

The object of this fast-moving game is to quickly get a "Supercar to the Rescue." The player whose car gets to the most Disaster Scenes FIRST, WINS THE GAME.

1. Separate the 10 "Supercar" cards and the Spinner from the platform in the box.
2. Turn the cards up-side-down off the board, and mix them.
3. Each player selects a colored playing piece to represent his Supercar. The players are named to match the color of their car. The Red player owns the Red car, the Blue player owns the Blue car, etc.
4. At the beginning of the game, the players place their cars on any empty Blue spot on the board that they choose.

#### PLAYING THE GAME

1. One Supercar card is turned, number side up, and placed over the numbered "Disaster" square on the board that matches it. All players now try to move to that square by spins of the dial.
2. Each Blue spot and numbers square counts as one space.

## SUPERCAR — TO THE RESCUE GAME

For 2, 3, or 4 Players

3. Players take turns spinning the dial — BUT, ALL PLAYERS MUST MOVE ON EACH SPIN.
4. The number of spaces each player moves is shown by the NUMBER IN THAT PLAYER'S COLOR Space in the area where the arrow stopped. For example, the arrow may stop in the area where RED moves 3, YELLOW moves 1, GREEN moves 2, and BLUE moves 0 spaces.
5. After ALL players have moved, the arrow is spun again and all move again.
6. Players can move in ANY DIRECTION each turn.
7. Any number of players may stop on the same space.
8. The moves continue until ONE player reaches the Disaster square covered by the card. IT DOES NOT have to be by EXACT COUNT. The first player to reach there wins the card. IF MORE THAN ONE PLAYER

reaches that square in the SAME TURN, the player who arrived by the HIGHEST SPIN WINS THE CARD.

9. Another numbered CARD is then turned up by that player, and placed on the board over the space that matches it.
  10. The arrow is spun again and players, STARTING FROM THE SPACES THEY ARE ON, try to be the first player to reach that square and win the card as in Rule 8.
  11. If a player happens to be on the same square as the card turned up, he wins that card immediately and turns up another card.
  12. Cards continue to be turned up and moves made as in Rules 8 and 9 until all 10 cards are won. THIS ENDS THE GAME.
- The WINNER is the player who has the MOST CARDS at the end of the game.

Note: — In case of a tie, all cards are turned down again and mixed up. The tied players each draw one card. The player drawing the highest number is the winner.

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