

- 2-4 players, ages 8-12
- Goal: Beginning at the plantains, players move travel along corridors finding food and socializing and avoiding predators and other dangers. First, players move through the pseudoriparian to the spring, and then along open living fences. Then they will travel down to the river and head back to the plantains after they pass an old schoolhouse.
- Everyone should place their monkey marker on the Home/Plantains space. The youngest player starts.
- Roll the dice and move the number of spaces as marked. Follow the instruction on the space. Or, if the space is blank, draw a card and follow the instructions. Place card on the discard space.
- Move to the next player. The first player to return home wins the game.