



Official Sticker Album





ORIGINAL

Jojo'sTM

The Original Jo Jo's™ Story

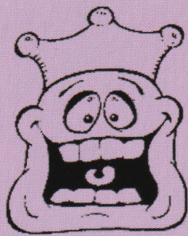
In the beginning ...

A long time ago, in fact 11,600 years ago, there was an eighth continent called Atlantis; the inhabitants were some of the most creative and talented people on earth. Some very smart people say Atlantis never existed, but with a little imagination and some hints from Jo Jo™, we know it really did.

Right at the end of the Pleistocene (pronounced Play-toe-seen) Ice Age there was a giant earthquake that sunk Atlantis into the ocean. After thousands of years of cooling off and land mass re-formations, the only thing left at the top of the highest mountain peaks were millions of chunks of really cool pieces of volcanic rock. One day, a boy named Jo Jo™ stumbled upon these treasures and showed them to his friends. Soon the word spread and children everywhere became fascinated by the bright colors and sparkling crystals that were shaped like bones. Jo Jo™, who was also very smart, began to paint faces on some of these "bones" and suddenly the "bones" became Boneheads.

Children loved their boneheads and started to collect, trade and play games with these wacky, bouncin' bones. They even named one of them Jo Jo™ and the legend grows even now. Today you can collect all 36 of the Original Jo Jo's™ (Sorry they're no longer made out of volcanic rock.) You can try your skill, match them with your friends or just keep 'em safe. There's just one thing, insist on Original Jo Jo's™ because only Original Jo Jo's™ trace their history all the way back to the magical lost continent of Atlantis.

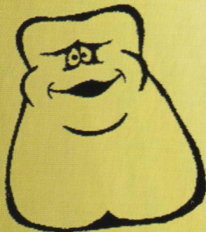




1 Caesar

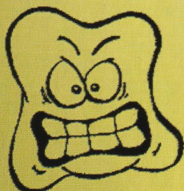
Caesar is a natural born leader. When Caesar commands all the other Jo Jo's™ jump. Caesar is one of the rarest Jo Jo's™. If you have him, don't trade him away.

KING



2 Noggin'

Noggin' got his name because he has the hardest head of all the Jo Jo's™. Noggin' is a real bonehead. But he is prized because in games that require busting through other Jo Jo's™, Noggin' goes head first with no fear.



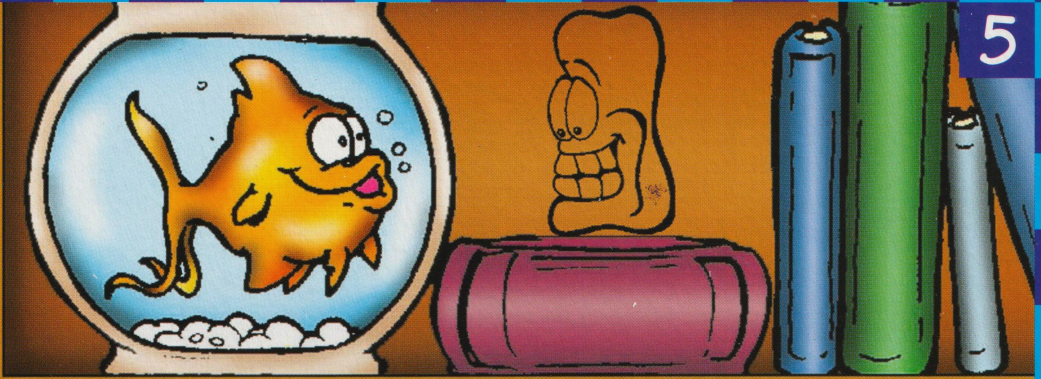
3 Boomer

Boomer is the strongest of the original Jo Jo's™. Some say Boomer has muscles where his brains should be. Boomer is a great Jo Jo™ to have in your collection because his strength also gives him tremendous courage.



