

MR T GAME

For 2 to 4 Players

OBJECT

Be the first player to run your errands and reach the airport BEFORE time runs out.

CONTENTS

.1 gameboard .1 team bus pawn .5 plastic pawn stands .1 deck of 48 cards .1 spinner .1 clock .4 character pawns

HOW TO SET UP THE GAME

1. Open up the gameboard and place it on a flat surface so it's easily accessible to all players.
2. Carefully punch out the Woody, Robin, Jeff and Kim pawns from the game platform in the box bottom. Fold each pawn on the score lines. Insert the Woody pawn into the blue stand, the Robin pawn into the yellow pawn stand, the Jeff pawn into the red pawn stand and the Kim pawn into the green pawn stand. Punch out the bus pawn from the game platform, fold it on the score lines and insert it into the black pawn stand.
3. Each player chooses a character pawn to move (either Jeff, Robin, Woody or Kim) and places it on the picture of that character on the board. For example, if you select Jeff then place the Jeff pawn on Jeff's picture. The picture of the character represents his or her house. Set aside any unused pawns. Place the bus pawn on the center space that pictures Mr. T. This center space is called the Traffic Circle. See Rule 9 for details about how to use the Traffic Circle.
4. Place the SPINNER with the black arrow and the CLOCK with the red arrow next to the gameboard. Set the arrow on the clock at 12.
5. THE CARDS: Separate the three different types of cards in the 48 card deck. One pile should contain 12 Mr. T cards, another pile should contain 18 Bus cards and the third pile should contain 18 Team cards. Check the back of each card to determine what type of card it is. Shuffle the pile of Mr. T cards and deal three cards facedown to each player. Set aside any unused Mr. T cards. Don't let your opponent see your Mr. T cards. Shuffle the Bus cards and place them facedown next to the board. Shuffle the Team cards and place them facedown next to the board on the opposite side.

HOW TO PLAY THE GAME

1. Each player spins the spinner. Whoever spins the highest number goes first, followed to the left by the other players. IMPORTANT: the player who plays first is the OFFICIAL TIME-KEEPER during the game. He or she is responsible for moving the

minute hand on the clock ahead after each round of turns. Refer to Rule 10, "THE TIMEKEEPER" for more details.

2. BASIC TURN: on your turn, spin the spinner and do the following IN EXACT ORDER.

A. FIRST, move your pawn the number of spaces shown on the spinner. You can move your pawn in any direction on the path but you cannot change directions to backtrack on the same turn. If your pawn is on the bus at the start of your turn you can forfeit this part of your turn and just move the bus.

B. THEN, move the bus twice the number of spaces shown on the spinner. For example, If you spin a three on the spinner, move the bus six spaces. You can move the bus in any direction on the path but it cannot change directions to backtrack on the same turn.

PLEASE NOTE: the bus belongs to all of the players but you can only move it ON YOUR TURN.

3. YOUR ERRANDS: at the beginning of the game you were dealt three Mr. T cards. Each of your Mr. T cards states an errand that you must run (for example, pick up Spike at the Video Arcade, mail those urgent letters at the Post Office, etc.). To complete an errand you must move your pawn to the space on the path directly in front of the location stated on that card and stop. Your turn to move your pawn is over. If your pawn is on the bus you must get off the bus at the proper location then continue to move the bus for the full count. When you complete an errand, turn the corresponding Mr. T card faceup in front of you to show your opponents it is done. You can complete your errands in any order but remember you cannot go to the airport until all three errands are done. Plan to run your errands in the way that's the quickest and shortest route for you but be ready to change the order if you can hop on the bus for a fast trip.

4. RIDING ON THE BUS: since the bus moves twice the number of spaces shown on the spinner it is usually to your advantage to ride on the bus if you have the opportunity. You can move around the gameboard to run your errands much faster when you take a ride on the bus. You can get on the bus or get off the bus ON YOUR TURN ONLY. The choice is always yours.

5. HOW DO I GET ON THE BUS? There are two ways to get on the bus:

A) during your turn, move your pawn onto the same space as the bus and stop, even if you have more moves left on your spinner count. Attach your pawn to the top of the bus using the slot in your pawn as shown in Figure 1. Then move the bus twice the number of spaces shown on the spinner. B) OR, during your turn, move the bus onto the same space as your pawn, attach your pawn to the top of the bus-then continue to move the bus until the move is completed.

FIGURE 1

6. HOW DO I GET OFF THE BUS? There are two ways to get off the bus: A) during your turn to move your pawn, detach your pawn from the bus then move your pawn the number of spaces shown on the spinner, B) OR, you can get off the bus on any space YOU move the bus during your turn to move the bus. Just detach your pawn from the bus but continue to move the bus until its move is completed.

