

THE MASK™

3-D Board Game

For 2 to 4 players / Ages 6 and up

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OBJECT

To be the first player to get all Stanley's stuff back to the right apartment and return the bag of money to the bank.
Stanley Ipkiiss just tried on an eerie old mask he found in the river—and started to spin 'round like a whirlwind until he was transformed into ... The Mask™! During all the commotion, Stanley's Pajamas, Clock, and faithful dog Milo whirled right out the window, and they've landed all around the city. Plus, The Mask did something bad: He went out and robbed a bank! Stanley better hurry up and collect his stuff—and get that money back to the bank!

EQUIPMENT

- 1 Sheet with 4 Stanley movers, 4 apartments, "No Swimming" sign, 16 chips
- 2 Sheets with city buildings • 1 Mask card • 4 Mover bases • 1 Die
- Sheet with die labels and mask adhesive

ASSEMBLY

- Refer to the illustration on the back of this sheet and the photos of the completed game on the back of the package to assemble the game board.
- Apply the number and arrows labels to the die.
- Fold the mask card in half cross-wise, and apply a round adhesive label to each edge to hold it closed.

SETUP

- Put all the Stanley movers into their plastic bases. Each player picks one and places it on the matching color track space in front of a matching apartment in each corner of the board. (Put any extra movers aside, out of play.)
- Turn the 16 round chips face down and place them randomly on any empty track spaces including the space on the Coco Bongo roof—but not on the mask space!
- Put the mask piece on the mask space.
- The youngest player goes first. Play passes to the left.

GAME PLAY

On your turn:

- Roll the die and move that **exact number of spaces** in any direction along the track.
- If you roll this, you may Go Anywhere, to any space on the track (including the mask space) that's not already occupied by another mover.



- You may not land on an occupied space. Go to the next space without a mover on it.
- If you land on a space with a chip...



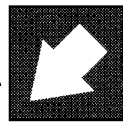
Turn the chip over so all players can see it. If it's your color, put it in one of the slots on the top of your color apartment. If it's not your color, leave it face down where you found it.

- If it's your color bag of money, put the chip in a slot on top of the bank. If it's not your color, leave it face down where you found it.

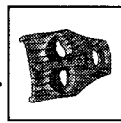


- If you land on a space with an arrow...

You may choose to end your turn or move on to the Coco Bongo rooftop if it is not occupied.



- If you move to, or land on, the mask space...



Put the mask on your playing piece, like a hood. As long as your mover is wearing the mask, you *are* The Mask, and you have special powers:

- On your next turn and on each subsequent turn while you're still wearing the mask, don't roll the die... just make one move to any space on the board that's not occupied by another mover.
 - If you land on another player's color chip, turn it over and leave it face up on the track where you found it OR move it face up to any other empty space on the track.
 - If you move to another player's start space, you may remove a chip he or she already earned; put it back, face up, on any empty track space.
- Note:** As soon as another player lands on the mask space, you have to remove the mask from your mover and give it to your opponent.

WINNING

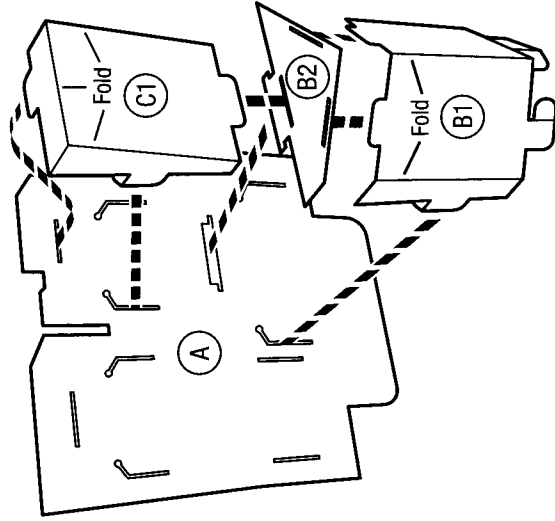
You win if you're the first Stanley player to get your color Pajamas, Clock, and Milo back into your own color apartment and return your color bag of money to the bank. The winner takes the mask off the mover it's on and slides it into the slot in the river to end the game!



