

THE FASTEST

ES GAME

The Flintstones and the Rubbles are out for a ride and are hopelessly lost. Fred, Wilma, Barney and Betty each think they know the fastest way back home to Bedrock, which is really only a stone's throw away. See if you can help out with the directions and bring one of them home first!

OBJECT

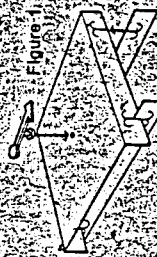
To be the first player to reach home.

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- 1 gameboard
- 28 Boulder Cards
- 4 cardboard pawns
- 4 plastic pawn bases
- 1 cardboard spinner with 1 plastic spinner arrow

HOW TO SET UP THE GAME

1. Punch out spinner from box platform and assemble as shown in Figure 1.
2. To assemble the 4 pawns, punch them out from box platform, fold on score lines, and insert them in plastic pawn bases. Each player picks a pawn and places it in the start box on gameboard.
3. To prepare the 28 Boulder Cards, punch them out from the box platform, separate them and shuffle them. Place cards face down in a pile on the gameboard.



For 2 to 4 players

HOW TO PLAY THE GAME

Each player spins the spinner. Whoever spins Fred Flintstone first is the person who plays first, followed clockwise by the other players.

1. A player advances by spinning the spinner, once and moving the number of spaces indicated. **IMPORTANT**... there are three types of spaces on the gameboard: A, the orange or green instruction spaces; B, the yellow rectangular double spaces; and C, the yellow round single spaces.

A. When a player lands on an orange or green instruction space, he or she follows the direction it gives. But if the instruction cannot be followed through, the player remains on that same space and his or her turn is over. Any number of players can land on this kind of space without any penalty.

B. Yellow rectangular double spaces can accommodate two players at the same time with no penalty, but if a third player lands there, he or she cannot remain and must return to the last position he or she occupied and the turn is over.

C. Yellow round spaces are considered single spaces and can accommodate only one player at a time. If a

player lands on an occupied yellow round space, he or she must return to the last position he or she occupied and the turn is over.

3. Any time a player spins Fred Flintstone, he or she draws a Boulder Card. If a Boulder Card directs a player to an orange or green instruction space, he or she should follow the direction on the space. But if the Boulder Card directs a player to move another player to such a space, that transported player should **NOT** follow the direction on the space.

4. If a player lands on one of the 3 arrow-shaped "Slide" spots, he or she falls down the rockslide to the "Draw Boulder Card" space, picks a card and follows the direction (if the card instructs the player to "Go Back 3 Spaces" or "Go Back 4 Spaces"), he or she backs up the rockslide to the FIRST arrow spot and then counts 3 or 4 spaces back from that position.

5. If all the cards are used up before someone reaches home, reshuffle them and use them again until one player reaches home by exact count.

TO WIN

The first player to reach home by the exact count of the spinner wins the game.