

# World War II



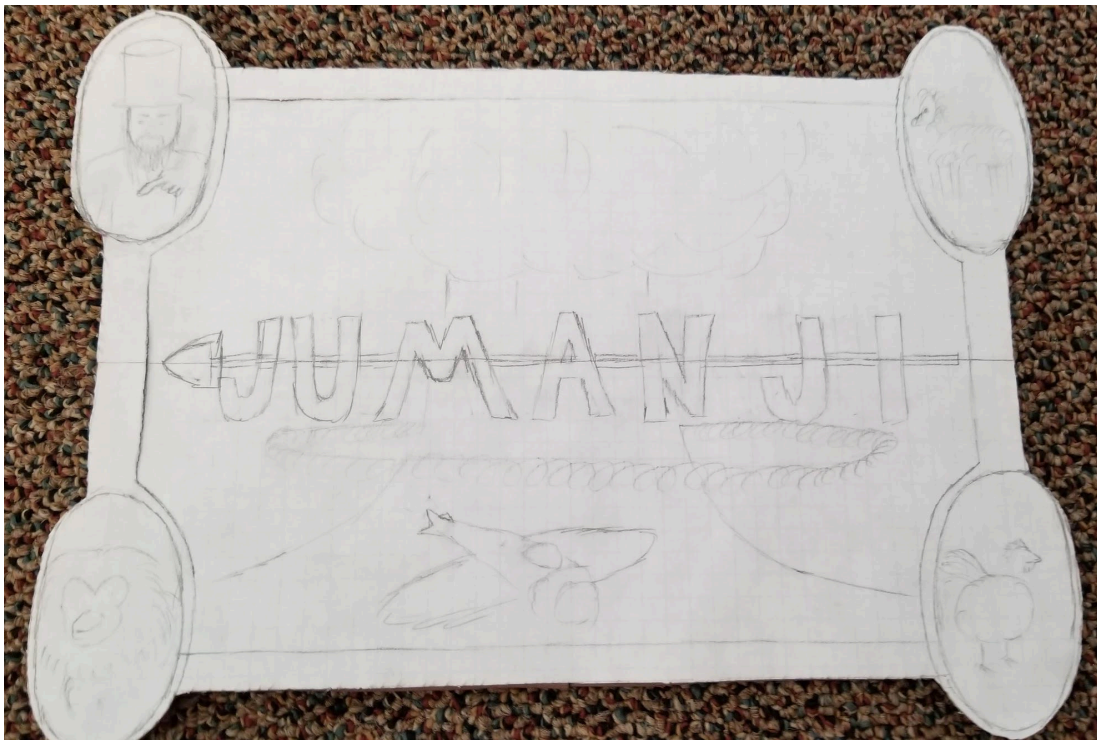
# Jumanji (1995)

## The Story:

The story of the 1995 movie Jumanji is as follows, a boy named Alan Parrish finds a chest buried a century ago with a box with “Jumanji” inscribed on top. He takes the box home to look at it more closely but when he does so he is interrupted but he is able to return to curiosity once his parents have left the house. He explored with one of his friends present, Sarah Whittle, she accidentally rolls the dice and begins the game, Alan then rolls and gets sucked into the game. The story then cuts to 26 years later when the house gets purchased by an unknowing family who has two children, Judy and Peter, whose parents died in a car crash. They discover the game in the attic and begin playing but unwittingly unleash more wild animals on their home. Alan then gets released by the game and the three have to find Sarah to continue the game. After much convincing and other persuasive tactics the four begin playing the game. After unleashing a hunter and stampede they are forced to leave the house. The four have to fight against the game to finish as the obstacles become larger and more dangerous including vines that eat people whole, Earthquakes that crack the home, and monsoons that almost drown all the players. Eventually, Alan is able to finish the game and the timeline resets back to 1969 when the game began. In the end, Sarah and



Alan throw the game into a river, get married, and hire Judy and Peter's father to work at the shoe factory Alan inherited.