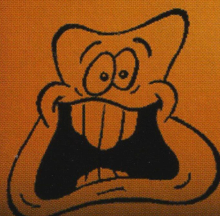
4 Mookie

Mookie is one of the most popular and youngest Jo Jo's™. She is best known for her sense of humor and for playing practical jokes on her friends. Mookie may be tough to find so make sure if you get her, not to let her get away.



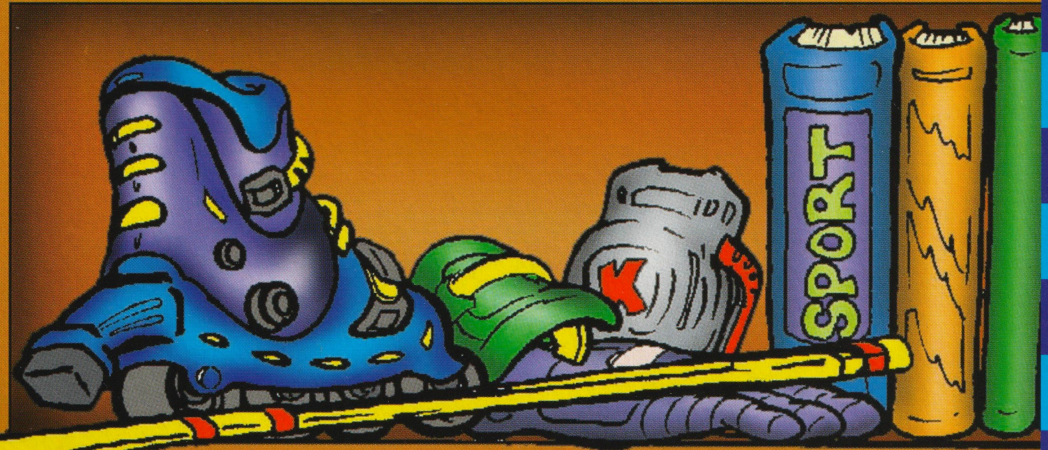
6 Doc

Doc is considered to be the wisest of all Jo Jo's™. Whenever the other Jo Jo's™ have a problem or question they go to Doc for an answer. No original Jo Jo™ collection is complete without wise old Doc in the group.



5 Buster

Buster is a real "Buster". He is always first with a comment. No other Jo Jo™ is quicker with a remark or comeback. If you are lucky enough to get Buster, be careful he doesn't hurt your other Jo Jo's™ feelings.



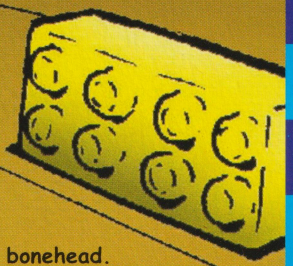
7 Squiggy

Squiggy is the smartest of all original Jo Jo's™. His huge pointed head holds tons of brain matter. It's hard to get Squiggy away from his books, but his pointy head makes him an excellent Jo Jo™ for games.



8 Jammer

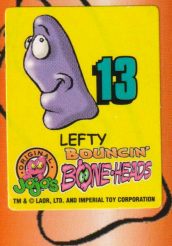
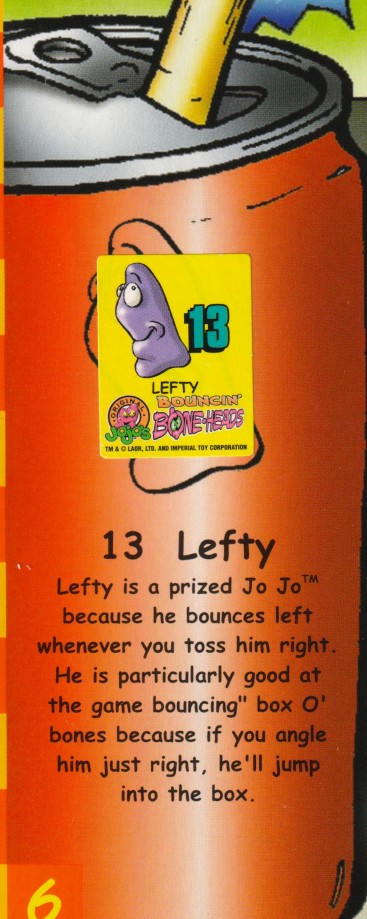
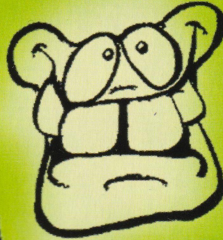
Jammer is a really speedy bonehead. Because of his pointed ears, he has the ability to change directions at will. This makes him a formidable opponent in any game and an excellent shooter.