If you choose to do so, you can leave your pawn on the bus at the end of your turn but remember you have no control over where your opponents move the bus (and your pawn) during their turns. Your pawn could end up either closer or farther away from your destination. If you do leave your pawn on the bus you cannot get off the bus until it is your turn again.

PLEASE NOTE: more than one pawn can ride on the bus at the same time.

7. THE RED STAR SPACES: there are nine spaces along the path that contain a RED STAR. If you move your pawn and land on a red star space BY EXACT COUNT, you must draw the top card from the TEAM draw pile and do what it says. If you move the bus and land on a red star space BY EXACT COUNT, you must draw the top card from the BUS draw pile and do what it says. If your pawn or an opponent's pawn is on the bus, you still must draw a BUS card (not a TEAM card).

8. THE CARDS: there are three different types of cards used in the game. The Mr. T cards state the errands you must run as explained in Rule 3. Here are the other two types of cards:

A. Team Cards: if your pawn lands on a red star space by exact count you must draw a team card. Most team cards tell you to move your pawn forward or backward along the path or move the minute hand on the clock forward or backward. Immediately do what the card says then place it faceup on the team discard pile. If the team card orders you to return home, immediately pick up your pawn and place it on your circular home space (the picture of your pawn on the board) then place the card faceup on the team discard pile. If the team card says you lose a turn, place it faceup in front of you. On your next turn, place the card faceup on the team

discard pile then you lose your turn.

B. Bus Cards: If you move the bus and it lands on a red star space by exact count you must draw a bus card. Most bus cards tell you to move the bus ahead two spaces so immediately do what the card says then place it faceup on the bus discard pile. If the card tells you to move the bus ahead to the next intersection, immediately do so and place the card faceup on the bus discard pile. An intersection is where two paths meet or cross. Since each intersection is a red star space you must draw another bus card and once again follow the instructions on the card. If you draw a card that says the bus is low on gas, place the card faceup on top of the gas station on the gameboard. Then each player in turn must move the bus in the direction of the gas station. When the bus reaches the gas station it must STOP even if there are more moves left on the spinner count. Then place the card faceup on the bus discard pile. If the bus card you draw says bus loses a turn or bus cannot move, the player to your immediate left cannot move the bus on his or her next turn only. Place the card faceup on the bus discard pile. After the bus loses a turn it can move again.

9. THE TRAFFIC CIRCLE: the large round space in the center of the board that contains a picture of Mr. T is the traffic circle. It is not considered an intersection. Your pawn or the bus can enter the traffic circle from any of the five connecting paths then exit the traffic circle on any path except the one from which it came. The traffic circle space counts one move on the spinner count when the bus or your pawn lands on it.

10. THE TIMEKEEPER: the player who plays FIRST is the Timekeeper. The Timekeeper is responsible for keeping the correct time on the clock. The hand on the clock represents the MINUTE HAND on a regular clock. Moving the hand from one number to the next number on the clock represents five minutes just like a regular clock. The hand must be on number 12 at the beginning of the game. The Timekeeper must move the hand AHEAD five minutes (or one number), after each complete round of turns. One round consists of every player taking one turn. After the first round, the Timekeeper moves the hand of the clock ahead five minutes in a clockwise direction, for example from number 12 to number 1. Then, during the rest of the game, the Timekeeper moves the hand of the clock ahead five minutes AFTER every round of turns. If the hand moves clockwise from 12, all the way around the clock to 12 again then time has run out and THE GAME IS OVER. If time runs out, the player who ran the most errands wins the game. If more than one player has completed the most errands then the closest one of them to the airport is declared the winner of the game.

11. If the draw pile for the team cards or the bus cards is used up, shuffle the discard pile and turn it facedown to form a new draw pile.

12. After you run your errands you do not have to land on the airport space by exact spinner count.

HOW TO WIN THE GAME

Be the first player to run your errands and reach the airport BEFORE the time on the clock runs out.

ALTERNATIVE GAME PLAY - PLAYING AS A TEAM

You and your friends can play the game as a team. Playing as a team means you make your moves with the good of the team in mind. If the team wins, you and your teammates win.

OBJECT

Each player on the team must move from his or her house to the airport BEFORE time runs out.

HOW TO PLAY THE GAME

This game is played the same way as the first game but with the following exceptions.

1. Set up the game the same way as the first game but set aside the 12 Mr. T cards. The Mr. T cards are not used. The team cards and the bus cards are the only cards used because you and your teammates do not run errands in this game.

2. The Timekeeper moves the hand of the clock AHEAD 20 minutes (or four numbers), after each round of turns instead of five minutes as in the first game. When playing as a team, the way you move the bus is especially important. Always try to help yourself and your teammates get to the airport when you move the bus.

HOW TO WIN THE GAME

If all players reach the airport BEFORE time runs out, THE TEAM WINS!