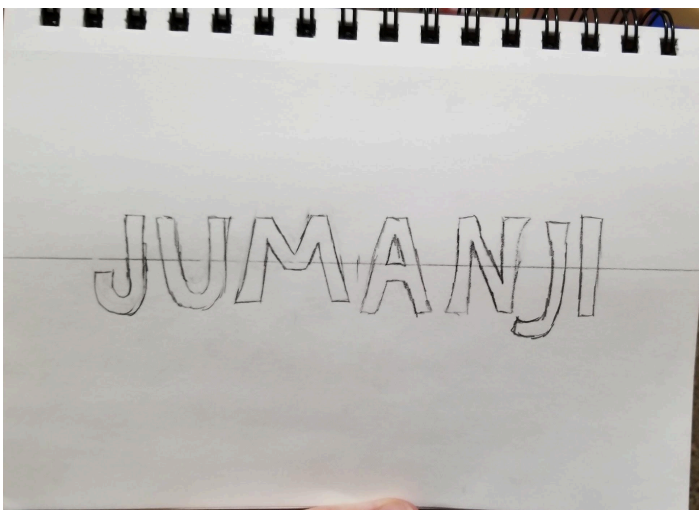
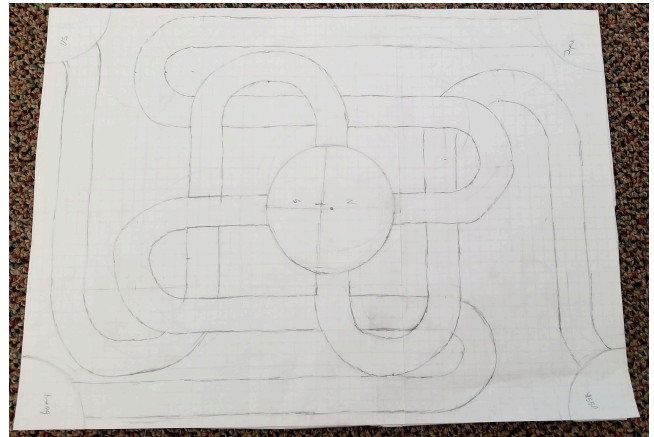
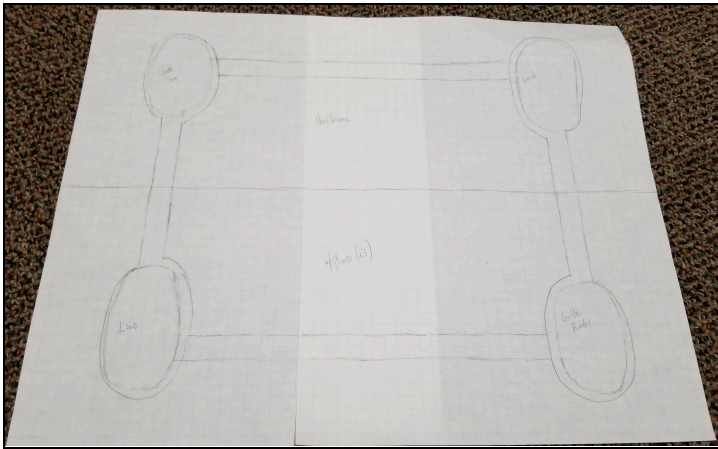
### **My Intentions:**