YOLOS

12 Bananas

Bananas is the gambler in the group. Of all the original Jo Jo's™, Bananas likes to play for keeps. If you play a game with him, watch out because not only does he know the games well, he won't give back any Jo Jo's™ he wins.



13 Lefty

Lefty is a prized Jo Jo™ because he bounces left whenever you toss him right. He is particularly good at the game bouncing" box O' bones because if you angle him just right, he'll jump into the box.

11 Jo Jo

Jo Jo himself, is of course a descendant of the original Jo Jo's™ from the lost continent. He is not only the best friend to all the Jo Jo's™, he is considered the most skillful gamer. He bounces truer and tosses straighter than anyone else and should only be traded if you have a duplicate, and if you get at least 2 Jo Jo's™ in return.



10 Rocky

Rocky is always the underdog. Whatever game he gets into, he is always expected to lose. Fact is Rocky needs to get serious before he puts his game face on. Rocky is a desired original Jo Jo™ because his competitiveness is well known amongst the group.



9 Junkyard

Junkyard is not neat. In fact he is darn sloppy. He never picks up after himself and hardly ever bathes. His mother is always after him to pick up his room, but Junkyard is a loyal friend and everyone of the Jo Jo's™ likes him.

15 Brutus

Brutus got his name because he uses force to get his way. All the Jo Jo's™ fear Brutus because he is a bully and likes to throw his weight around.

If you get Brutus in your collection, make sure you don't let him pick on the other Jo Jo's™.

14 Stinky

Stinky's best friend is Junkyard. May be because Junkyard smells so bad himself, he doesn't notice how much Stinky stinks. Stinky has a flat head and is really good at pushing other Jo Jo's™ out of the way. If you get Stinky in your collection, try to keep him near Junkyard and away from the other Jo Jo's™.

17 Mondo

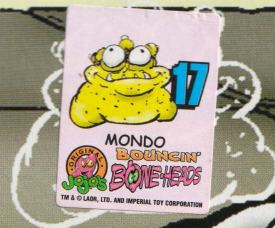
Mondo acts really spacey. He is almost always out of it. His eyes roll back into his head and he's off in never never land. Mondo always gets in trouble in school because he day dreams a lot and forgets to pay attention.

18 Spike

Spike is like a soldier in the army. He takes orders without complaint and is always available for hazardous duty; Caesar calls upon Spike often. He is not that easy to come by so if you are lucky enough to get him, use him in a game when you need to make a great shot.

16 Weasel

Weasel is a tattletale. No matter what, if one of the other Jo Jo's™ causes trouble, it will be Weasel that spreads the word. Weasel has really long legs and is very fast so he is a valuable Jo Jo™ to have for games that need speed.



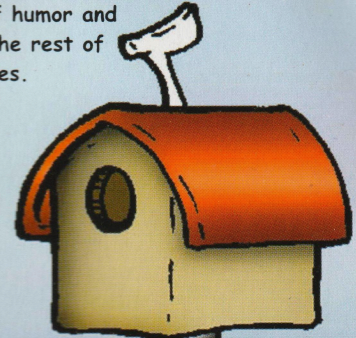
19 Bonker

Bonker has an especially wide-eyed and innocent look. He is the most naïve of the original Jo Jo's™. You can tell Bonker anything and he'll believe you because he is so gullible, but Bonker is a great loyal friend and loves to play games.



