

CHOPPER CHASE™ INSTRUCTIONS

2 PLAYERS

player is the bank robber.
other player is the policeman.

CONTENTS:

- 1 Flipsiders Game Unit
- 4 Magnetic Playing Pieces

OBJECT:

BANK ROBBER: Move your playing piece to the border before the police chopper catches you.

POLICEMAN: Using your chopper playing piece, capture the bank robber before the robber reaches the border.

SET-UP:



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. OPENING THE GAMEBOARD:

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

SETTING UP THE PLAYING PIECES:

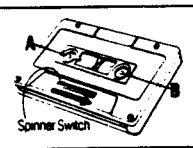
BANK ROBBER'S PLAYING PIECE: The blue playing piece is the getaway car the robber controls during the game. Place it on the blue bank space marked "B" on the gamepath.

POLICEMAN'S PLAYING PIECES: The red playing piece is the police chopper. Place it on the red heliport space marked "H" on the gamepath.

The yellow playing piece will show how high the chopper is flying. Place it on the yellow altitude meter in the "0" position on the control board.

The green playing piece is a road block. Place it on any one of the green star spaces.

NOTE: Either player can move on or through the blue "B" space and the red "H" space after the game begins.



3. SPINNING THE DUAL SPINNER:

To spin Spinner A and Spinner B, slide the spinner switch over as far as it will go and release it. See Figure 3.

NOTE: Anytime in the game, if a spinner arrow points to a line, spin again.

GAME PLAY:

The bank robber always goes first.

BANK ROBBER'S TURN: Spin the spinner and move your playing piece along the gamepath the number of spaces shown on the blue Spinner A. Move towards the border and/or

away from the chopper. Your turn is then over.

MOVEMENT RULES:

- You must always move the full number of spaces shown on the spinner.
EXCEPTION: You do not have to land on the border space by exact count.
- You cannot move back and forth between the same two spaces on the same turn. But you can move in circles and land on the same space you started on.
- You can never land on or pass through a green roadblock playing piece, but you can land on or pass through the green star spaces.
- You can never land on or pass through a "landed" chopper that has a 0 altitude reading, but you can pass under a "flying chopper" with an altitude reading of 1, 2 or 3.

SAFE SPACES: Try to end your turn on a yellow numbered space. These are safe spaces. You cannot be captured by the chopper if you are on one of these spaces.

POLICEMAN'S TURN: On your turn you must first decide if you want to fly your chopper or move your roadblock. Your object is to land on the robber's getaway car.

If you choose to move your roadblock move your green playing piece to any one of the green star spaces. Your turn is then over.

If you choose to fly your chopper spin the spinner and use the number on the red pinner B to change your altitude and/or to move your chopper playing piece along the gamepath. You can do this in one of three ways:

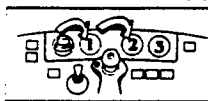
- By moving the altitude meter alone
 - By moving the chopper playing piece alone
 - Or by dividing your spin between the two options.
- EXAMPLE:** If you spin a 5, you could move your altitude up 2 levels and move 3 spaces on the path for a total of 5.

You must move the entire number of spaces the spinner shows.

EXCEPTION: You can land your chopper at any time, and not move the full spinner count, by moving your altitude meter reading by reading to "0". This will end your turn. **HINT:** A "landed" chopper blocks a robber on the path.

After moving your playing piece(s), your turn is over.

THE ALTITUDE METER: The altitude meter shows how high the chopper is flying. A "0" reading means your chopper has "landed" and cannot move. On your first turn, in



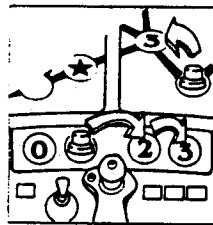
Chopper is landed at this meter reading.

order to move your chopper playing piece along the path, you must first move off "0" altitude. You can move your altitude meter up and down on the same turn. Always count each reading move as 1 on your spinner count. Move from one reading to another in order, never jumping over a reading.

For Example: in Figure 4, you spin a "2" and move your altitude meter 2 readings from "0" to "1" to "2".

MOVEMENT RULES FOR YOUR CHOPPER PLAYING PIECE:

- You cannot move back and forth between the same two spaces on the same turn. But you can move in circles and land on the same space you started on.



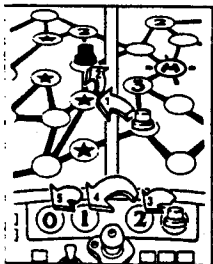
■ You cannot move through or end your turn on a SAFE SPACE unless your altitude meter reading matches or is greater than the number shown on the SAFE SPACE. See Figure 5. In this example, the chopper can move to the #3 space, if the altitude meter is moved 2 spaces to "3".

- You cannot land on or pass through the border space.

- You can move to or pass through the roadblock and green star spaces.

NOTE: It's possible for the chopper and the getaway car to share a gameboard space during the game and not have a win situation for the chopper. In this case the getaway car is under the "flying" chopper. But remember, the getaway car cannot move onto a space with a "landed" chopper.

WINNING THE GAME



BANK ROBBER: If you land on the border space before the chopper has captured you, you win the game. You do not have to land there by exact count.

POLICEMAN: If you land on the bank robber's playing piece and can move your altitude meter to 0, you have captured the bank robber and won the game. See Figure 6 for a policeman's win. The policeman is the white piece; the robber is the black piece. The policeman spins a 5

and wins the game by moving the chopper onto the robber's space (2 moves) and moving the altitude meter down to "0" (3 moves).