

MASK™

Parker Brothers Raid And Rescue Game
For 2 to 4 players/Ages 6 to 12.

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VENOM™ (Vicious Evil Network of Mayhem) has captured several MASK (Mobile Armored Strike Kom-mand) Super Vehicles. Your mission, as a member of the MASK Force, is to locate and recover these valuable Super Vehicles. But beware! VENOM spies have infiltrated the MASK force. Disguised as MASK members, these VENOM agents can surface at any time and take back your Super Vehicles. Good luck!

NOTE: Players ages 6 to 8 may want to replace the regular information with the easier game variations enclosed in the gray boxes.

OBJECT

To be the first player to collect 5 pairs of MASK Super Vehicle and/or Boulder Hill Bunker cards.

To be the first player to collect three pairs of MASK Super vehicle and/or Boulder Hill Bunker cards.

EQUIPMENT

Game Board • Deck of 48 cards; 4 each of the following: Jackhammer, Pirhana, Switchblade, Condor, Rhino, Gator, Thunderhawk, and MASK; 8 each of the following: Boulder Hill Bunker and VENOM • 4 vehicle movers: 1 of each 4 colors • dice.

SET UP

- Place the game board in the center of the playing area.
- Each player chooses a vehicle mover and places it directly on the Boulder Hill Bunker in the center of the game board.
- Shuffle the deck of cards. Deal four cards, **FACE DOWN**, to each player.

- Remove the 4 MASK cards from the deck, and set them aside, out of the game. Shuffle the cards and deal three cards, **FACE UP**, to each player. Each player keeps his or her cards **FACE UP** in a row throughout the game.

- Divide the rest of the cards into four stacks and place one stack **FACE DOWN** onto each of the four corners of the game board where the MASK logo appears. **THE RED SPACES NEXT TO THESE STACKS OF CARDS ARE THE VENOM HIDEOUTS.**
- Each player rolls the dice once. The player who rolls the highest number goes first. Play then passes, in turn, to the **LEFT**.

PLAY

During game play, try to collect cards by:

- landing on VENOM hideout spaces
- landing on the same spaces as your opponent(s)
- playing VENOM cards and taking pairs of cards from your opponents

A pair of MASK Super Vehicle cards or Boulder Hill Bunker cards "converts" your vehicle mover into a MASK Super Vehicle, allowing you to take shortcuts along the game board track.

On your turn, do the following things in order:

1. Roll The Dice

Roll the dice and move your vehicle mover **IN ANY DIRECTION** on the track, the number of spaces **EQUAL TO OR LESS THAN** the total of the dice.

(NOTE: You cannot return to the same space from which you started on the same move.)

1. Roll The Die

Roll only one die on your turn.

- Move your vehicle mover in any direction along the color spaces on the track. Move the number of spaces equal to or less than the total of the dice. Do not move onto the white spaces.

YOU DO NOT HAVE TO MOVE THE TOTAL NUMBER OF SPACES EQUAL TO YOUR ROLL OF THE DICE. INSTEAD, YOU MAY STOP MOVING AND PICK UP A CARD BY DOING ONE OF THE FOLLOWING THINGS.

a. LAND ON A VENOM HIDEOUT SPACE

Whenever you land on a red VENOM hideout space, draw one card from the stack in that same corner and add it to your hand.

b. LAND ON THE SAME SPACE AS YOUR OPPONENT

Whenever you land on the same space as your opponent, take one card from his or her hand without looking at it. If you and your opponent are both on a VENOM hideout space, take one card from your opponent and one card from the stack in the same corner. Add both cards to your hand.

2. Make Pairs

Whenever you can, place any pairs of MASK Super Vehicle or Boulder Hill Bunker cards that are in your hand **FACE UP** in front of you along the edge of the game board. These pairs allow your vehicle mover to take shortcuts along the game board track on the turns that follow (See **TAKING SHORTCUTS** section).

