

# Jack and the Beanstalk™

## The Fee-Fi-Fo-Fun Game!

### THE STORY OF JACK AND THE BEANSTALK

Long, long ago in a far away land there lived a boy named Jack, with his mother.

One day, Jack's mother needed him to go to town and sell their last possession, a milking cow. On the way, Jack met a stranger who offered to trade "five magic beans" in return for Jack's cow. Jack happily agreed to the trade and ran home with the magic beans in his pocket. But Jack had not followed his mother's instructions and she was quite upset with his "wonderful" trade. In her anger she threw the magic beans out the window! Jack was very, very sorry when he went to bed that night.

But to Jack's amazement, when he awoke the next morning a gigantic beanstalk had grown outside his window. The beanstalk went up, up, up and disappeared into the clouds. Jack was very curious about what might be at the top of the beanstalk so he decided to climb it as fast as possible. When he reached the top, the sight of an enormous castle surprised him. Jack snuck into the castle (which was owned by a GIANT!) and spied a pile of gold coins. Jack took the gold coins and ran to the beanstalk. But as he was escaping, the sleeping Giant awoke, cried, "Fee-Fi-Fo-Fum!" and chased after Jack. Luckily, Jack got away.

Greedy for more riches, Jack went up the beanstalk again the very next day. Inside the castle he found a goose that laid golden eggs. As he was heading towards the beanstalk with the goose, the Giant woke up again and cried, "Fee-Fi-Fo-Fum!" Jack outran the Giant and made it home safely once more.

On the third day, Jack decided to make one more climb. When he went inside the Giant's castle, he discovered a beautiful golden harp. He put the harp under his arm and was racing out of the castle when the harp began to sing for help. The harp's singing woke up the Giant who yelled, "Fee-Fi-Fo-Fum" and chased after Jack. This time, the Giant jumped onto the beanstalk and followed Jack down it. But, Jack was very quick and when he reached the bottom he grabbed an ax and chopped down the beanstalk before the giant could reach the ground.

And, that was the end of the beanstalk and the Giant. Jack and his mother, now rich, lived happily ever after.

### OBJECT OF THE GAME

To be the first player to collect all three treasures—the gold coins, the singing harp and the goose that lays the golden eggs. You do this by moving "Jack" from Start, up the beanstalk to the Giant's castle, and then back down the beanstalk to Finish.

### CONTENTS

Jack movers with stands, Giant mover and stand, sheet of treasure cards, spinner and gameboard.

### SETUP

1. Punch out the treasure cards and shuffle them well. Place them in a stack, face-down, in the center of the table.
2. Punch out the Jack and Giant movers and slide them into their stands.
3. Place the Giant mover on the picture of the castle at the top of the board.
4. Each player chooses a Jack mover, place those that are going to play on the Start space.

### HOW TO PLAY

Spin the spinner to see who goes first, highest number goes first (if you don't spin a number, spin again.)

The first player spins the spinner and moves up the beanstalk that number of spaces.

- If you spin "Take Any 1" take the top treasure card from the pile and place it face up in front of you.
- If you spin "Giant Moves" move the Giant down the beanstalk one space.

If you land on a plain green space, do nothing and your turn ends. Play passes to the left.  
If you land on a special space, do as directed below.

### SPECIAL SPACES

- 1) Treasure space: Take the top treasure from the pile and put it face-up in front of you.
- 2) Giant space: Say, "Fee-Fi-Fo-Fum!" and move the Giant from his castle one space down the beanstalk.
- 3) Trade one treasure of your choice with any other treasure that a player has in front of them (If you don't have any treasures, do nothing.)
- 4) Switch your Jack mover with any other Jack mover on the board (and, if your Jack is now on a special space, do whatever it says on that space.)
- 5) Slide up the beanstalk if you land on the lower slide space or down the beanstalk if you land on the higher slide space.

### GIANT LANDS ON JACK! YIKES!

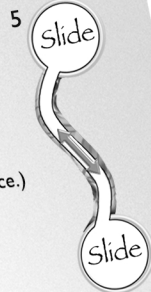
During the game, if the Giant moves onto the same space that is occupied by Jack (or vice versa), Jack loses one treasure. Take any one of your treasures and place it back in the bottom of the draw pile.

### REACHING THE CASTLE

When you get your Jack to the castle, switch him in his base to look like this: Jack is now heading down the beanstalk. On your next turns you'll be moving Jack down as you move.

### FINISH/WINNING THE GAME

The first player to go up and down the beanstalk AND collect all three treasures (one of each) wins the game. If your Jack makes it back to Finish without all three treasures, start back up the beanstalk until you collect what you need. Immediately move to Finish (and win!) once you have all three treasures.



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