21 Sparky

Sparky is always upbeat. Whenever the situation looks bleak, Sparky is always ready to see the bright side. He has a great sense of humor and enjoys entertaining all the rest of the Jo Jo's™ with stories.



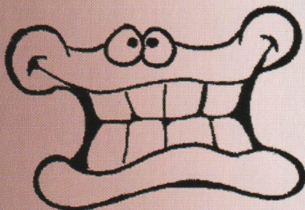
20 No Neck

No Neck is a tough guy. He and Brutus are always knocking boneheads. They don't like each other because each thinks he's the tougher one. If you have No Neck in your collection, keep him away from the other Jo Jo's™ because he's a trouble maker.



22 Blockhead

Blockhead is a moron. Of all the Jo Jo's™ this guy is the hardest to teach. He's a real know it all and is totally intolerant of opinions other than his own. As luck would have it, Blockhead is one of the rarest boneheads so if you can get Blockhead, he makes a valuable addition to your collection.



24 Fast Eddie

Fast Eddie is a hustler. Of all the Jo Jo's™ Fast Eddie likes to play it cool. He'll make you think he's bad at games but then when you've got the most to lose, suddenly he beats you cold. Fast Eddie is great to have in your own collection but if you're playing against him, watch out!

23 Rascal

Rascal is the class clown. She is always in trouble for talking in class, passing notes or playing tricks. Rascal loves recess because that's when she can get into a Jo Jo™ game. Her favorite is off the wall.

25 Lucky

Lucky got her name because she's happy go lucky. Nothing bothers her, win or lose. She's always in a good mood. But guess what, Lucky really is Lucky so if you've got a shot to make that will take wild luck to make, Lucky is your girl.

26 Bubbles

Bubbles is a very bright and cheerful Jo Jo™. You'll often find her hanging out with her best friend, Whistler. They're always together trying to put a smile on everyone's face. It's great to have them around during a really intense game.





30 Bubba

Bubba is a bit of a clod. He always says the wrong thing and has no manners. Whenever one of the Jo Jo's™ takes Bubba home for a play date, Bubba always gets in trouble or does the wrong thing. If you have Bubba in your collection, try to get him to be a better Jo Jo™.

31 Whistler

Whistler is really lazy and kind of shiftless. He always borrows lunch money and forgets to pay it back. The Whistler looks innocent and just like to hang around. In fact, the only thing he really likes is a good game of Jack Bones.

27 Zipper

Zipper is the fastest bonehead. Unlike Jammer, whose speed is for breaking through crowds, Zipper zips around or jumps over other Jo Jo's™ to get to the line or wall. He is one of the best bonehead gamers.

29 Dunce

Dunce is no brain surgeon. Of all the Jo Jo's™ Dunce is the thickest. He never understands anything. When it comes to games, keep Dunce near "The Judge" because he constantly needs the rules explained.

28 Judge

Judge, or "The Judge" as she likes to be called, is there as a teacher and a friend to all and is always there to help with a problem or offer friendly advice. All the Jo Jo's™ know Judge is the best at settling questions about the game rules.

33 Wizard

Wizard thinks he can predict the future. He loves to tell all the other Jo Jo's™ what's going to happen before it does. But if Wizard says it will happen one way and it happens another, he'll still say he was right. Wizard is a very annoying Jo Jo™.

32 Hawkeye

Hawkeye is the best shooter of all the original Jo Jo's™. He takes dead aim and usually wins any game he plays. Hawkeye should be your regular shooter. His true bounces make him the most reliable Jo Jo™.