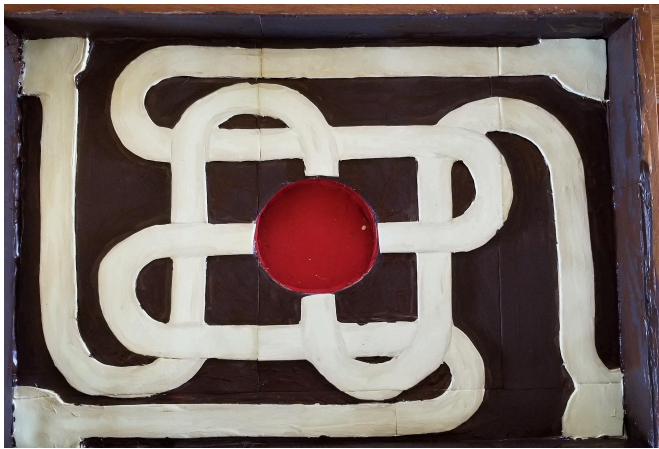
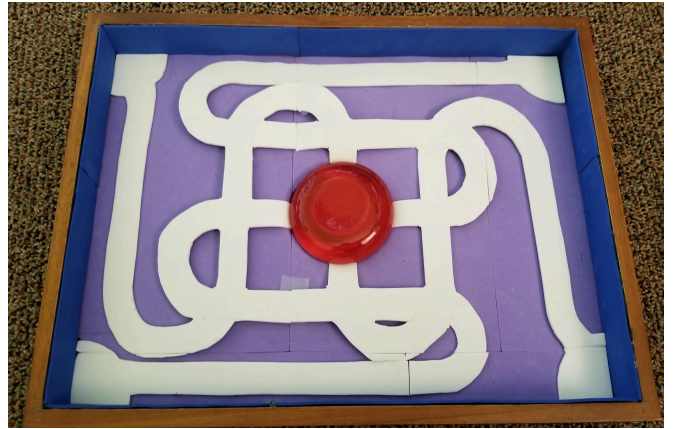
After discovering that I wanted to create the Jumanji board I determined that choosing an era to set it into would be the best way to create depth through details and symbolism. I chose the World War Two theme as it allows the story of the film to remain intact however it allows additional symbolism for the story. As the piece is one where Alan is overcoming his fear of everyone and developing himself throughout the story it makes sense to use that same fear and development to symbolize America during WW2. The film style would be adjusted to the political atmosphere that America was in during the 1940's, one where there was suspicion in the air, with propaganda plastered on every wall, and where fighting for your country was the only thing that mattered. Changing the time setting of the movie allows for the props to be changed to fit what the standard of the place and people expected. Thus changing the Board to be more reminiscent of WW2, changing the police car to be a British Police car design used on the force during the 1940's, and changing the design of the shoe to be one that would be futuristic of WW2 allows for the symbolism and time period to be more visible. In Summary, I wanted to change the film to be applicable to the United States during World War Two, both is symbolism and in appearance yet retain familial items with the original.

# The Properties

## The Board:

The Board's final product is what I had envisioned, however the road to get there was not the one I was expecting. The board is a vital piece of prop as it enacts the entire story; thus it is extremely important to know how the board differs from the Original to the WW2 version. The board has essential elements that had to remain intact through the changes in style and theme. Some of these are the iconic double door lid where the rules are creepily written on, the centerpiece, the path of the gameboard, the playing piece, and the engraving on the lid. I took these essential parts of the game and modified them and changed the pictures, engravings, and symbolism.





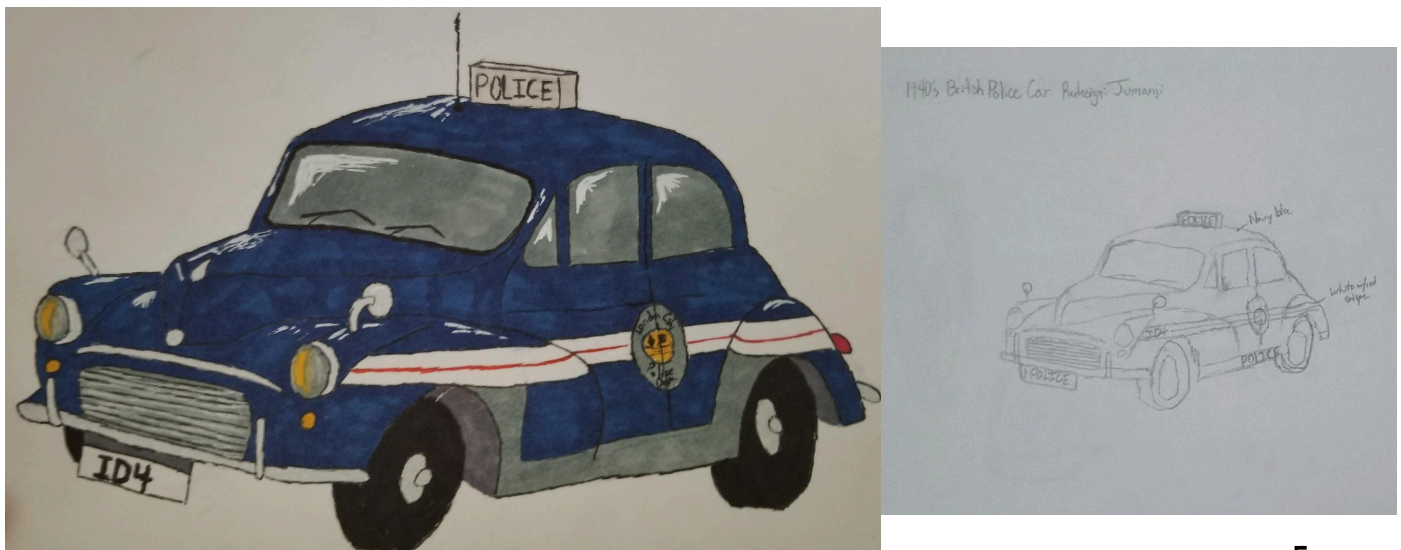
## The Shoe:

During the Film the shoe represents the fear that Alan has to tell the truth and stand up for himself. By the end of the movie he is able to tell his father that he was the one who destroyed the machines by putting the shoe in it accidentally. I kept the same colors to keep a theme however as opposed to having an exact athletic shoe that was used in the 90's I used one from the 60's as the shoe is supposed to be a shoe of the future.



## The Police Car:

During the film a police are that was new get destroyed slowly as different effects from the game attack it, eventually completely destroying the car. As opposed to having this car remain the same I chose to have it symbolize Britain during the War getting hurt over and over by different things until it gets too weak to fight against Japan. I have the model from an actual British Force Car from the 40's.



# Symbolism

Movie	Symbolism	Board	Symbolism
Bats	Propaganda	Uncle Sam	USA - Ally
Getting Sucked In	Pearl Harbor	Lion	Britain - Ally (Outside not inside)
Mosquitos	Mass Production of War supplies	Lamb	Jews in concentration Camps - Cause
Monkey	American Presence in Europe	Gallic Rooster	France - Ally (Outside not inside)
Lion	France's Defeat	Heroshima	The Destruction that Occurs from the Game
Vines	Communism and Fascism Spreading	Plane	Japan - Axis
Hunter	Science and Technological advancements	Sickle & Hammer	USSR - Ally that Turns
Stampede	Battle of Britain	German Tank	Germany - Axis
Cheating	USSR Exits the War	US Air Force Pin	USA - Ally
Monsoon	D-Day	Rook (Clear)	USA - Straight Forward
Quicksand	Victory in Europe	Bishop (Cloudy)	Germany - Cutting Corners & Promises
Go Back a Turn	War in the Pacific	Knight (Cloudy)	USSR - Uses Misdirection

Spiders	Island Hopping	Pawn (Cloudy)	Japan - Used by Other Countries
Earthquake	The Bomb	Center Piece	REd as fear of dictatorships motivates the entire game
Won	Peace Treaty Signed	Ship Sinking	Beginning of the War for USA
<b>Car</b>	<b>Symbolism</b>	The Bomb	The End of the War for the USA
Top Shot Through	Britain enters the war	Dice	Black and White as USA sees good and bad but nothing else
Front Bumper / Crash	Economy Hit	<b>Tile Interactions</b> USA - 1st - Germany	Defeat Germany First
Windows Blown Out	London Air Raid	2nd - Japan	Defeat Japan Second
Driver Door Crushed and Falls Off	D-Day	3rd - USSR	Cold War at the End
Car Crushed	Britain Out of the War	Germany - 1st - USSR	Tries to invade the USSR
<b>Shoe</b>	<b>Symbolism</b>	2nd - USA	Fights the USA
Shoe	The USA's Fear	3rd - Japan	Ends up in the same boat as Japan
Shades of Gray and Black	The Strict opinions of the USA	USSR - 1st - Japan	Communism spreads to Asia
Gets Shredded	The Ultimate fear of defeat and	2nd - Germany	Takes half of Berlin

	Communism		
Lies	Work with USSR	3rd - USA	Cold War in the End
Tells Truth	Fights Communism	Japan - 1st - USA	Pearl Harbor
		2nd - USSR	Communism in Asia
		3rd - German	In the Same Boat

# Property Plot

## Scene 1869

- Lanterns
- Wagon
- Chest
- Horses
- Shovels
- Concrete Sign

## Scene 1969

- Cars
- Whistle
- Bikes
- Briefcase
- Baseball
- Statue
- Wagon
- Bags
- Lawn Mower
- Boxes

## Scene Parrish Shoe Factory

- Clipboards
- Shoe Racks
- Leather
- Shoe Making Machines
- Chest
- Athletic Shoe
- Folder
- Shoe boxes

