

ROCK TOUR™ INSTRUCTIONS

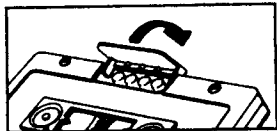
For 2 Players

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT: Move from city to city on your concert tour list and be the first player to reach the final destination — New York.

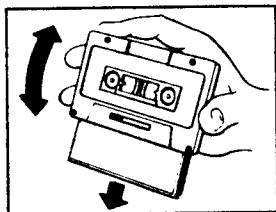
SET-UP:



1
Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back, as shown, and shake the pieces out. Slide the cover forward to close.



2
Figure

2. OPENING THE GAMEBOARD:

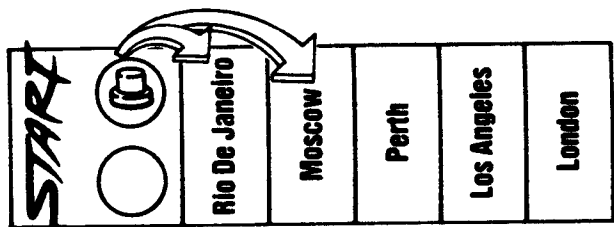
Flip the gameboard out with a few quick shakes, as shown in Figure 2.

3. SETTING UP THE PIECES:

Choose two of the same color playing pieces. Your opponent does the same.

LIST MARKERS: Place one of your pieces on its matching color circle marked **START** on the City List (on top of map). Your opponent does the same.

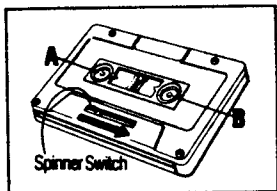
At the start of your turn, your list marker tells you what city you must visit next. You always have a choice of **TWO** cities as a **DESTINATION**—they are the next two cities directly in front of your list marker on the City List. See Figure 3, below:



3
Figure

If you're on Start, your destination can be either Rio de Janeiro or Moscow.

MAP MARKERS: The remaining pieces are map markers and are placed on the home cities of the gameboard map. The green marker is placed on the Los Angeles home circle; the red marker is placed on the London home circle. You will move your map marker by spinner count to try and reach your destinations.



4
Figure

4. SPINNING THE DUAL SPINNER:

Each player slides the spinner switch over as far as it will go and releases it. See Figure 4. Player who spins the higher number on Spinner A goes first.

NOTE: throughout the game, if a spinner arrow lands on a line, spin again.

GAME PLAY:

ON YOUR TURN: do the following:

- Look at the City List to determine your next destination (remember you have two choices).
- Spin the spinner, then move your map marker the number of circles Spinner A indicates. Try to reach one of the two cities that can be your destination. Other Movement Rules are:

You must always move the full count of the spinner except when moving onto a city that is your designated destination.

You CANNOT jump over or land on an opponent's map marker. If you're blocked on the path, you must move your marker in another direction.

You CANNOT double-back and move onto the same circle in the same turn.

MOVING AROUND THE WORLD: You can move off the left side of the board and reenter on the right side of the board and vice versa to move around the map more quickly. See Figure 5, below. For example, if your map marker is on Tokyo and you spin a "4", you could enter the map on the opposite side and move to San Francisco, as the broken arrow shows.

■ **After moving your map marker:**

If you reach either of the two cities designated as your destination, move your list marker to the city on the City List that matches your map marker city. Your turn is over.

If you cannot reach either of the two cities designated to be your destination, your list marker remains where it is. Your turn is over.

Play continues with players spinning, moving, and trying to move their list markers along the City List to the final destination—New York.

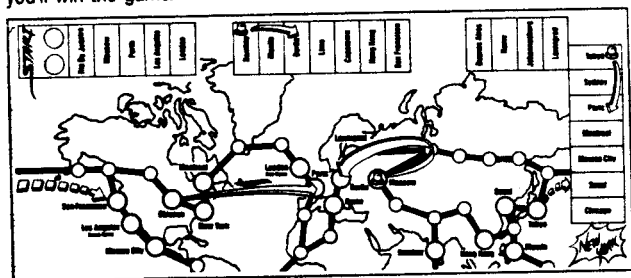
SPECIAL SPINS ON SPINNER B: When you spin, always check to see what Spinner B shows. Most of the time it will be blank, but if you spin either of the following, do not move as above by Spinner A count. Instead:

■ **SUPER JET**—if you spin this, immediately move your map marker to any circle on the map. If you move it to your destination, be sure to move your list marker accordingly.

■ **BACK HOME**—if you spin this, immediately move your map marker back to your home city (either Los Angeles or London). **EXCEPTION:** if your opponent's map marker is on your home city, you cannot follow the above direction. Instead move normally by Spinner A count.

HOW TO WIN

If you're the first player to move your list marker along the City List to New York, you'll win the game.



5

Figure

PLAY EXAMPLE:

GREEN PLAYER: Your list marker is on Bombay. Your next destination must be either Manila or Berlin. Your map marker is on Moscow. You spin! Spinner A shows a "5"; Spinner B is blank.

Berlin is only 3 circles away, so you move your map marker there. Then you move your list marker ahead to Berlin. Your turn is over.

RED PLAYER: Your list marker is on Tokyo. Your next destination is either Sydney or Paris. Your map marker is on Chicago. You spin! Spinner A shows a "2"; Spinner B shows "Super Jet".

Disregard Spinner A's count and move your map marker directly to Paris. Then move your list marker to Paris. Your turn is over.