34 Mumbles

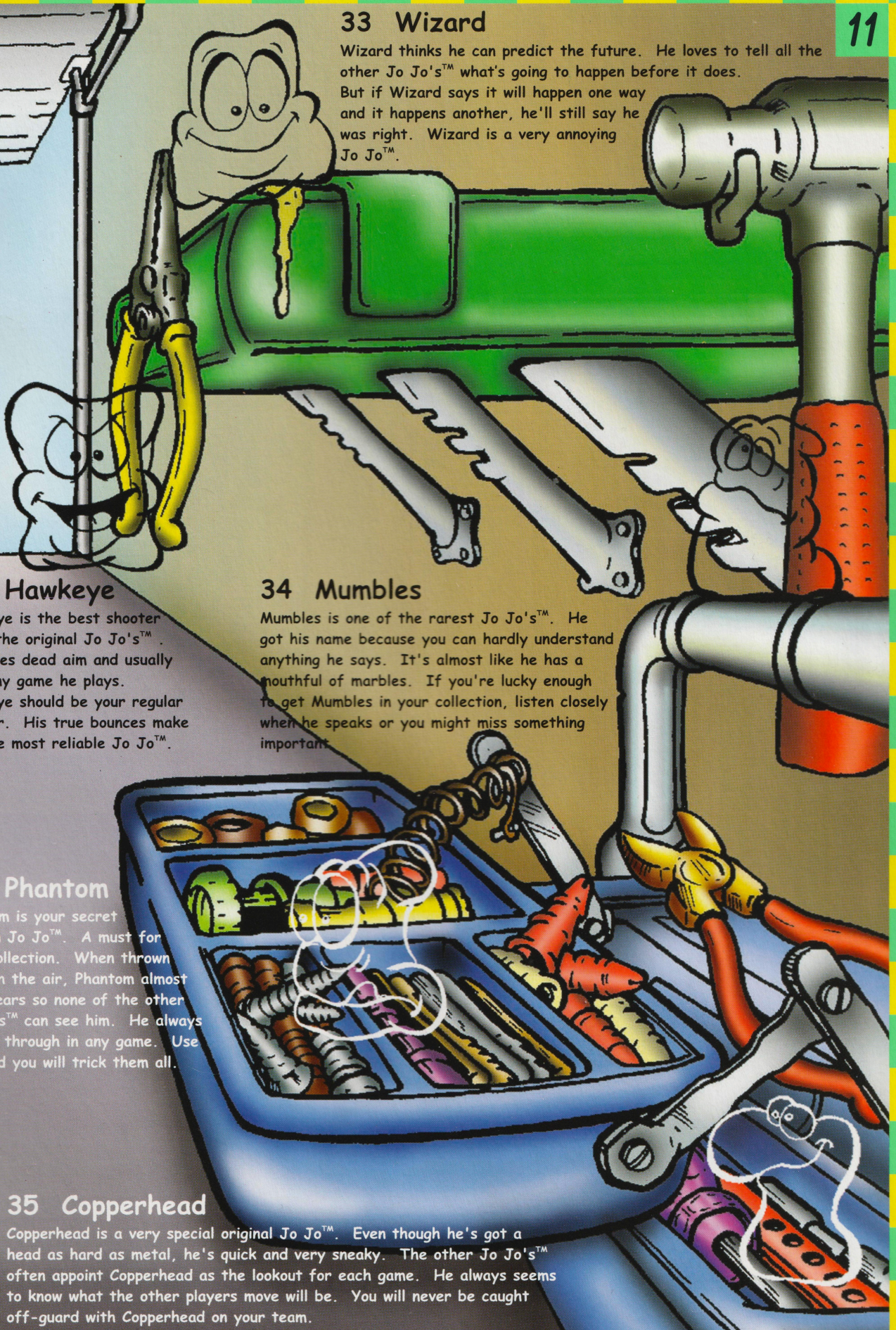
Mumbles is one of the rarest Jo Jo's™. He got his name because you can hardly understand anything he says. It's almost like he has a mouthful of marbles. If you're lucky enough to get Mumbles in your collection, listen closely when he speaks or you might miss something important.

