

CONAN

THE MOVIE™

Instructions

2 to 4 Players

CONTENTS

Gameboard, Four-piece Backdrop, 4 Pawns, 2 Dice, 4 Three-piece Life Energy Dials, 28 Stone Tiles, 3 Gameboard Spinners, 7 Plastic Buttons

OBJECT

Be the first to find the Laser Diamond.

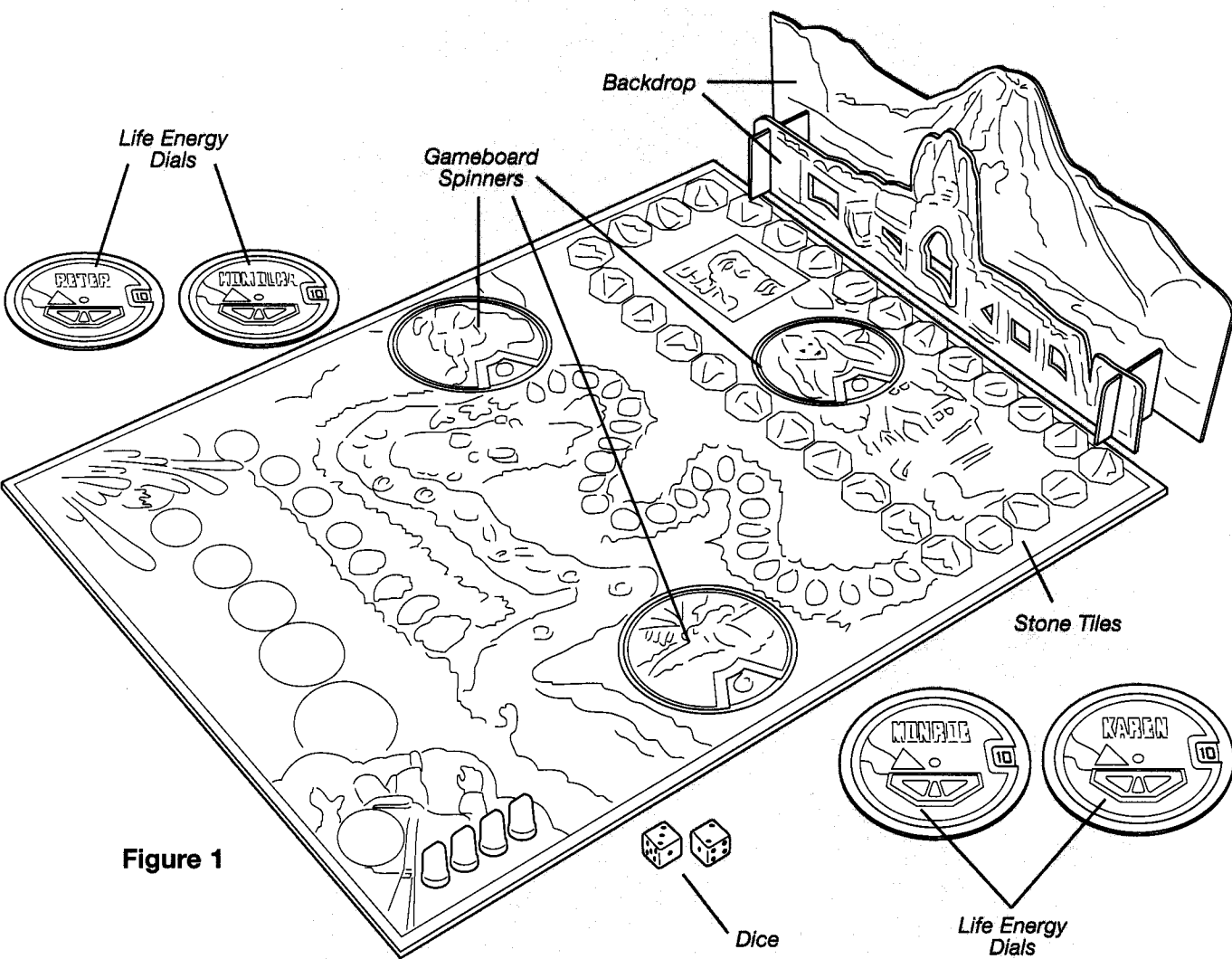


Figure 1 shows a game set up for 4 players. Refer to it as you assemble and set up your game.

Assembly

Gently punch out the game parts from the parts sheet and cardboard platform. Discard waste. Remove parts from underneath the cardboard platform.

Assemble the Backdrop

Assemble the 4 backdrop parts as shown in Figure 2. Then position the assembled backdrop against the gameboard as shown in Figure 1.