- Shredded Athletic shoe
- Pipe

## Scene 1969 Bullies

- Bike
- Concrete Sign
- Sign
- Bulldozer
- Scaffolding
- Sandbags
- Toolbox
- Saws
- Trucks
- Pipes
- Dirt
- Chest
- Wood
- Wheelbarrow
- Shovel
- Board Game
- Sand
- Buckets
- Lock

## Scene The Mansion 1969

- Desks
- Clocks
- Mirrors
- Paintings

- Board Game
- Flowers
- Sculptures
- Lamps
- Sofas
- Coffee Table
- Side Tables
- Playing Pieces
- Chairs
- Book
- Glass of Milk
- Plates with food
- Forks
- Knives
- Dining Table
- Chairs
- Pamphlet
- Glasses
- Coat
- Keys
- Car
- Suitcase
- Money
- Bread
- Jam
- Clothes
- Dice

- Bike
- Bats
- Grandfather Clock
- Fireplace
- Candelabras

### **Scene The Mansion 1995**

- Tarps over everything
- Tables
- Clocks
- Chairs
- Sofas
- Bust
- Books
- Armoires
- Folder
- Pamphlet
- Bike
- Paintings
- Leaves
- Football
- Roller Skates
- Pillow
- Suitcase
- Boxes
- Pictures
- Bat
- Flashlight

### **Scene The Mansion 1995 The Next Day**

- Flashlight
- Jars
- Boxes
- Book
- Papers
- Crates
- Rugs
- Piano
- Chair
- Boxing Gloves
- Tables
- Heat Lamp
- Vacuum
- Sofas

- Coffee Table
- Candles
- Glasses of Milk
- Plates of Food
- Silverware
- Napkin
- Carrot
- Comforters
- Bed
- Picture of parents
- Lamp
- Pillows
- Folder
- Backpacks
- Filing Cabinet
- Suitcase
- Sheet music
- Board Games
- Jumanji board
- Chest
- Crate
- Dice
- Playing Pieces
- Racquet
- Mosquitoes
- Pots
- Pas
- Stove
- Dishes
- Tomatoes
- Blender
- Spices
- Cereal
- Crawlers
- Knives
- Lights
- Soap
- Lion Animatronic
- Makeshift Knife
- Turtle shell Helmet
- Towels
- Claws
- Boxes

- Bike
- Model Boat
- Lamp
- Bookshelf
- Shirts (With blood)
- Picture
- Monocle Glass

### **Scene Outside 1995**

- Police Car
- Name Tag
- Monkeys
- Shotgun
- Keys
- Cars
- Run Down Shops
- Statue
- Run Down Factory

### **Scene Run Down Factory**

- Chair
- Shoe Shelves
- Machines
- Broken Windows
- Papers
- Shoe Box Lid
- Pipe
- Boxes
- Cans of Food
- Picture
- Fireplace
- Chairs
- Mug
- Clothes

### **Scene Cemetery**

- Gravestone
- Turtle Shell Helmet
- Shrubbery
- Ambulance
- Car
- Mosquitoes
- Seatbelt
- Keys
- Trash
- Mailbox

### **Scene The Mansion Again**

- Piano
- Chair
- Shirt
- Jumanji Board
- Drapes
- Towel
- Dresser
- Boxes
- Hair
- Scissors
- Bust
- Broken Glass
- Strainer
- Monkey
- Carrots
- Food
- Knife
- Playing Pieces
- Dice
- Sofas
- Chairs
- Lamps
- Side Tables

### **Scene Sarah Whittle**

- Gate
- Leaves
- Chairs
- Sign
- Door

### **Scene Back at the Mansion**

- Lamps
- Telephone
- Glass of Lemonade
- Sofas
- Chairs
- Drapes
- Fireplace
- Jumanji Board
- Playing Pieces
- Dice
- Vines
- Rug

- Desks
- Flowers
- Sword
- Yellow Pod

### **Scene Officer**

- Police Car
- Radio

### **Scene The House**

- Vines
- Table Chairs
- Clocks
- Pictures
- Books
- Bookshelves
- Jumanji Board
- Playing Pieces
- Dice
- Sword
- Bust
- Glove
- Hunter
- Shotgun
- Chairs
- Mirrors
- Car
- Police Car
- Trash
- Street Light