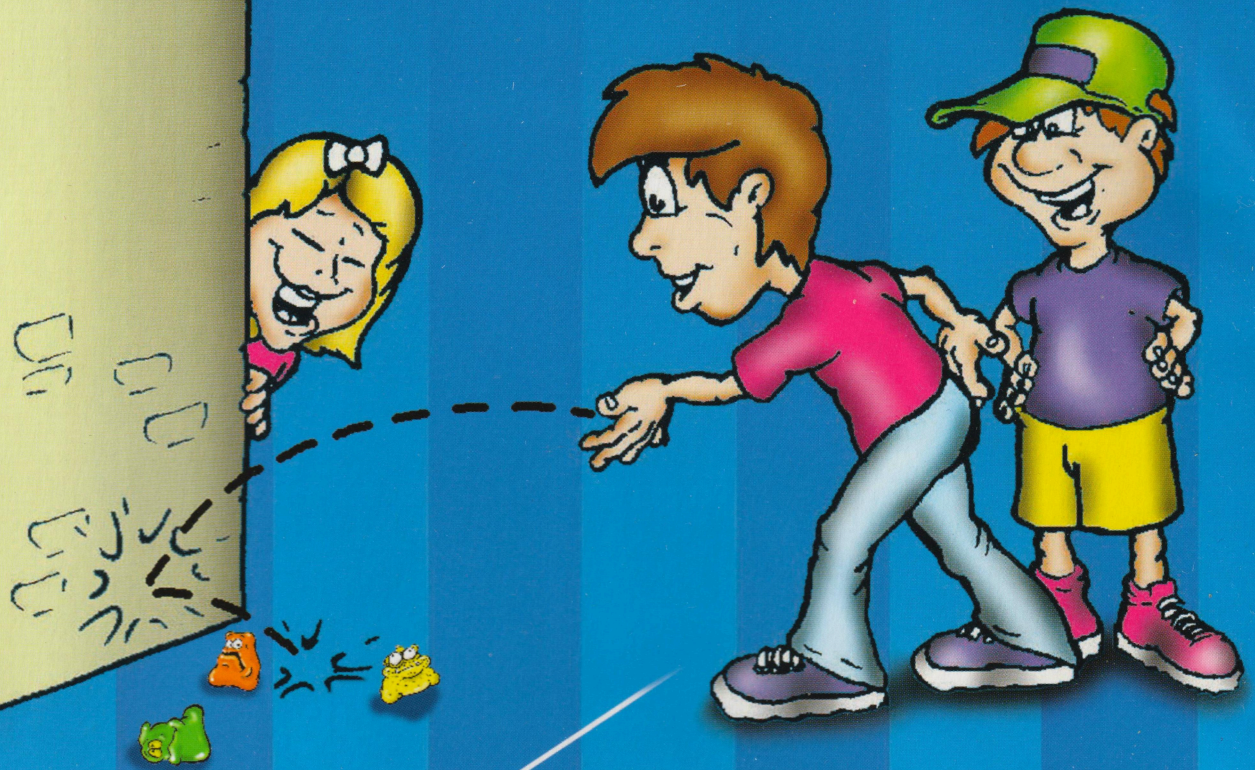
36 Phantom

Phantom is your secret weapon Jo Jo™. A must for your collection. When thrown through the air, Phantom almost disappears so none of the other Jo Jo's™ can see him. He always breaks through in any game. Use him and you will trick them all.

35 Copperhead

Copperhead is a very special original Jo Jo™. Even though he's got a head as hard as metal, he's quick and very sneaky. The other Jo Jo's™ often appoint Copperhead as the lookout for each game. He always seems to know what the other players move will be. You will never be caught off-guard with Copperhead on your team.





