

What is Jumanji Summer Reading?

Jumanji Summer Reading is a reading challenge for players ages 18 and older.

Roll the adventure die to get your reading task! You'll be reading a book that corresponds to the number on the gameboard inside this pamphlet. Every book you read earns you an entry into a drawing for big prizes. You will also be entered into the drawing after attending an adult program. The more books you read and programs you attend, the more chances you have to win! You'll have opportunities to pick up books, gift cards or coupons to local businesses, and other prizes as you play.

Play as much or as little as you like over the course of the summer and enjoy adding some gaming fun to your reading!

Game begins: Saturday, **June 1st** at 10 am

Game ends: Saturday, **August 3rd** at 5 pm

Prize drawing & notification of winners: **Monday, August 5th at 4 pm**

Teens who are 16 or 17 may participate in either *Check Your Shelf* **or** *Jumanji Summer Reading*. They may not, however, participate in both.

Basic Instructions

- Sign up by filling out a record sheet at the Summer Reading station
- Each time you play, you will automatically get to roll the adventure die one time. Each number on the die corresponds with a specific genre or a special feature, such as free read or a challenge.
- If you wish to complete the task, retrieve the corresponding paper task card from the staff member at the Summer Reading station. You do not need to complete the task if you do not wish to, however your turn is over for the day.
- Complete the reading task provided on the task card. (Note: you must read a different book for each task. Any books used to satisfy game

requirements must be read entirely after the official start date of the game. Unless otherwise noted, each book read must be at least 200 pages.)

- Return your completed task card(s) to the Summer Reading station.
- Each completed reading task earns you one point, and each point is good for one entry into a prize drawing. Once your task card, which is also your point, has been hole-punched by the Summer Reading staff member, place it in the prize box of your choice.

Challenge

If you roll an 11, you will receive a challenge card, which will provide you with a reading task outside of the traditional genres. Reading challenges are worth 2 points each.

Bonus

Rolling a 12 provides you with the opportunity to answer a riddle to receive a gift card/coupon. You will then get a second roll to receive your reading task. Only one gift card can be received, even if you roll a 12 again.

Gift Cards

- After reading three books, you will earn a small gift card/coupon to a local business.
- Each week, we'll randomly select five participants who have read a book that week to receive a gift card or coupon.

Points and Prizes

- The object of the game is to accumulate as many points as possible. Points are attained by completing reading tasks and earning bonus points through Reading Challenges.
- Each point equates to one entry in a prize box of your choice. You may place all of your points in one prize box, or you may split them among multiple prize boxes as desired.
- At the end of the game period, a prize drawing will be held. If your name is drawn from the prize box, you win that prize. You may not win more than one of the prizes.