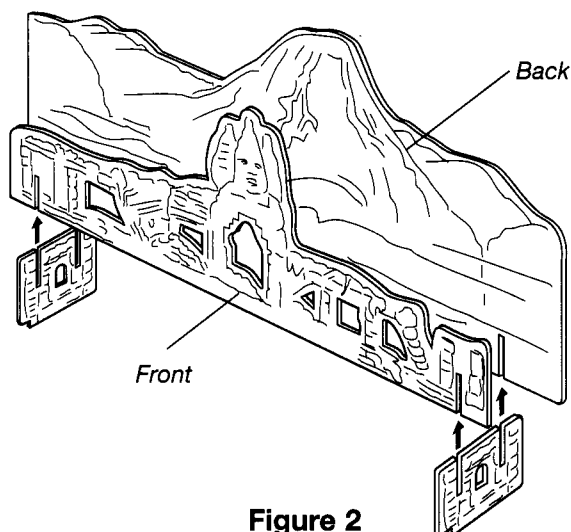


Figure 2

Assemble the 3 Gameboard Spinners

There is a hippo spinner, an earthquake spinner and a gorilla spinner. Look for printed spinner locations and matching border colors on the gameboard.

To attach each spinner to the gameboard, push the narrow end of a plastic button up through the hole in the gameboard. Then snap the spinner hole onto the narrow end of the plastic button as shown in Figure 3.

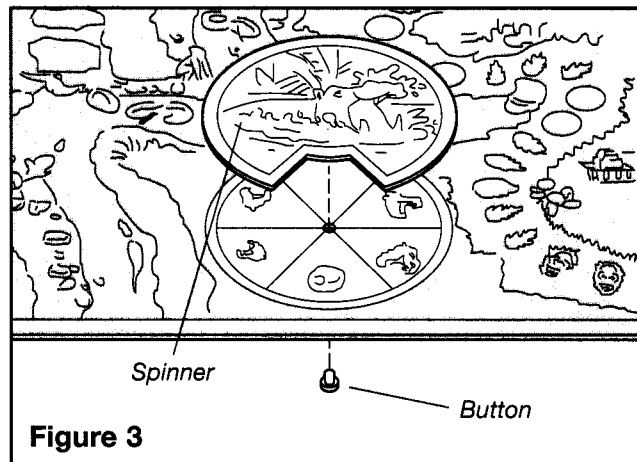


Figure 3

Assemble the 4 Life Energy Dials

Assemble each dial as shown in Figure 4. Place any top on any bottom.

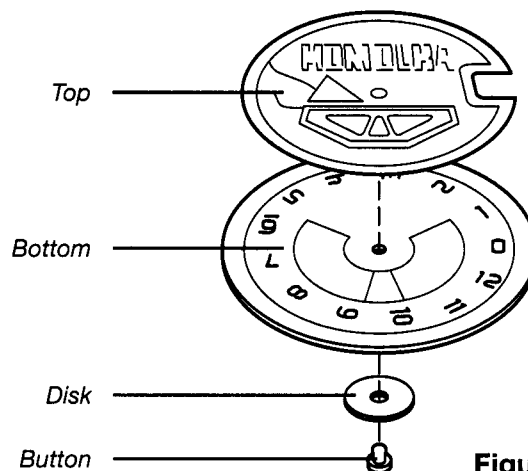
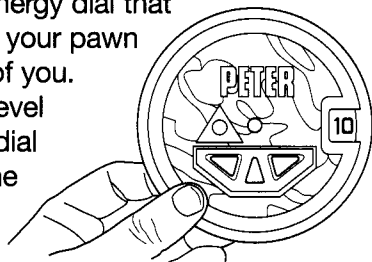


Figure 4



Set Up

- 1. Place the 28 Stone Tiles on the Gameboard:**
First mix up the *facedown* tiles on the table. Then place each tile *facedown* on the rectangular dirt path. See Figure 1 for placement.
- 2. Choose your pawn and place it on the START space.** All players do the same.
- 3. Choose the Life Energy dial that matches the color of your pawn and place it in front of you.** Set your life energy level to **10** by turning the dial until **10** appears in the window. All players do the same.



Note: Place any unused pawns and Life Energy dials out of the game.

YOUR PATH

The gameboard is divided into 4 areas that you'll move through in the following order:

- 1) The parachute trail
- 2) The river trail
- 3) The jungle trail
- 4) The stone tile path in the City of Zinj

WORKING TOGETHER

All players must work together to keep life energy levels from going too low. *If any player's life energy reaches zero, the game is over — everyone loses!*

IMPORTANT! Even though players must work together, there's only *one* winner — the player who finds the Laser Diamond!

How to Play

Each player rolls both dice. High roller goes first. Play then continues clockwise.

ON YOUR TURN

Roll both dice, then move your pawn the total number of spaces shown on the dice. Then follow space directions.

Special Die-Splitting Rule

On any turn, you may split your die roll to move your pawn and an opponent's pawn. You may want to do this to escape danger — especially when players' energy levels are falling. Here's how:

- Before you roll the dice on your turn, announce that you're *splitting your roll*.
- Roll both dice.
- Move any opponent's pawn the amount shown on either die. (You do not need that player's permission to do this.) Then move your pawn the amount shown on the other die (see Figure 5). Note: It doesn't matter which pawn you move first.

