

Example 1
The Joustler shows red. Player 2 shows red. Player 3 shows red. Player 4 shows red. The Joustler is unseated. Begin a new round.

Example 3
The Joustler shows blue. Player 2 shows blue. Player 3 shows red. Player 4 shows red. Players 3 and 4 are out of the jousting. Player 2 jousts again with the Joustler. The Joustler shows red. Player 2 shows red. Player 2 wins.

Example 2
The Joustler shows blue. Player 2 shows red. Player 3 shows blue. Player 4 shows blue. Player 2 is out of the jousting. Players 3 and 4 joust again with the Joustler. The Joustler shows red. Player 3 shows red. Player 4 shows blue. Player 4 is out of the jousting. Player 3 jousts again with the Joustler. The Joustler shows blue. Player 3 shows red. The Joustler wins.

- pick up eggs (one or more as the die roll allows);
 - land on a Rider and joust again;
 - pick up an egg(s) and —if the die roll allows —land on a Rider to joust again.
- 3 If the egg DOES show a pterodactyl, the pterodactyl enters the game. (See MOVING THE PTERODACTYL.)

Moving the Pterodactyl

When a player turns a Rider into an egg that shows a pterodactyl, the player to his or her LEFT becomes the pterodactyl and immediately does the following:

- Rolls his or her six-sided die along with the eight-sided die.
 - Moves the pterodactyl the number of spaces rolled and tries to land on the Joustler.
- The pterodactyl follows the same rules for moving as the Joustler with this exception: it does NOT have to reach the Joustler from the space above it.
- If the pterodactyl does NOT land on the Joustler, it simply stays where it has landed. The Joustler then rolls his or her six-sided die and attempts to land on an egg and/or Rider.
 - If the pterodactyl DOES land on the Joustler, leave the pterodactyl on the space with the Rider, send the Joustler back to START, and take either a chip from the player you just caught or a chip from any space on the board (regardless of which side shows face-up). The round is over. Begin a new round.

Winning

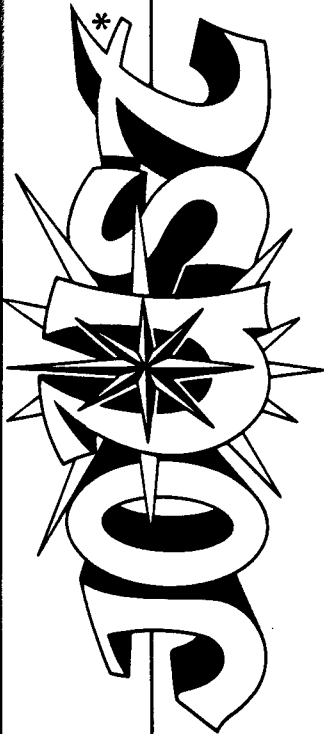
The first player to capture five eggs wins the game. (An egg with a pterodactyl on it counts the same as one without.)

Joust For 2 Players

The two-player game plays like the four-player game. Just remember this: The joust always occurs as one round (players reveal cards once). If the opponent matches the Joustler's card, leave the Joustler on the Rider and begin a new round. The next to control the Joustler may announce a joust immediately.



We will be happy to answer your questions or comments about JOUST. Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department



The Fantastical Tournament Game For 2-4 players/Ages 8-14

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- Place the pterodactyl mover onto the pterodactyl space on the game board.
- After someone turns the 20 Rider/egg chips Rider-side up and mixes them around, place one onto each of the spaces with a white dot.
- Each player takes a Jousting card and a six-sided die.

Game Play Summary

JOUST is played in rounds. What you do during a round will depend on certain events. To start the game and each round, follow these steps in order:

- Everyone rolls his or her die. Whoever rolls the highest number controls the Joustler for that round. (See CONTROLLING THE JOUSTER.)
 - Whoever controls the Joustler for the round moves the Joustler the number of spaces indicated on the die roll. (See MOVING THE JOUSTER.)
 - If the Joustler lands on a Rider, a joust takes place and everyone joins in. The object is to win the joust so you can try and capture an egg. (See THE JOUST.)
- If the Joustler doesn't land on a Rider, the round ends. Begin a new round with item #1 above. This is just a summary. Other important information follows.

In this fantastical tournament, everyone vies with the roll of the dice to become the Joustler. As Joustler, try to land on a bad guy buzzardback Rider and challenge everyone else to a rousing round of jousting. That's when the action really begins. Together, everyone flips a secret card. Will the Joustler outmatch the challengers or will a challenger outmatch them all? Win the joust, and you're the one who changes the Rider into an egg. But winner beware! An egg can "hatch" a pterodactyl that lets an opponent snatch an egg from you.

Object

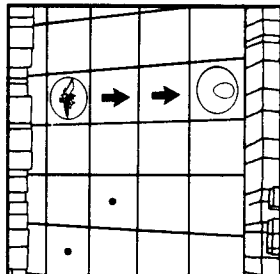
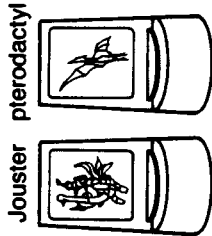
To be the first player to collect five eggs.

Equipment

- game board • 1 Joustler mover • 1 pterodactyl mover
• 1 eight-sided die • 4 six-sided dice • 4 Jousting cards
• 20 Rider/egg chips • a sheet of stick-on labels

Set Up

- Remove the stick-on labels from the sheet, placing a pterodactyl (pronounced e-dak-til) on either side of one mover; and a Joustler on either side of the other mover.
- Place the Joustler mover onto the START space on the game board.



Changing the Rider Into an Egg

As soon as someone wins a joust, he or she controls the Joustler and here's what happens:

- The player controlling the Joustler turns the Rider chip over to the egg side and moves the chip—in a straight line—down the board until it reaches a space above a land mass. It may have to pass through another chip on the board.)

NOTE: Eggs may NOT occupy the same space but may be stacked one above the other.

- If the egg does NOT show a pterodactyl, the winner of the joust rolls his or her die and moves the Joustler the number of spaces rolled. In doing so, he or she may do one of the following:

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