

SUPERMAN III

PARKER BROTHERS GAME BASED ON THE MOVIE

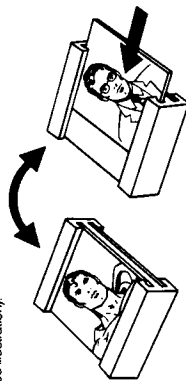
For 2 to 4 players/Ages 7 to 14

OBJECT
Be a hero as you relive the exciting adventures of SUPERMAN. You and your opponents must try to destroy the evil computer that's made SUPERMAN do all sorts of crazy things. Use Power cards and change from CLARK KENT to THE MAN OF STEEL to collect chips. Collect the most chips, and you can destroy the evil computer and win the game. Be the winner in this high-flying adventure, and you're a hero just like SUPERMAN!

EQUIPMENT
Game board • 4 playing piece holders (red, blue, green, and yellow) • 4 SUPER-MAN/CLARK KENT playing markers • 12 Power cards • 30 red playing chips • 4 green ROCKE/TKRYPTONITE chips • pair of dice

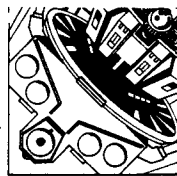
SET UP

1. Each player chooses a playing piece holder.
2. Slide one SUPERMAN playing marker into one side of the holder. Then turn the holder over. Slide one CLARK KENT playing marker into the other side of the holder so the picture faces in the opposite direction from the one on the other side (see illustration).



You should now be able to flip the playing piece holder from the SUPERMAN side to the CLARK KENT side and have the picture on each side face in the same direction when you do.

1. Roll one die.
2. Each player takes the Power cards and the playing chips from the perforated sheet.
3. Match the color of his or her playing piece holder.
4. Place one red chip on each space on the yellow and blue tracks on the game board.
5. Place each of the green ROCKE/TKRYPTONITE chips onto a green ROCKE/TKRYPTONITE laser gun, located at the control end of the computer (shown on right).
6. Each player rolls one die. The one with the highest number goes first. (In case of a tie for the highest number, roll again.) Play proceeds, in turn, to the first player's left.



GAME PLAY SUMMARY
On your turn, you may do the following things, but only in this order:

1. Roll one die.
2. If you wish, use a Power card before you move. (See "Using Your Power Cards.")
3. Move your playing piece the appropriate number of spaces.
4. Take a red chip from the space on which you land and follow the directions for that space, but only if your playing piece shows the appropriate character.
5. If you land on a space on the BLUE, INSIDE TRACK, your playing piece must show SUPERMAN in order to collect a chip and follow the directions. If you land on a space on the YELLOW, OUTSIDE TRACK, your playing piece must show CLARK KENT in order to collect a chip and follow the directions.
6. If you collect a chip, place it onto one of the spaces below your color on the computer. Then end your turn.

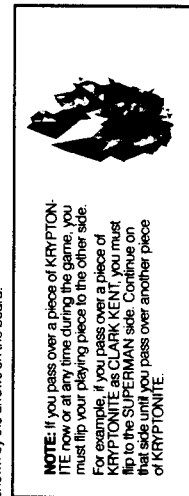
PLAYING
The object of the game is to collect as many red chips as possible so you can be the first to shut off the evil computer.

To collect the chips, you must land on a space that has a chip—and your playing piece must show the appropriate character.

When you land on a space on the BLUE, INSIDE TRACK, your piece must show SUPERMAN to collect any chips and follow the directions for that space. When you land on a space on the YELLOW, OUTSIDE TRACK, your piece must show CLARK KENT to collect any chips and follow the directions for that space.

As you collect chips, place one on each of the spaces below your color on the computer. Try to be the first one to fill all the spaces on your row before you place the green chip onto the red, circular computer control button. Once you do this, begin your first turn. Roll one die and win the game.

CLARK KENT showing. Then roll one die and move the appropriate number of spaces on the yellow or blue track. Be sure you move in the correct direction, as shown by the arrows on the board.



NOTE: If you pass over a piece of KRYPTONITE, you must flip your playing piece to the other side. For example, if you pass over a piece of KRYPTONITE, you must flip to the SUPERMAN side. Otherwise, that side until you pass over another piece of KRYPTONITE.

Use the following directions for the spaces on which you land. However, your playing piece must show the appropriate character for your other color and follow the directions. You want to land on the spaces on the BLUE, INSIDE TRACK as SUPERMAN and on the spaces on the YELLOW, OUTSIDE TRACK as CLARK KENT.

