

THE JETSONS

GAME

GAME PLAY

FOR 2 TO 4 PLAYERS

The Jetsons are lost in space, and it's up to you and your friends to find them! Pick a family member (George, Jane, Judy or Astro), then move your pawn around the gameboard to track down all three matching pieces. And don't forget Elroy—it'll take all your efforts to bring him down to earth!

The challenges in this game will make your mission a real cosmic adventure. Four different orbits will keep you going around in circles—and if Rosey the Maid shows up, she'll rearrange the cards so you won't know where *anyone* is! But if you can find Orbitty, he can put you on the right track!

OBJECT: Be first to collect an Elroy card and all three pieces of the Jetsons family member that matches your pawn.

CONTENTS: 1 gameboard, 4 plastic pawn bases, 1 die, 1 cardboard platform with 4 pawns and 19 cards

GAME SETUP

1. Open up the gameboard and lay it flat, within easy reach of all players.
 2. Carefully punch the cards and pawns out of the platform.
 3. Fold the pawns along their score lines, and place one pawn in each of the pawn bases.
 4. Shuffle the cards, and deal them out facedown in the center of the four orbits (the circular areas) on the gameboard. When the cards are dealt, there will be five cards in three of the piles, and four cards in the fourth pile.
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GAME PLAY

1. Each player chooses a pawn and places it on any gamespace. The pawn you choose pictures the family member you'll be searching for during the game.
2. Each player rolls the die. High roller goes first.
3. On your turn, roll the die and move your pawn the number of spaces shown on the die. You may either move your pawn in one of the four orbits, or follow the path to the next orbit.
4. **PAWN MOVEMENT:** Your pawn must *always* move in the direction pointed to by the arrows. Your pawn will always go clockwise in an orbit. Since the arrows point in only one direction along the path, you may have to pass through one or more other orbits to get to the drawpile that you want. Your pawn can pass over other pawns as you move it; but if it lands on a space occupied by another pawn at the end of your move, it must jump ahead to the next open space.
5. If your pawn lands on a plain blue space, leave it on that space. This ends your turn.
6. **DRAWING A CARD:** If your pawn lands on an Orbitty space, take the top card from the drawpile in the center of that orbit. **NOTE:** If no cards are left in the drawpile, you can't draw—your turn is over.
 - A. If you draw one of the three cards that make up the family member you're searching for, play it faceup in front of you. It's easy to tell if the card is the one you need: it will exactly match one-third of the picture of your pawn, and the name of the family member will appear on it.
 - B. If you draw an Elroy card, play it faceup in front of you—unless you already have one. If you already have an Elroy card, follow the instructions in C or D, below.

C. If you draw a card neither you nor any of your opponents can use, place the card away from the board, out of play. For example, if no player is searching for Astro—or if all players have an Elroy card, take the card out of the game.

D. If you draw a card you don't need, but is needed by an opponent, show the card to all the other players, then place it at the bottom of any of the drawpiles—or place it in the center of an orbit without a drawpile.

E. If you draw a Rosey the Maid card, collect all of the cards on the board, shuffle them up with the Rosey the Maid card, and redeal them into the center of the four orbits as evenly as you can.

F. If you draw an Orbitty card, move your pawn to any open Orbitty space on the board, and draw the top card from the drawpile in the center of that orbit. Then place the Orbitty card at the bottom of any drawpile.

If you draw *another* Orbitty card on your turn, move your pawn, draw again, and replace the Orbitty card as described above.

Any of these actions ends your turn.

HOW TO WIN

Keep orbiting around the drawpiles and drawing cards until a player has collected an Elroy card and all three cards that make up the family member he or she is searching for. The first player to complete a collection wins the game!