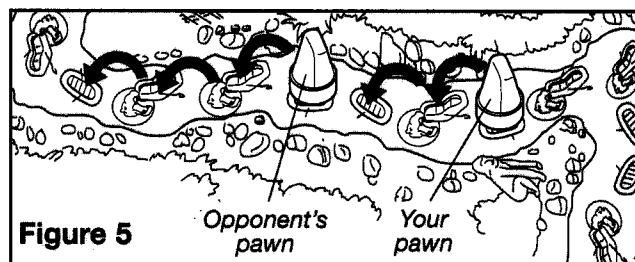


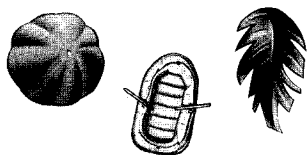
Figure 5

On the Hippo trail, you announce that you're splitting your die roll. You roll a 3 and a 2. You move your pawn 2 spaces and an opponent's pawn 3 spaces. Both pawns are safe!

IMPORTANT! The player whose pawn you moved *does not* follow space directions. Exception: If you move an opponent's pawn onto a -1, Hippo, Earthquake or Gorilla space, that player loses one energy point. More about these spaces later.

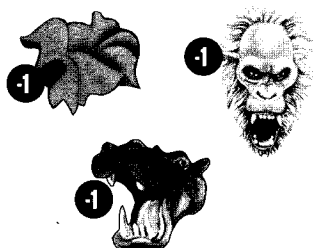
TRAIL SPACES

Do the following when you land on these spaces. Note: The Stone Tile Path in the City of Zinj will be discussed later.



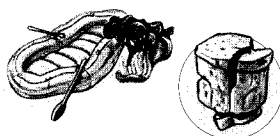
Blank Spaces:

If you land on a blank trail space, do nothing — your turn is over.



-1 Spaces:

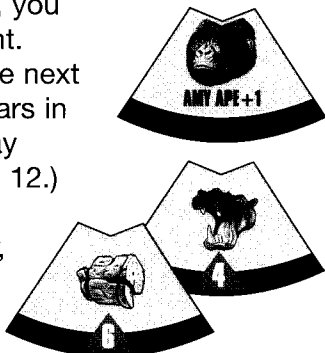
Lose one energy point. To do this, turn the dial clockwise until the next lower number appears in the window. Your turn is over.



Hippo and Earthquake Spaces:

Spin the matching spinner.

- If you spin Amy Ape, you gain one energy point. Move your dial so the next higher number appears in the window. (You may move your dial up to 12.)
- If you spin a number, you are in danger. See ESCAPING DANGER.



Landing on an Occupied Space:

If you land on an occupied space, you and the player(s) on that space lose one energy point.

If you land on an occupied -1 space, you lose two energy points! Other players on that space lose one.

ESCAPING DANGER

When you spin a number on the Hippo or Earthquake spinner, roll both dice.

- You escape if you roll a number higher than the number you spun. Your turn is over.
- You're hurt if you roll a number equal to or lower than the number you spun. You lose one energy point. Your turn is over.

Getting Help from an Opponent: If your energy level is extremely low, you may ask any opponent to stand in for you and roll the dice. (An opponent may offer to help also.)

If that player agrees, he/she follows the above ESCAPING DANGER rules, trying to beat the number you spun. If your opponent gets hurt, he or she loses one energy point.

Play then continues to your left.

STONE TILE SPACES IN THE CITY OF ZINJ!

Follow these special rules while in the City of Zinj:

Once you are in the city, you cannot leave. Move in a *counterclockwise* direction from tile to tile.

Whenever you land on a *facedown* tile (*only* on your turn), turn it *faceup*. Follow the directions for that tile and leave it faceup. See below. NOTE: If you land on a *faceup* tile (on your turn), follow the directions for that tile.

Follow the directions below when you land on a tile. Your turn is over.



-1 Tile - Lose one energy point. Adjust your Life Energy dial. If you land on an occupied *-1 space*, you lose two energy points! Other players on that space lose one.



Rock Tile - Do nothing.



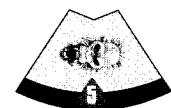
Diamond Tile - Do nothing.



Gorilla Tile - Spin the Gorilla spinner.



- If you spin Amy Ape, you gain one energy point. Move your dial so the next higher number appears in the window.



- If you spin a number, follow the rules under ESCAPING DANGER.



Amy Ape +1 Tile - Gain one energy point. Adjust your Life Energy dial. If you land on an occupied Amy Ape +1 tile, do nothing — you don't gain or lose an energy point.

Strategy Hint: To boost an opponent's energy level, try to move him or her onto an *Amy Ape + 1 tile*. That player gains one energy point.



Laser Diamond Tile - You win!

More About the Tiles

- If another player moves you onto a *facedown tile*, don't turn it over. Do nothing.
- If another player moves you onto a *-1 or Gorilla tile*, you lose one point on your energy level.
- If you are moved onto any other tile space, follow the directions for that tile.

How to Win

The player who finds the Laser Diamond in the City of Zinj wins the game.

NEXT TIME YOU PLAY

If your mission was a success, try starting out with 8 or 9 on your energy dial next time you play. If it failed, try 11 or 12.

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