



COMMANDO ATTACK™ GAME

For 2 Players / Ages 7 & Up

Contents

- 1 G.I. Joe Foam Missile Launcher
- 15 Foam Missiles • 3-Piece Puzzle-fit Gameboard • 6 Cardboard G.I. Joe Commandos • 6 Cardboard Cobra Commandos • 12 Plastic Pawn Stands (6 green and 6 red) • 2 Cardboard Compounds • 2 Cardboard Buildings • 2 Cardboard Vehicles • 10 Cardboard "Resource" Tiles • 1 Die • Label Sheet

Military Objective

Your mission is to capture all of your opponent's commandos.

ASSEMBLY

- Remove the pawn stands and die from the plastic bag and discard the bag.
- Carefully remove the cardboard pieces from the parts sheets and discard the cardboard waste.
- Insert each pawn into a pawn stand. The 6 G.I. Joe Commandos: Snake Eyes®, Frostbite™, Heavy Duty®, Duke®, Gung Ho™ and Wet-Suit®, should be inserted into the green pawn stands. The 6 Cobra Commandos: Cobra Commander®, Storm Shadow™, Moray™, C.L.A.W.S.™, Destro® and Neo-Viper™, should be inserted into the red pawn stands. All are now ready for battle.
- Apply the labels from the label sheet to the die.

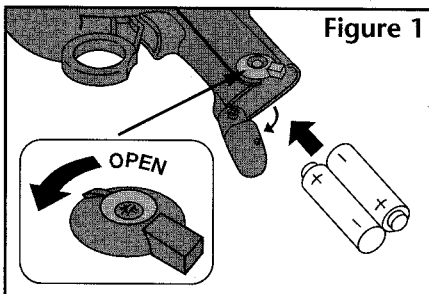
⚠ CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions;
2. Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

Batteries

Insert batteries into the Missile Launcher:

Make sure the power switch is in the OFF position. Then loosen the screw on the latch, located at the base of the handle. Turn the latch and open the compartment door. Insert 2 AA-size batteries (we recommend alkaline), making sure to align the + and - symbols with the markings in the plastic. Close the door, replace the latch and tighten the screw. See Figure 1.



Test batteries: Slide the power switch to ON. The Missile Launcher will hum and quiver in your hand. If it doesn't, the batteries may be weak or improperly installed.

Getting Started

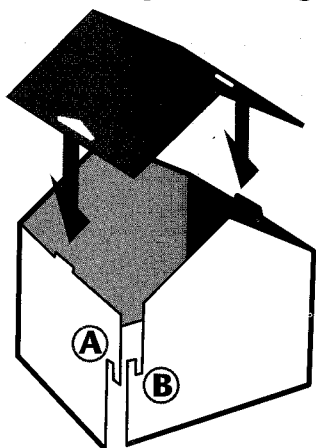
Constructing the buildings and vehicles:

Assemble the buildings, compounds and vehicles following the instructions in Figure 2.

Set up the gameboard:

- Assemble the 3-piece puzzle-fit gameboard.
 - Place the buildings, compounds and vehicles onto their corresponding gameboard spaces. See Figure 3.
- Mix up the G.I. Joe Resource tiles and the Cobra Resource tiles, and place them facedown on their corresponding gameboard spaces. Cobra tiles go on the spaces with the cobras. G.I. Joe tiles go on the spaces with the star.
 - Now choose your side. One player will oversee the G.I. Joe Commandos while the other oversees the Cobra Commandos. Sit behind your headquarters and place your commandos in any order on your starting line.

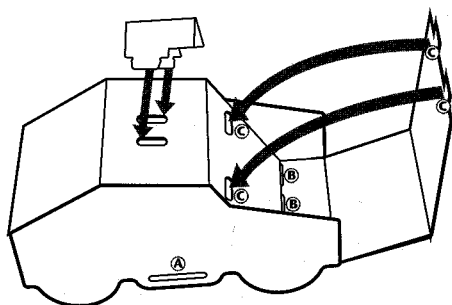
Constructing the buildings:



Fold the building and compound sides along the score lines and close by sliding Tab A over Tab B. Then fold the roofs along their score lines and set on top of the buildings, inserting the tabs into the slots. The two compounds do not have roofs.