BOUNCIN' OFF THE WALL

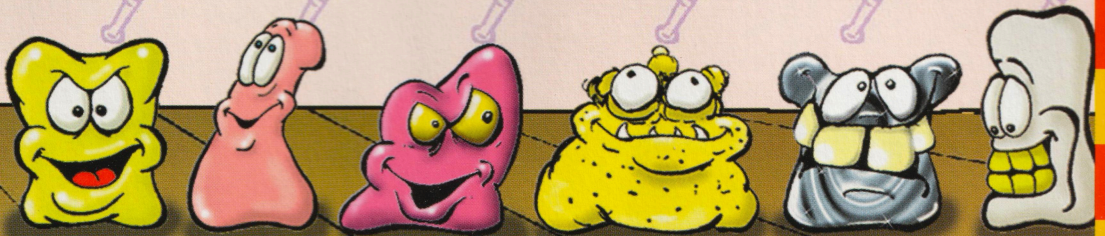
1. DETERMINE A TOSSING DISTANCE FROM THE WALL AND EVERYONE STANDS BEHIND THE THROW "LINE".
2. EACH PLAYER STARTS WITH THE SAME AMOUNT OF JO JO'S™
3. AN "OFFICIAL" TOSS MUST BOUNCE AT LEAST ONCE AND MUST HIT THE WALL BEFORE LANDING.
4. THE PLAYER WHOSE JO JO'S™ LANDS CLOSEST TO THE WALL WINS ALL THE JO JO'S™ FROM THAT ROUND.
5. KEEP GOING FOR AT LEAST 6 TOSSES THEN COUNT THE NUMBER OF JO JO'S™ YOU HAVE. THE PLAYER WITH THE MOST JO JO'S™ WINS.

BOUNCIN' BONEHEADS™



BONES JAX N' BALL

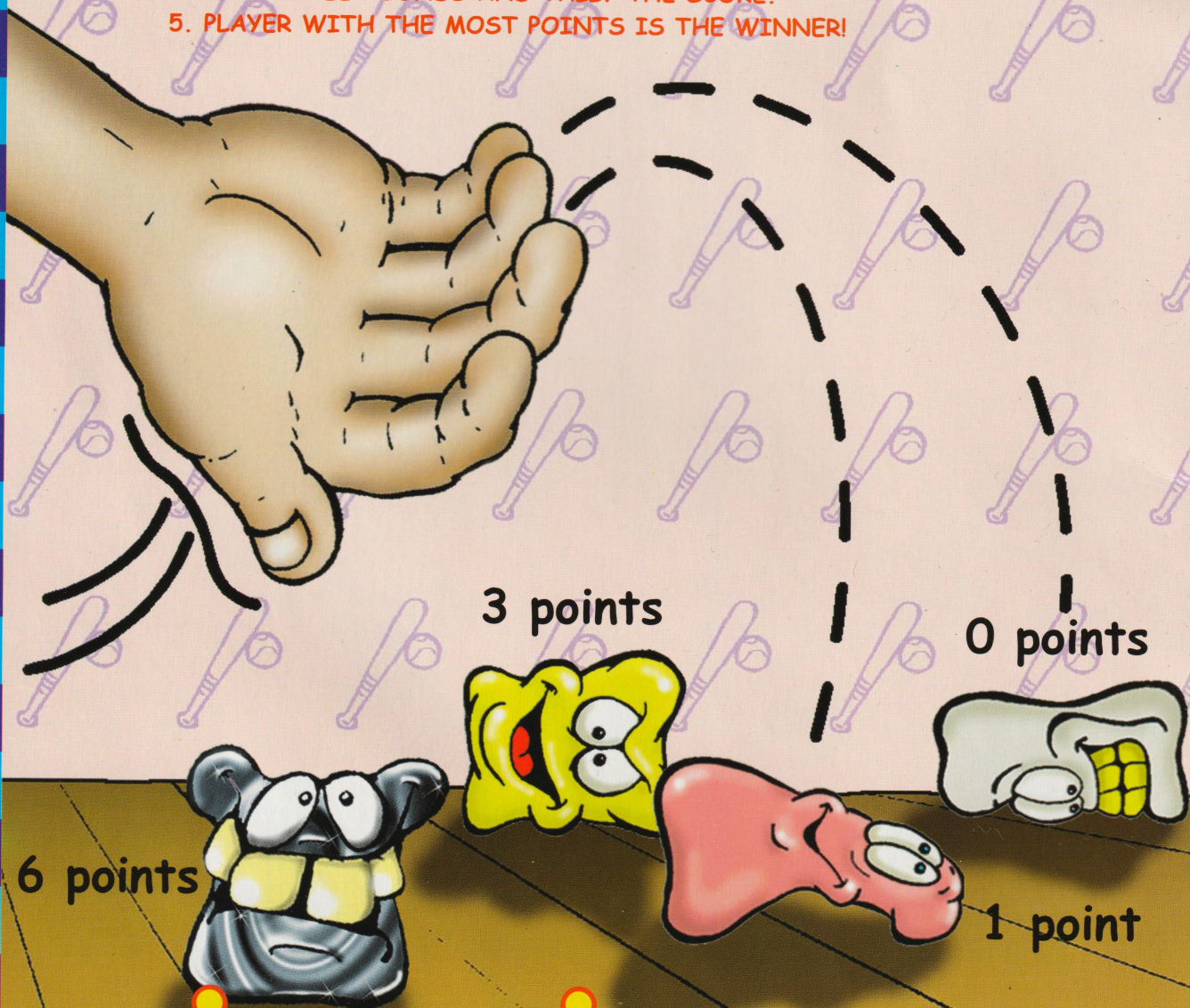
1. LINE UP 6 JO JO'S™ ABOUT $\frac{1}{2}$ INCH APART. (EXPERTS) INCREASE DISTANCE ACCORDING TO SKILL.
2. TOSS A BALL INTO THE AIR AND SCOOP UP THE FIRST IN LINE THEN CATCH THE BALL BEFORE IT HITS THE GROUND.
3. REPLACE IN LINE THEN TRY FOR 2 JO JO'S™ BEFORE THE CATCH.
4. KEEP GOING TILL YOU MISS, THEN THE NEXT PLAYER TRYS AND SO ON.
5. THE WINNER IS THE FIRST WHO SCOOPS UP ALL 6 JO JO'S™ AND SUCCESSFULLY MAKES THE CATCH.



