it 30cm away from the target to have another go. If one of your Pigs is pushed out of the puddle by another pig, you have to retrieve it and shoot again. The player who has shot both of his Jumping Pigs into the muddy puddle wins the round!

To claim the round, Oink twice!

