Catch him and win!
JACK SITS ATOP HIS BUNNY HILL GUARDING HIS CARROTS ALL DAY. YOU COLLECT HIS CARROTS BY CAREFULLY PULLING THEM OUT OF THE GROUND. BUT BE READY - IF YOU SCARE JACK HE WILL JUMP HIGH INTO THE AIR!

GAME CONTENTS:
1 bunny hill, 1 Jumping Jack rabbit, 12 carrots, 1 spinner, 4 baskets, 1 set of rules

OBJECT OF THE GAME:
Collect as many carrots as you can and catch Jack when he jumps.

SETTING UP THE GAME:

1. Plant the carrots in the bunny hill by pushing one carrot into each hole until you hear a "click".
2. Place Jack on his bunny hill by pushing him onto the post in the center of the hill.
3. Put the spinner where all players can reach it. Each player chooses a gardening basket.

PLAYING THE GAME:
The youngest player starts by spinning the spinner to see how many carrots to pull from Jack’s bunny hill. Choose carefully! Once you touch a carrot, that carrot must be removed from the ground. Play will continue in a clockwise direction.

SPINNER DIRECTIONS:

1 carrot: Pull one carrot out of the ground and place it in your basket.
2 carrots: Pull two carrots out of the ground and place them in your basket.
Eaten carrot: Oh no! Your basket has had visitors! Remove one carrot from your basket and place it to the side. If you do not have any carrots, then play continues to the next player.
Red X: Lose a turn! The next player spins.

Winning the game:
One of the carrots will make Jack jump high into the air. If Jack jumps on your turn and you catch him in the air YOU WIN! If you don’t catch him, then the player with the most carrots wins.
To play another round simply return the carrots to the bunny hill and place Jack back on top. When playing more than one round we think it’s a good idea to allow the player whose turn would have been next to begin the next game.

ANOTHER WAY TO PLAY:
A different way to play Jumping Jack requires all players to keep both hands flat on the table during play except when pulling a carrot on their turn. When Jack jumps all players try to catch him. The player that catches Jack wins! If no one catches him, the player with the most carrots wins.

Attention Parents: Please keep children from leaning over top of Jack to avoid being struck when he jumps into the air.

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