BOUNCIN' BONEHEADS™

ORIGINAL GAME

1. DETERMINE WHO GOES FIRST WITH A BONEHEAD TOSS-OFF. FLIP A JO JO™ INTO THE AIR AND CALL HEADS OR TAILS BEFORE IT LANDS. WINNER GOES FIRST.
2. TAKE 6 JO JO'S™ AND TOSS THEM INTO THE AIR AT THE SAME TIME.
3. AWARD POINTS FOR:
 - LANDING ON ITS FEET (JO JO™)..... 6 POINTS
 - LANDING ON ITS SIDE..... 3 POINTS
 - HEADS..... 1 POINT
 - TAILS..... 0 POINTS
4. PLAY THREE ROUNDS AND TALLY THE SCORE.
5. PLAYER WITH THE MOST POINTS IS THE WINNER!



BOUNCIN' BONEHEADS™



BOUNCIN' BOX O' BONES

1. FIND AN EMPTY EGG CRATE OR SHOEBOX.
2. DETERMINE A TOSSING DISTANCE SO ALL PLAYERS ARE BEHIND THE "LINE".
3. EACH PLAYER IN TURN BOUNCES HIS JO JO™ AT LEAST ONCE TRYING TO GET IT INTO THE BOX. (EXPERTS TRY FOR TWO OR MORE BOUNCES.)
4. START WITH AN EVEN NUMBER OF JO JO'S™ AND A DIFFERENT COLOR FOR EACH PLAYER.
5. AT THE END OF 10 THROWS, THE PLAYER WITH THE MOST JO JO'S™ IN THE BOX WINS.



BOUNCIN' BONEHEADS™



BOUNCIN' BONEHEADS™

ORIGINAL JO JO'S™ BOUNCIN' BONEHEADS NAMES ARE TRADEMARKS OF IMPERIAL TOY CORPORATION, LIKENESSES ARE COPYRIGHTS OF LAOR, LTD.

CHECK OUT OUR WEBSITE AT: <http://www.imperialtoy.com>

ORIGINAL JO JO'S™ USED UNDER LICENSE FROM LAOR, LTD.