### **Scene After the Hunter**

- Chairs
- Tables
- Jumanji Board
- Playing Pieces
- Dice
- Drapes
- Bookshelves
- Books
- Lamp
- Stampede Animals
- Smaller Bust
- Chairs
- Paintings
- Sofas

- Filing Cabinet
- Pelican
- Telephone
- Vines
- Rubble

### **Scene Gun Shop**

- Guns
- Bullets
- Cash Register
- Pens and Pencils

### **Scene River**

- Pelican
- Jumanji Board
- Fish
- Trees
- Rocks
- River

### **Scene Hunter at Mansion**

- Rubble
- Gun
- Drapes

### **Scene River Again**

- Jumanji board
- Trees

### **Scene Highway**

- Police Car
- Jumanji board
- Trees
- Gun
- Seatbelt
- Dice
- Playing Pieces
- Hair

### **Scene In Town Monkeys**

- Monkeys
- Trash
- TGebelson
- Electronic store
- Leaves

### **Scene Police Car**

- Police car
- Radio

### **Scene In Town**

- Car
- Motorcycle
- Monkey
- Jumanji Board
- Trash Cans
- Car
- Stampede
- Gun
- Shopping Cart
- Elephant
- Street Light
- Lamppost
- Lamp

#### **Scene Shopping Mart**

- Carts
- Shopping Cart
- Bike Vacuum
- Shelves
- Toys
- Coolers
- Water Bottles
- Puzzles
- Cash Register
- Barcode Scanner
- Jumanji Board
- Gun
- Stooles
- Paint Cans

#### **Scene Police Car Again**

- Police Car
- Handcuffs
- Keys

#### **Scene Shopping**

##### **Mart Again**

- Clothes
- Shelves
- Jumanji Board
- Mannequins
- Backpacks Bags
- Toys
- Gun
- Boat
- Fishing Pole

- Police Car
- Shopping Cart
- Teddy Bear
- Motorcycle
- Monkeys
- Helmet
- Soap
- Hinges
- Flowers
- Cans
- Saw Blades
- Weight Poles
- Tents
- Soccer Balls
- Christmas tree
- CO2 Canisters
- Spray Paint
- Paint
- Tires
- Oil
- Stuffed Animals
- Bins
- Wall of Paint

#### **Scene Aunt**

- Cassette
- Car
- Stampede
- Stop light
- Seat belt
- Monkey

#### **Scene Store**

- Handcuffs
- Police Car door
- Saw
- Saw blades
- Tools

#### **Scene Back to the Mansion**

- Sofa
- Jumanji Board
- Car
- Chairs
- Shrubbery
- Vines

- Door
- Giant tree
- Table
- Roots

#### **Scene Police**

- Engine fluid
- Paint
- Stuffed Animal
- Vines
- Police Car
- Gun

#### **Scene The Overgrown Mansion**

- Jumanji board
- Dice
- Playing pieces
- Table
- Rain
- Crocodiles
- Chandelier
- Flash flood
- Door
- Door knocker
- Gun

#### **Scene the Attic**

- Door
- Jumanji Board
- Boxes
- Crate
- Chairs
- Clocks
- Boxes
- Dice
- Playing Pieces
- Coat Rack
- Trombone
- Baskets
- Floor
- Spiders
- Ax
- Pictures
- Shack
- Lock

- Boxes
- Pillows
- Key
- Vines
- Clothes
- Rug
- Banjo
- Gate
- Lion

### **Scene The Game**

- Gun
- Jumanji Board
- Dice
- Playing pieces
- Bottle
- Pictures
- Vines
- Bullet
- Everything that the Game has already put out
- Sofas
- Chairs
- Tables

### **Scene Back to 1969**

- Jumanji Board
- Playing Pieces
- Dice
- Candles
- Lamps
- Sofas
- Chairs
- Tables
- Side tables
- Clocks
- Pictures
- Paintings
- Mirrors
- Sword
- Rugs
- Shoe
- Rope
- Rocks

- Bridge
- River
- Lampposts
- Trees
- Bike

### **Back to 1995**

- Piano
- Platter
- Glass of champagne
- Wreath
- Lamp
- Tables
- Santa Beard
- Mirror
- Candles
- Chairs
- Bench
- Christmas Tree
- Ribbon
- Presents
- Gloves
- Lanterns
- Christmas Lights

### **Scene The Beach**

- Jumanji Board