

1. 2-4 players, ages 4-8
2. 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.
3. Everyone should place their monkey marker on the Home/Plantains space. The youngest player starts.
4. Each player rolls the dice and moves that number of spaces. Follow the instructions on each spot, Move to the next player. The first player to return home wins the game.