

CHECKERED FLAG™ INSTRUCTIONS

FOR 2 PLAYERS

CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

OBJECT: Be the first car to cross the Finish Line after one lap around the track.

SET-UP:

1

Figure

1. REMOVING THE MAGNETIC PLAYING PIECES:

Using your thumb, slide the cover back as shown. Shake the playing 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

Figure

RACE CAR MARKERS: Place one of your pieces on its matching color circle at the START/FINISH line. It represents your car moving around the track. Your opponent does the same.

GEAR SHIFT MARKERS: Place the remaining markers in their matching color NEUTRAL spaces of the gear boxes (N circles). They tell you what

gear you're in. See Figure 3. The circles marked "1", "2" and "3" are gear shift circles and represent 1st gear, 2nd gear and 3rd gear.

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 B goes first.

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

GAME PLAY:

ON YOUR TURN:

in most cases, you FIRST decide either to change gears or to stay in the gear your gear marker is in. THEN you spin the spinne to move your race car marker. Here's how:

- Decide what gear you want to be in and move your gear shift marker IF NECESSARY. You must be in either 1st, 2nd, or 3rd gear to move your race car along the track. If you move to a higher gear (3 is the highest), the chance of spinning a higher number is greater -- which will move your car faster along the track. Crashing in 2nd or 3rd gear, however, will penalize you!

How to move your gear shift marker: you can shift UP OR DOWN one gear a time per turn by moving your gear shift marker to the 1st, 2nd or 3rd gear circles in the gearbox. For example, you can shift as follows:

NEUTRAL ➡ 1st
1st ➡ 2nd
2nd ➡ 3rd

3rd ➡ 2nd
2nd ➡ 1st

YOU CANNOT MOVE
FROM 1ST ➡ NEUTRA

- Then spin the spinner (only if your gear shift marker is in 1st, 2nd or 3rd gear and move your race car marker as many spaces as the spinner(s) indicate(s). What gear you're in determines what spinner or spinners you use:

If you're in 1st gear move the number of spaces on Spinner A

If you're in 2nd gear move the number of spaces on Spinner B

If you're in 3rd gear move the number of spaces on
Spinners A and B

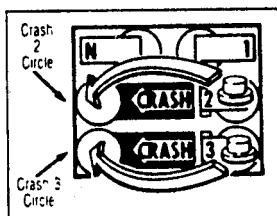
When moving your race car marker, always move the full count of the spinner(s). You may land on your opponent's space, or pass your opponent's car.

EXCEPTION: see NO PASSING ZONES, below. After you move your race car marker, your turn is over.

NO PASSING ZONES: The green spaces with the yellow stripes are NO PASSING ZONES. If your opponent's race car marker is on one of these spaces, you CANNOT pass him

or her with your race car marker on your turn, even if your spinner count directs you to. Instead, stop your car on the space behind your opponent and your turn is over.

CRASH ZONES: The crash zones are any of the solid pink spaces on the racetrack, including ones showing wrecks or oil slicks. If your race car marker lands on one of these zones by the exact count of the spinner(s), and your gear shift marker is in 2nd or 3rd gear, you crash and must do one of the following IMMEDIATELY--your turn is then over.



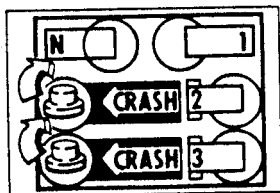
5
Figure

If you're in 3rd gear, as a penalty, move your gear shift marker to the Crash 3 circle.

If you're in 2nd gear, as a penalty, move your gear shift marker to the Crash 2 circle.

See Figure 5 for location of crash circle:

NOTE: If your gear shift marker is in 1st gear when you crash--NO PENALTY. Keep your gear shift marker where it is.



6
Figure

CRASH CIRCLES: At the start of your turn, if your gear shift marker is on Crash 2 or Crash 3 circle, you CAN ONLY move your gear shift marker one circle in the gear box and only in the direction that Figure 6 indicates. You CANNOT move your race car marker at all! For example, if your gear shift

marker is on the Crash 3 circle, move it to the Crash 2 circle; or if it's on the Crash 2 circle, move it to the NEUTRAL circle. Once you move one circle in the gear box, your turn is over. You CANNOT spin and move your race car marker on this turn because your gear shift marker is not in 1st, 2nd or 3rd gear.

NOTE: at the start of your turn, if your gear shift marker is in NEUTRAL, you can move it to 1st gear, spin the spinner, and move your race car marker!

WINNING THE GAME:

The first player to cross the Finish Line wins the game.

NOTE: To make the game longer, simply decide to race more laps around the track.