

# DANGER DIVE™ INSTRUCTIONS

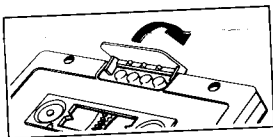
**FOR 2 PLAYERS:** One player controls the diver and the stun gun; the other player controls the two sea creatures.

## CONTENTS:

- 1 Flipsider Game Unit
- 4 Magnetic Playing Pieces

**OBJECT:** **DIVER'S OBJECT:** Swim to the ocean floor, get the gold and return to the surface without being caught by one of the sea creatures.  
**SEA CREATURES' OBJECT:** Catch the diver at any time during the game.

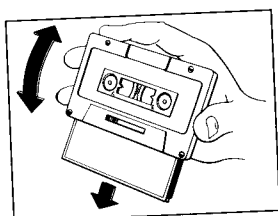
## SET-UP:



**1**  
Figure

### 1. REMOVING THE MAGNETIC PLAYING PIECES:

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

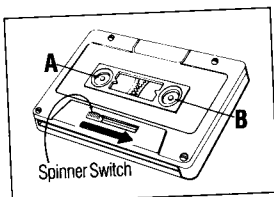
### 3. SETTING UP THE PIECES:

**THE DIVER:** The yellow playing piece is the diver marker. Place it on either of the two yellow spaces on the gameboard.

**THE STUN GUN:** Place the red playing piece on the number 4 space shown at the top of the gameboard. This piece is the stun gun marker. It will keep track of how many times the diver uses the stun gun.

**THE SEA CREATURES:** The green playing piece is the octopus marker and the blue playing piece is the shark marker. Place them on their matching color spaces on the gameboard.

**NOTE:** Either player can move on or through the yellow, green or blue spaces after the game begins.



**3**  
Figure

### 4. 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:** Whenever a spinner arrow points to a line, spin again.

## GAME PLAY:

The diver always moves first.

### DIVER'S TURN:

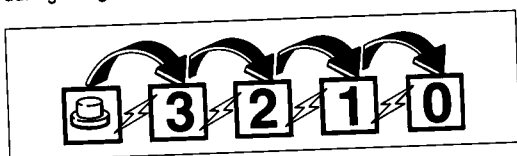
Your first task is to swim to the ocean floor and collect the gold. Then, return to either one of the yellow spaces without being landed on by the shark or the octopus.

Take your turn in two steps. (1) First, decide if you want to try to stun the sea creatures. (When successfully stunned, the creatures lose a turn and cannot move.) Stunning is optional. (2) Then, spin the spinner and move the diver along the bubble path the number of spaces showing on either *one* of the spinners. Once you move the diver marker, your turn is over.

**USING THE STUN GUN:** When the sea creatures are close to you, you will want to stun them so you have a chance to get away. To use the stun gun, do the following in order:

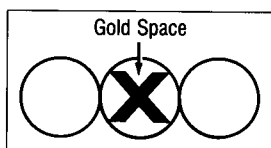
1. Announce that you are going to try to stun.
2. Move the stun marker to show one less stun. See Figure 4.
3. Spin the spinner.
  - If you spin a 3 or higher on EACH spinner, you have stunned both creatures and neither may move on the next turn.
  - If you spin a 3 or higher on only one spinner, you have stunned only one of the creatures. Choose which one you wish to penalize and it does not move on the next turn.
  - If neither spinner is a 3 or higher, no creature is stunned and both creatures can move on the next turn.

**NOTE:** Use the stun gun option wisely. You are only allowed to stun 4 times during the game.



**4**  
Figure

Every time you attempt to stun, move the Stun Marker one space to show a stun has been used.



**5**  
Figure

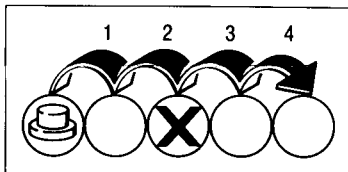
**COLLECTING THE GOLD:** When the diver marker lands on or passes over the gold space (with the "X" on it), the gold is collected. See Figure 5. Then, on future turns, the diver must successfully return to a yellow space to win the game.

**SEA CREATURES' TURN:** Spin the spinner and move one marker the number showing on either spinner. Then, move the other marker the number showing on the other spinner. Once you move your markers (if you can), your turn is over. Try to land on the diver by exact count. If you do this, you have won the game.

**NOTE:** If BOTH of your creatures have been stunned, you lose your turn and it's the diver's turn again. If ONE of your creatures has been stunned, choose *either one* of your spinners to use for the creature that can move.

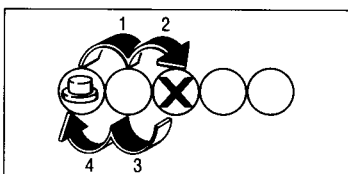
## MOVEMENT RULES:

- Markers follow the bubble path, moving from one bubble space to a connected bubble space.
- Two sea creature markers cannot be on the same space at the same time.
- The diver may pass over, but never land on the sea creatures. If the diver cannot move without landing on a creature, the diver does not move on that turn.
- The sea creatures may pass over the diver at any time.
- Markers cannot backtrack and move onto the same spaces on the same turn. EXCEPTION: The diver can move in either direction after landing on the gold space. See Figure 6. For example, if your marker is in the position shown below and you spin a 4, you can move in one of these two ways.



**6**  
Figure

You can pass the gold space and continue on.



You can land on the gold space and change direction.

## WINNING THE GAME

**DIVER:** If the diver gets the gold and returns to one of the two yellow spaces at the top of the gameboard without being landed on by one of the sea creatures, the diver wins the game. The diver does not have to land on a yellow space by exact count to win the game.

**SEA CREATURES:** If either one of the sea creatures lands on the diver by exact count before the diver returns to a yellow space with the gold, the sea creatures win the game.