

PARKER BROTHERS CB RADIO GAME JEU

Parker Brothers Trademark for its CB Trucking Game Equipment

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You're a GOOD BUDDY in a SIX WHEELER, TOOLING down the SUPER SLAB trying to be the first GEAR JAMMER to make a BOUNCE AROUND the board.

In other words... YOU'RE A TRUCK DRIVER, TRYING TO BE THE FIRST PLAYER TO TRAVEL AROUND THE WHOLE BOARD AND BACK TO YOUR STARTING SPACE... and you'd better be careful... two police cars and a helicopter are waiting to catch you speeding. (See "CB Slang")

EQUIPMENT

4 Trucks & Labels

2 Police Cars (Smokies)

Mike Cards

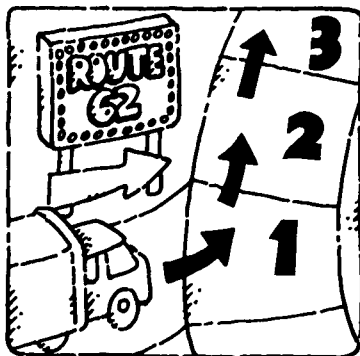
1 Police Helicopter (Bear In The Air)

Game Board

"CB Rig" With 2 Spinners & Card Holder

PREPARATION

1. Remove the Mike cards from the sheet. Shuffle the cards and place them face down in the card holder in the rig.
2. Press the rotor blade onto the top of the Bear In The Air (the helicopter). Peel off a label and place it on the truck of the matching color. Repeat this for each truck.
3. Place both Smokey cars and the Bear In The Air on the area marked "Yellowstone Park" (the police headquarters) on the board. This is a starting point for these vehicles. Once they move off the Park they may not return and no action takes place here.
4. Each player selects a truck and places it on the first space of the matching color route on the board. Each player will try to be first to drive his truck all the way around the board and back to his starting space.
5. Each player spins the Hi-Band spinner on the rig. The player who spins the highest number goes first. Play then follows to the left.



RULES FOR 3-4 PLAYERS

1. DRAW A MIKE CARD AND READ IT ALOUD. These cards will tell you:
 - a. which spinner to use — Hi or Lo Band.
 - b. if you get to move extra spaces on your turn.
 - c. if you must move a Smokey or the Bear In The Air.

2. SPIN ONE OF THE SPINNERS (AS DIRECTED ON YOUR CARD). The numbers on the bands tell you the number of spaces you must move your truck when you are allowed to move. Trucks ALWAYS move forward in a clockwise direction.
3. IF YOU DRAW A MIKE CARD THAT SAYS, "BREAK ONE NINE", YOU MUST FIRST SPIN AND MOVE YOUR TRUCK. Then you must move a Smokey or the Bear In The Air. (See "MOVING SMOKEY" and "MOVING THE BEAR IN THE AIR".)
- NOTE: When this card is drawn, you MUST move a Smokey OR the Bear In The Air, even if you cannot move your truck.
4. USED MIKE CARDS ARE SET ASIDE AND RESHUFFLED IF THE DECK RUNS OUT.

THE SMOKIES AND THE BEAR IN THE AIR

Each time you draw a "BREAK ONE NINE" card you'll have a chance to slow down your opponents by moving any Smokey OR the Bear In The Air. Smokies hide behind billboards in "Bear Traps" and travel along the highway and short cuts. The Bear In The Air moves from route to route. They get around fast and they're always on the lookout for speeding trucks... and when a trucker is caught speeding he loses a turn.

When the FIRST "BREAK ONE NINE" card is drawn, the player must move either Smokey OR the Bear In The Air out of "Yellowstone Park" (see "MOVING SMOKEY" and "MOVING THE BEAR IN THE AIR"). When the SECOND "BREAK ONE NINE" card is drawn, the player must move one of the two remaining vehicles out of the Park. When the THIRD "BREAK ONE NINE" card is drawn, the last vehicle must be moved out of the park.

NOTE: ALL THE VEHICLES MUST BE OUT OF THE PARK BEFORE THEY MAY BEGIN TO MOVE ON THE BOARD.