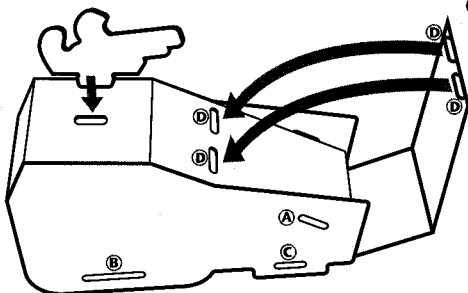
Figure 2

Constructing the G.I. Joe Vehicle:



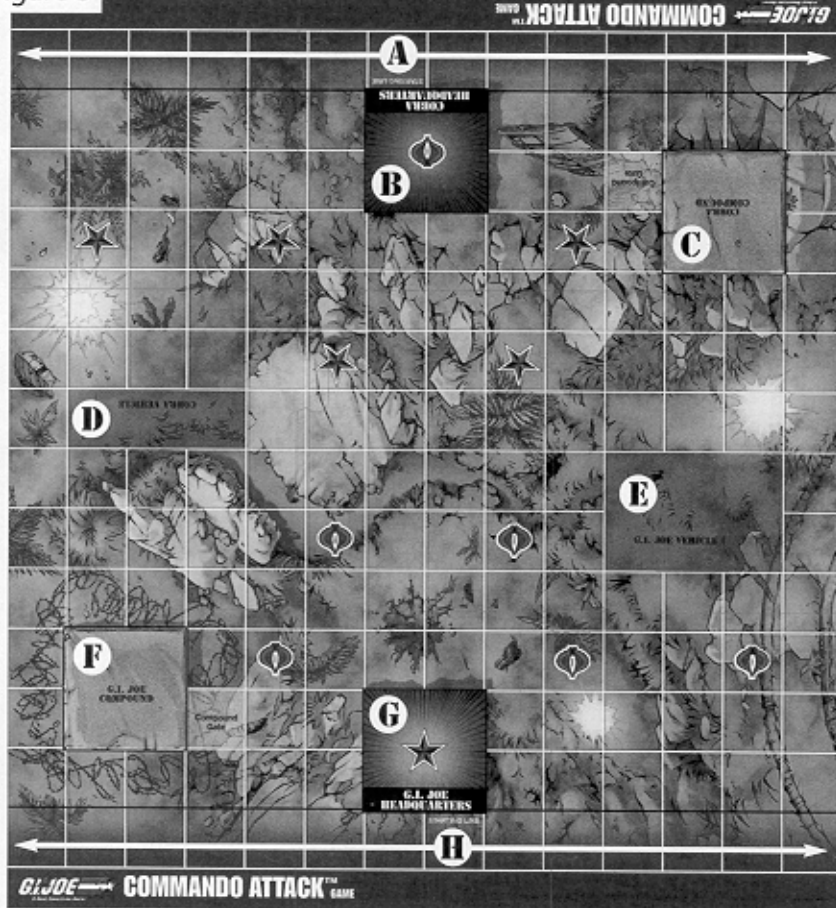
Fold sides up along score lines. Then wrap body over and insert the A Tabs into the A Slots. Push the front down inserting the B Tabs into the B Slots and close by inserting the C Tabs into the C Slots. Fold the G.I. Joe Weapon along the score line and insert into the two slots in the top of the vehicle.

Constructing the Cobra Vehicle:



Fold sides up along score lines and insert the A Tabs into the A Slots. Then fold body along score lines and insert the B Tabs into the B Slots and the C Tabs into the C Slots. Close by inserting the D Tabs into the D Slots. Insert the Cobra Weapon into the slot in the top of the vehicle.

Figure 3



A Cobra Starting Line

B Cobra Headquarters

C Cobra Compound

D Cobra Vehicle

E G.I. Joe Vehicle

F G.I. Joe Compound

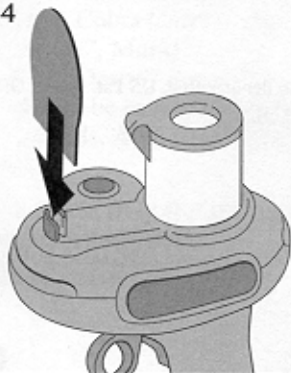
G G.I. Joe Headquarters

H G.I. Joe Starting Line

Ready the Missile Launcher:

Attach the site to the front of the Missile Launcher by inserting the cardboard piece into the slot as show in Figure 4.

Figure 4



Slide the power switch OFF. Load 10 foam discs into the Missile Launcher's chamber, making sure that each disc lies flat. Close the cover after loading. (Place the extra discs out of play.) See Figure 5.

Figure 5



Loading Tip:
Be careful not to bend discs.

Who'll make the first move?