JUNKYARD: If your playing piece shows the appropriate character, collect a chip if there's one there. Then challenge one of your opponents to "battle" in order to win one of his or her chips. First, identify the player you're challenging. Each of you then takes one die and tries to roll the higher number 2 out of 3 times. Whoever does so wins a chip from the other player and places it on the next space on his or her row on the computer. Then end your turn.

If you land on a Junkyard space as the appropriate character when it's occupied by another player, you must first "battle" that player, then choose another to "battle." Then end your turn.

NOTE: Whenever you land on a space that's occupied by another player or players, you must "battle" each of them. First, if your playing piece shows the appropriate character, you may choose to "battle" that player and follow the directions for that space. Then "battle" the other players who occupy that space with you. If you're "battling" more than one player, identify the player you're challenging. Each of you then takes one die and tries to roll the higher number 2 out of 3 times. Whoever does so wins a chip from the other player and places it on the next space on his or her row on the computer. "Battle" the other players who occupy that space in the same way, then end your turn.

TURN CARD OVER: If your playing piece shows the appropriate character, collect a chip if there's one there. You may then choose to do one of two things:

- If you've used one of your Power cards, you may turn it face up to use again on another turn. Then end your turn. OR
- You may turn one of your opponent's Power cards face down. That player can't use that card until he or she lands on a Turn Card Over space. Then end your turn.

ZAP: If your playing piece shows the appropriate character, collect a chip if there's one there. Then move your playing piece to the green ROCKE/TKRYPTONITE space on the computer. Then end your turn.

BOOTH: If you land on a space on the BLUE, INSIDE TRACK, your piece must show SUPERMAN to collect any chips and follow the directions for that space. If you're the first to move a ROCKE/TKRYPTONITE chip, you may only move it forward onto one of the spaces in front of the computer control panel. Once the chip is on one of the spaces on the computer, it can be moved forward or sideways the next time someone lands on a Zap space.

NOTE: If you collect a red chip and have to place it on a computer space that's occupied by a ROCKE/TKRYPTONITE chip, you lose your red chip but destroy the ROCKE/TKRYPTONITE chip. Remove both chips from the board, then end your turn.

GO TO TELEPHONE BOOTH: If you land as CLARK KENT, end your turn. But if you land as SUPERMAN, collect a chip if there's one there. Then move your playing piece to one of the three BOOTH spaces on the yellow track and flip your playing piece to the CLARK KENT side. Collect a chip if there's one there. Then end your turn.

BOOTH: If your playing piece shows CLARK KENT, and you land on this space by exact count, collect a chip if there's one there. Then end your turn.

USING YOUR POWER CARDS: You must use a Power card after you roll the die but before you move your playing piece—and your playing piece must show SUPERMAN. Turn the card you'll be using face down, then take your turn.

- Use your FLY card to "fly" to any space on the blue, inside track. Do not use the roll of your die, but move your playing piece to the space you choose. Collect a chip if there's one there and follow the directions for that space. Then end your turn.
- Use a HEAT RAY card to melt any KRYPTONITE in your path. Roll the die and move the appropriate number of spaces. Do not flip your playing piece when you pass over any piece of KRYPTONITE. If your playing piece shows the appropriate character for the space on which you land, collect a chip if there's one there and follow the directions for that space. Then end your turn.

- Use your STRIKE card to move backwards on the game board (roll the die and follow the directions for that space). Then end your turn.
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- Use your STRIKE card to move backwards on the game board (roll the die and follow the directions for that space). Then end your turn.

Only one power card may be used on a turn. Once played, the card remains face down and out of play until you land on a Turn Over Card space and choose to move the card face up and into play again.

WARNING
The player who places a red chip onto the red, circular computer control button after he or she has placed a red chip onto each space in his or her computer row wins the game.

PARKER BROTHERS
We will be happy to answer your questions or comments about SUPERMAN III BOARD GAME. Write to the Consumer Response Department in the location nearest you:
In the U.S.A.: Parker Brothers, P.O. Box 1072, Beverly, MA 01915.
In Australia and New Zealand: Ibbotson Pty. Ltd., 101 Bourke Road, Alexandria, N.S.W. 2015.
In the United Kingdom: Polity Company, Owen Street, Coochville, Leicester, LE5 2DE England.

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