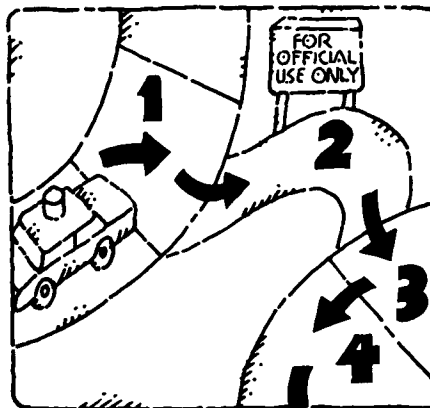
MOVING SMOKEY

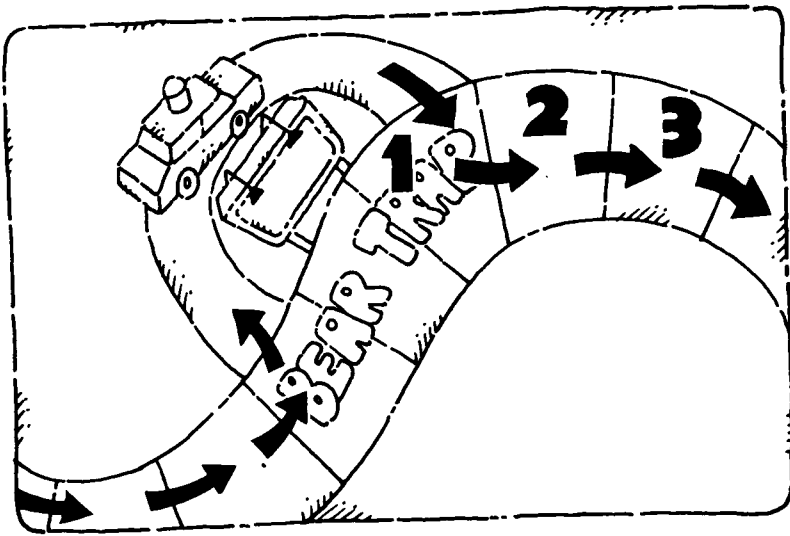
1. When you move a Smokey out of "Yellowstone Park" you must place him behind the billboard at any "Bear Trap" on the board. It is possible to have both Smokies in the same "Bear Trap".
2. When the Smokies are in "Bear Traps" OR on the highway and a "BREAK ONE NINE" card is drawn you must make ONE of the following moves:

- a. Move the Smokey of your choice forward in a clockwise direction 10 full spaces along the highway. Only Smokies may use the short cuts marked "For Official Use Only". The short cut counts as 1 space.

OR

- b. Move the Smokey of your choice forward in a clockwise direction along the highway no more than 10 spaces and into a "Bear Trap". The "Bear Trap" counts as 1 space. The ONLY time that you are allowed to move a Smokey less than 10 spaces is when you move him into a "Bear Trap".





MOVING THE BEAR IN THE AIR

The Bear In The Air may be moved to ANY "Bear In The Air" space INSTEAD of moving a Smokey on a "BREAK ONE NINE" card. There are 4 "Bear In The Air" Spaces—1 covers each route.

GETTING CAUGHT BY SMOKEY ON THE HIGHWAY

When Smokey is on the space directly behind your truck OR on the space directly in front of your truck OR on the same space as your truck, you've been caught speeding and you lose your next turn.

When this happens you must move your truck to the side of the road, next to the space where you were caught and you must remain there while you lose your next turn. When it is your turn to move again, your truck goes back onto the road and you proceed from the space where you were caught.

EXAMPLES:

You've been caught speeding if you come up from behind Smokey and land one space behind him or one space in front of him or on his space. You've been caught speeding if Smokey lands one space behind you or one space in front of you or on your space.

GETTING CAUGHT BY SMOKEY IN A BEAR TRAP

When Smokey is in a "Bear Trap" and your truck lands on any one of the 3 spaces in that same "Bear Trap" you've been caught speeding. You lose your next turn and you must follow the directions under "GETTING CAUGHT BY SMOKEY ON THE HIGHWAY".

If your truck is already in a "Bear Trap" and a Smokey lands there, you have NOT been caught speeding.

GETTING CAUGHT BY THE BEAR IN THE AIR

The Bear In The Air is watching for speeding trucks. When you are STARTING your turn on the route that is being watched by the Bear (for example, you are starting on the Red Route and the Bear is on the Red Route) the number you spin plus any extra moves on your Mike card CANNOT total more than 7. IF THE NUMBER YOU SPIN PLUS ANY EXTRA MOVES COMES TO MORE THAN 7 (i.e., 8 OR MORE) YOU'VE BEEN CAUGHT SPEEDING AND YOU MAY NOT MOVE ON THIS TURN.

EXCEPTION: The Bear is on the Red Route. Your truck is on the Yellow Route and you spin 9. The Bear does not catch you speeding because you did not begin on the Route being watched by the Bear.

HAMMER UP

You'll have to go slower whenever your turn ends on one of the three spaces that make up a curve marked "Hammer Up". On your next turn you DO NOT draw a Mike card and you must spin the Lo-Band to determine your move.

WINNING

The first player to drive his truck around the board and back to his starting space wins the game. You do not have to reach your starting space by exact count.

RULES FOR A 2 PLAYER GAME

OBJECT

To drive two trucks around the board and back to your starting space.

EQUIPMENT

CB Rig, Mike Cards, 4 Trucks, 2 Police Cars (Smokies) and the Playing Board. NOTE: The Helicopter is not used in the 2 player game.

PLAY

The rules follow the 3 player game with the following exceptions:

1. Each player has 2 trucks. Both trucks start and end on the same entrance space on the board. For example: the red and green trucks start and end on the first space on the Red Route; the blue and yellow trucks start and end on the first space on the Blue Route.
2. Before the game begins, each player positions a Smokey behind a billboard on one of the "Bear Traps" on the board.
3. On your turn: 1) draw a card, 2) spin, 3) select either one of your trucks and move it, 4) move a Smokey if the card reads, "BREAK ONE NINE".

EXCEPTION: If you have a truck on a "Hammer Up" space, you must declare which truck you will move BEFORE you draw a card. If you are going to move the truck on the "Hammer Up" space you may not draw a card and you must spin the Lo-Band.

WINNING

The first player to get both his trucks around the board and back to his starting space wins the game. You do not have to reach your starting space by exact count.

*We will be glad to answer inquiries concerning these rules.
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