Both players roll the die. The highest roll goes first. Then players alternate turns. NOTE: The Missile Launcher on the die beats all numbers. If there is a tie for the highest roll, re-roll.

On Your Turn

Roll the die.

Roll a number and you may move any number of your commandos in any direction (even diagonally) up to the total number on the die. For example: on a die roll of 3, you could move one commando 3 spaces; or you could move three of your commandos each 1 space. NOTE: Commandos may never occupy the same space.

If you move one or more of your commandos adjacent (including diagonally) to one or more opposing commandos, you must engage in Hand-to-Hand Combat. See Rules for Hand-to-Hand Combat to the right.

If you move one or more of your commandos onto a space with a Resource tile, and it is marked for your team, pick it up immediately. This commando's movement ends. If you still have movement left, move another commando. See Resource Tiles to the right for how to use these tiles.

IMPORTANT: If your commando lands on a Resource tile space that is adjacent to an opposing commando, you must first engage in Hand-to-Hand Combat before you can pick up the tile. See Rules for Hand-to-Hand Combat to the right.

If you are defeated in Hand-to-Hand combat you do not get to pick up the tile.

Roll the Missile Launcher and you get to pull in the heavy artillery. Following the "Rules for using the Missile Launcher," try to capture an opposing commando by knocking him over or off the board. Ready! Aim! Gotcha!

Compound Gate

Once during the game you can free your captured comrades from your opponent's compound. Make your way onto the "Compound Gate" space next

to your opponent's compound. If you are still on the space at the end of your turn, you'll get to free ALL of your captured comrades. Place them on any space adjacent to the Compound Gate. **REMEMBER:** You can only free your comrades once during the game so plan their rescue wisely.

Hand-to-Hand combat

The attacking commando announces which opposing commando he is attacking. Both players roll the die and compare numbers.

The player who rolled the higher number wins the battle and captures the attacked commando. The Missile Launcher beats all numbers. If players tie, re-roll until there is a clear winner. Place the captured commando in your compound.

Remember: Hand-to-Hand Combat is not an option. If you are adjacent to an opposing commando you must fight. If you have commandos adjacent to more than one opposing commando, you must fight using each commando that is in a position to attack.

Resource Tiles

Resource tiles are used at various times throughout the game. You may play as many tiles as you'd like, but once a tile is used, it is out of play. When you pick up a tile, look at it, but keep it secret from your opponent. When you play it, place it faceup within view of both players and follow its instructions immediately. Here's what the tiles let you do:

ADRENALINE - Take another turn.

COMPOUND ESCAPE - Free a commando from your opponent's compound and return him to your starting line.

STRENGTH - Add 1 to your attack or defense roll during Hand-to-Hand combat.

BODY ARMOR - If a commando has been hit by the Missile Launcher, stand him back up on the space he was knocked from.

Firing the Missile Launcher

Slide the Missile Launcher's power switch ON, aim it at the commando you want to knock down, and pull the trigger.

A commando is captured when...

- The commando is knocked over.
- The commando is left leaning on a building, compound, vehicle, or another soldier.
- The commando is pushed completely off the board regardless of whether he falls over.

Firing Tip: If discs get stuck in the chamber, slide the power switch to **OFF**, open the Missile Launcher's chamber, remove the discs, and reload them.

Never point or fire at a person's face. Never load any object other than the foam discs.

Rules for using the Missile Launcher

You MUST keep the Missile Launcher behind the back edge of your side of the gameboard.

You get 2 tries to capture a commando. If you capture an opposing commando, or one of yours is captured, on the first try, that's all you'll get. So make the shot count.

If you capture an opposing commando, place him in your compound.

If one of your commandos is accidentally captured because of a misguided missile launch, place him into your enemy's compound.

If a commando is pushed to a different space after being shot, leave him in that space.

Winning

The first player to capture all of an opponent's commandos wins the game.

Using your G.I. Joe action figures

Add another twist to the game by battling with your own G.I. Joe action figures (sold separately). Stand your action figures upright using the holes in their feet to attach them the stands provided. We suggest that you keep the figures standing upright throughout the game.

To Order Replacement discs

To order a set of 15 foam discs, send your request along with your name, address and check or money order for \$3.00 to:

"HPD,"
P.O. Box 263,
Pawtucket, R.I. 02862.

Make checks payable to HPD.
Postage and handling are included.
Please allow 6 to 8 weeks for delivery.

We will be happy to hear your questions or comments about this game. Write to:
Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel:
888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O.
Box 267, Station A, Longueuil, Quebec J4H 3X6.

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