



FREE WILLY™ GAME

INSTRUCTIONS

2 to 4 Players

CONTENTS

Gameboard, Die, 5 Pawns, 5 Pawn Stands, Spinner with Plastic Arrow

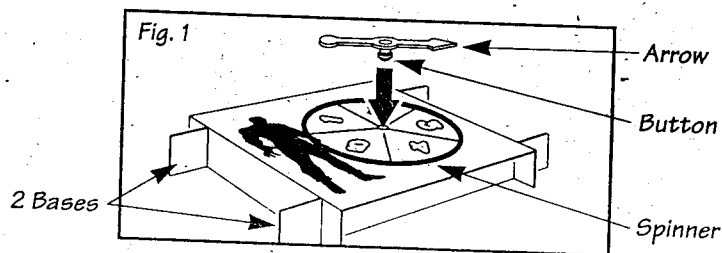
Rockland Stone is using his high-tech vessel to try to capture Willy and his friends. Can they reach the open sea before his sonar detects them? Play and find out!

OBJECT

Be the first player to reach the FINISH space.

THE FIRST TIME YOU PLAY

1. **Assemble the Spinner:** Carefully punch out the spinner and its two bases from the parts sheet. Put the spinner together as shown in Figure 1. Make sure you push the arrow button completely through the spinner hole.

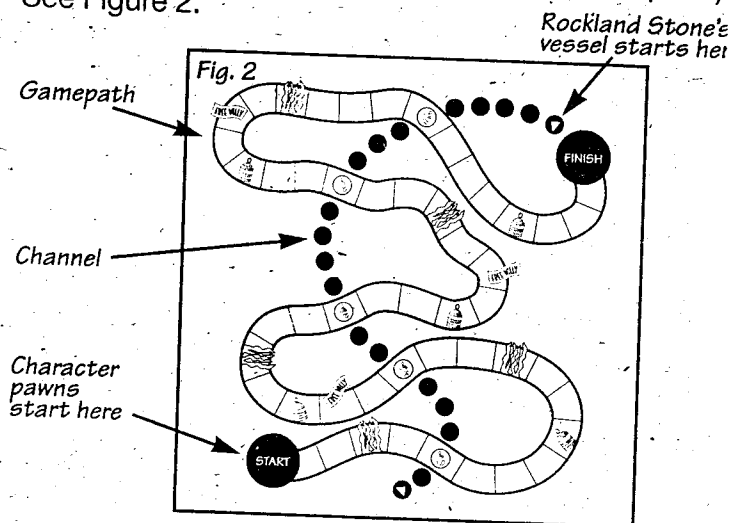


2. Gently punch out the pawns from the parts sheet. Discard waste. Fold each pawn along its fold line. Fit Rockland Stone's vessel into the black pawn stand and the 4 character pawns into the white pawn stands.

SETUP

Each player chooses a character pawn and places it on the START space. Place unused pawns out of play.

Place Rockland Stone's vessel on the arrow space at the top of the channel (next to the FINISH space). See Figure 2:



HOW TO PLAY

Youngest player goes first. Play then continues clockwise.

On Your Turn

Each player takes a two-step turn as follows:

1. Spin the spinner and move Stone's vessel.
2. Then roll the die and move your pawn.

Moving Stone's Vessel

On your turn, move Stone's vessel the number of spaces shown on the spinner. Move Stone's vessel *only* along the round Channel spaces. He never travels on the gamepath.

Make sure the claw is always facing in the direction Stone's vessel is moving on the channel. When he reaches an arrow space, reverse his direction and continue the number of spaces left on your spin, if any. Stone may move up and down the channel several times during the game.

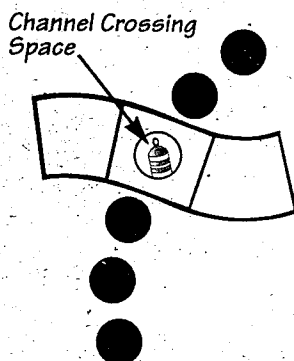
Moving Your Character Pawn

On your turn, move your pawn forward the number of spaces shown on your die roll. Follow space directions, if any. Your turn is over. More than one character pawn may occupy the same space. Your pawn can move along the gamepath, or you may decide to go up the channel. The channel is a shorter route to the FINISH space, but it's also riskier because Stone is always patrolling it!

You can enter or exit the channel *only* from Channel Crossing spaces. Here's how:

To Enter the Channel:

Start moving your pawn toward the next Channel Crossing space. Once you reach this space, STOP! even if you haven't moved your full count. You can't move again until your next turn, at which time you may move your pawn along the channel.



While traveling on the channel, *always* move your pawn toward FINISH.

To Exit the Channel: Move your pawn to the next Channel Crossing Space and STOP! On your next turn, move onto the gamepath.

Game Spaces

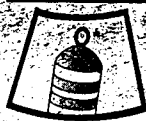
Here's what to do when your move ends on any of the following spaces:



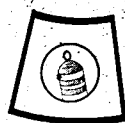
Seaweed Space. This is a "hiding" space. Sorry — your turn is over.



Free Willy Space. Move to the space occupied by the lead pawn. If you are already the leader, stay put — your turn is over.



Path Buoy Space. Go back to the matching color Channel Crossing space. Your turn is over.



Channel Crossing Space. These are Channel spaces. Your turn is over. On your next turn, you may continue moving your pawn along the gamepath — or up the channel toward FINISH.

Being Detected By Stone

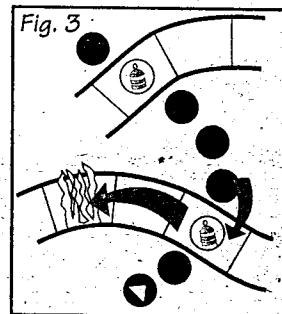
Your pawn is detected when any of the following occurs:

- ★ Stone's vessel passes by or lands on your pawn while you are on the channel. This can happen on your turn or someone else's!
- ★ You pass by or land on Stone's vessel while you are on the channel. (If you are traveling on the gamepath, you can cross the channel, even if he's on the Channel Crossing space, without being detected.)

If your pawn is detected, do the following:

1. Move your pawn backward on the channel to the nearest Channel Crossing space.
2. Then move it back to the closest Seaweed space on the path. See Figure 3.

If your turn is next, take it now. If not, stay on the Seaweed space until your next turn.



HOW TO WIN

The first player to reach the FINISH space from either the channel or the gamepath is the winner!

FREE WILLY, characters, names, and all related indicia are trademarks of Warner Bros. ©1995 Warner Bros. Productions, Ltd., Monarchy Enterprises B.V., Le Studio Canal.

©1995 Milton Bradley Company. All Rights Reserved. 4568

Milton Bradley Company
P.O. Box 1247
East Longmeadow, MA 01028