

KNIGHT RIDER™

A High Speed Adventure Game
For 2-4 players/Ages 7-14

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In his lonely quest for justice, Michael Knight depends on his faithful ally K.I.T.T.™—Knight Industries 2000—the thinking, talking computer that powers his invincible car. Thanks to K.I.T.T.'s intelligence and bravery, Knight is able to overcome trouble wherever he finds it.

In this action-packed game, there's trouble all along a never-ending road. It's up to you—and K.I.T.T.—to stop that trouble now!

OBJECT

To clear up the most trouble spots and earn the most bonus money. You can clear up trouble spots **only when you're driving K.I.T.T.** So be careful! Your opponents will be trying to take K.I.T.T. away from you.

EQUIPMENT

game board • a die with the numbers 2, 4, 6, 8, 10, and 12 • 5 car tokens, each a different color • 10 Challenge Cards—two each of red, yellow, blue, green, and black • 16 Trouble Spots, each with a bonus on the back (1 of \$5,000; 2 of \$4,000; 3 of \$3,000; 4 of \$2,000; 6 of \$1,000)

SET UP

1. Carefully punch out the Trouble Spots; then turn them bonus side down and mix them up. Without looking at the values, place one, bonus side down, onto each of the board's dotted circles.
2. Place the K.I.T.T. car—its color is black—into the Mobile Repair Truck at the center of the board.
3. Take the car token that matches the color of the "Start" space to your right. Place your car onto that space.
4. Take the pair of Challenge Cards that match the color of your car. Keep them near you, off the board! Notice that one card shows a car swerving to the left and the other a car swerving to the right.

Place the K.I.T.T. Challenge Cards aside. They're in black and also show two swerving cars. During the game, these cards belong to whoever is driving K.I.T.T.

5. Each player rolls the die. Whoever rolls the highest number starts the game driving the K.I.T.T. car. At this time, the K.I.T.T. driver places the K.I.T.T. Challenge Cards in front of him or her.
6. K.I.T.T.'s driver moves first. Play then proceeds, in turn, to that player's left.

PLAYING

Before playing a game, please read all the way through the following rules.

Driving K.I.T.T. to Clear Up Trouble

1. Roll the die and drive K.I.T.T. to any Trouble Spot you can reach with the number rolled. (Do not move your own car when driving K.I.T.T.)

- a) You don't have to reach a Trouble Spot by exact count. You may stop moving as soon as you reach the one you choose.
 - b) You may cross over any other Trouble Spot along the way—unless an opponent is on it.
2. If an opponent's car is blocking your path at any point, you have a choice: to take a different route or to challenge that driver to a game of "chicken." The "Chicken Challenge" is explained later.
3. If you reach the Trouble Spot of your choice, clear it from the road and keep it. After checking the bonus amount, place the bonus face down so no one else can see how much you've earned. At this point, your turn ends.
4. If you're unable to reach a Trouble Spot, try to reach a yellow arrow—a "Super Gas-Up" station. If you can land on a yellow arrow by exact count, you may roll again and try once more to reach a Trouble Spot. Otherwise, you roll only once on your turn.

Remember: The bad guys (your opponents) are after K.I.T.T. So try not to land too close to any of them.

Driving Your Car to Challenge K.I.T.T.

1. Roll the die and move your car that number of spaces toward K.I.T.T.

- a) You don't have to reach K.I.T.T. by exact count. You may stop moving and challenge K.I.T.T. as soon as you land on its space. The "Chicken Challenge" is explained below.
- b) You may cross over Trouble Spots or land on them. **But remember: you may clear a Trouble Spot only when you're driving K.I.T.T.**
- c) If another car is blocking your path, you may pass it.

d) You may land on a space that's occupied by another car.

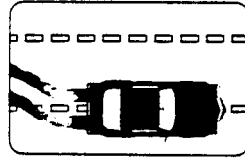
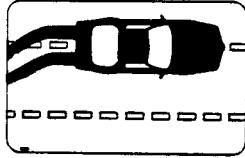
2. If you can't reach K.I.T.T., try to reach a "Super Gas-Up" station by exact count. If you can, you may roll again and try once more to reach and challenge K.I.T.T.

Remember: Whether you're driving K.I.T.T. or your own car, you may change direction as often as you wish. You may not, however, travel over the same board space twice on a single turn.

The "Chicken Challenge"

The "Chicken Challenge" takes place whenever a driver reaches K.I.T.T. If this player can win the challenge, he or she becomes the K.I.T.T. driver! The challenge takes place with cards. K.I.T.T.'s driver uses the black cards. The other driver uses his or her own colored cards.

1. Secretly choose which card you want to play. Your opponent does the same. Then, at the count of three, you each place down your card—front-end towards the opponent. There will be either a crash or a swerve. If there's a crash, K.I.T.T. wins. If there's a swerve, the challenger wins.



Crash

K.I.T.T. always wins a crash—because Knight's car is invincible.

Swerve

The challenger always wins a swerve—because even K.I.T.T. can be outsmarted.

2. If K.I.T.T. wins the challenge, both players remain on the same space until one of them is ready for his or her next regular turn. If that space happens to be a Trouble Spot, the player driving K.I.T.T. clears the Spot off the board as usual.

3. If the challenger wins, he or she takes the K.I.T.T. Challenge Cards, immediately rolls the die, and drives K.I.T.T. towards a Trouble Spot. The challenger's car is left on the space where the challenge took place. This will be the player's starting point whenever he or she loses K.I.T.T. and drives his or her own car again.

WINNING

The game ends when the last Trouble Spot is cleared up. The winner is the player with the highest total bonus. In case of a tie, the winner is the player who has cleared up the most Trouble Spots.

Playing Hint: Before moving either K.I.T.T. or your own car, count ahead along the road. You'll find it's easier to plan your move if you know exactly how far your roll can take you.



We will be happy to answer your questions or comments about KNIGHT RIDER. Write to the Consumer Response Department in the location nearest you:

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