We will be happy to hear your questions or comments about this game. Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

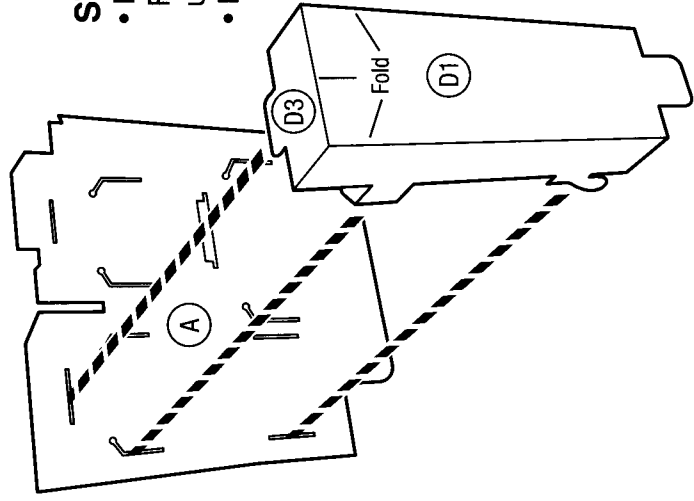
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Assembly Instructions



STEP 1

- Locate Backdrop A and start putting the two B pieces into it:
- Fold Coco Bongo night club B1 along Fold lines.
- Lower Coco Bongo Roof B2 onto B1.
- Fold Office Building C1 into shape, folding Tabs C2 under Roof C3.
- Insert 3-piece assembled unit into right-hand side of Backdrop A.



STEP 2

- Fold Bank D1 into shape along Fold lines, folding Tabs D2 under Roof D3.
- Insert folded unit into left-hand side of Backdrop A.

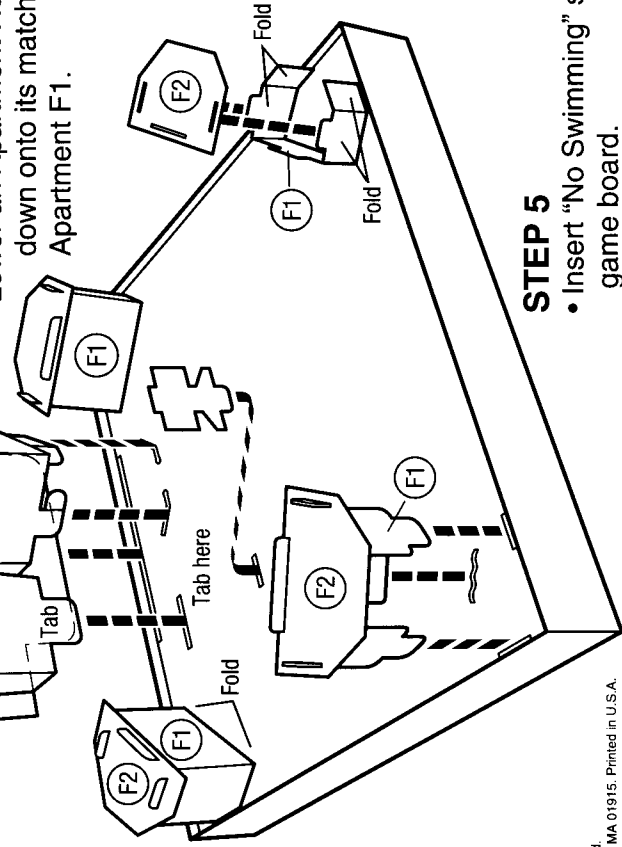


STEP 3

- Insert back edge of completed Backdrop A into slot along outer edge of game board while inserting three Tabs on bottom of building fronts into corresponding slots.
- Slide Skyscraper E down behind Bank D1, sliding the forked Tab on E's bottom edge over the Tab on the right wall of Bank D.

STEP 4

- Fold each Apartment Building F1 piece into U-shape along Fold lines. Insert into the matching game board corner, behind its matching color START space; slide Tabs on bottom of each into corresponding slots on game board.
- Lower an Apartment Roof F2 piece down onto its matching color Apartment F1.



STEP 5

- Insert "No Swimming" sign into game board.