3. Play a VENOM Card

If you have a VENOM card, you may play it on any one of your opponents. Playing one allows you to take one pair of cards from that player, **UNLESS HE OR SHE PLAYS A MASK CARD**. (See MASK CARD section). Place the

pair of cards you've taken **FACE UP** in front of you and place the VENOM card under this pair. This VENOM card is now out of the game.

3. Play a VENOM Card

If you have a VENOM card, you may play it on one of your opponents and take any **ONE FACE-UP Super Vehicle or Boulder Hill Bunker** card from him or her. **YOU CANNOT TAKE AN ENTIRE PAIR OF CARDS. Play a VENOM card ONLY when you can complete a pair of cards by taking the exact card from an opponent. Place the VENOM card under your new pair of cards so that it is out of the game.**

4. End Your Turn

TAKING SHORTCUTS

Super Vehicle Cards

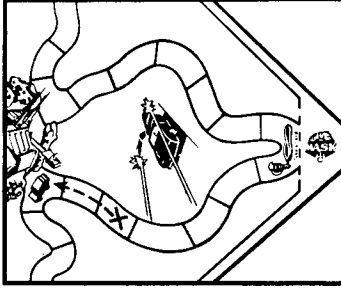
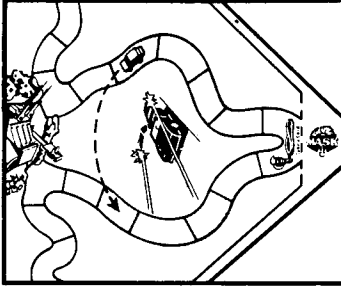
With any pair of MASK Super Vehicle cards, your vehicle mover is converted into a Super Vehicle and is able to take special shortcuts along the track for as long as you have the pair. Taking shortcuts can help you:

- avoid an opponent who may be heading for your space to take one of your cards.
- reach an opponent's space more quickly in order to take a card.
- reach a VENOM hideout space more quickly to take a card.

On your turn, when your mover lands on a space whose color matches the color on the pair of Super Vehicle cards, you can jump your mover from that color space to any other matching color space on the track — **COUNTING THE MOVE AS ONE SPACE.**

EXAMPLE: At the start of your turn, you roll a 7 on the dice. You also have a pair of green Gator Super Vehicle cards.

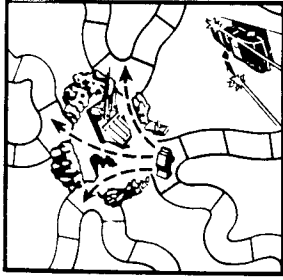
You move 4 spaces and land on a green space. You then jump your piece to the next green space, counting this move as 1 space for a total of 5 spaces moved. You then move your vehicle 2 more spaces for a total of 7 spaces.



Boulder Hill Bunker Cards

A pair of Boulder Hill Bunker cards allows you to move your vehicle through the center of Boulder Hill Bunker.

When your mover lands on one of the four gray spaces surrounding the Bunker, and you have a pair of Boulder Hill Bunker cards, you can move your vehicle to any one of the other three spaces surrounding the Bunker as shown.



MASK Card

A MASK card stops an opponent from taking a pair of your Super Vehicle cards when he or she plays a VENOM card against you.

If you have a MASK card, play it immediately after an opponent plays a VENOM card against you. Then, take the VENOM card and place it under the pair of Super Vehicle cards that your opponent was about to take. Finally, place the MASK card on top of this same pair of cards. This MASK card protects the pair from being taken during the rest of the game. **THE MASK AND VENOM CARDS ARE OUT OF THE GAME.**

END OF GAME AND WINNING

Game play continues as players move their vehicles around the track and try to collect pairs of Super Vehicle and/or Boulder Hill Bunker cards.

The first player to collect five pairs of Super Vehicle and/or Boulder Hill Bunker cards wins the game!

NOTE: For a faster game, collect only four pairs of Super Vehicle and/or Boulder Hill Bunker cards.

END OF GAME AND WINNING

Game play continues until one player collects three pairs of Super Vehicle and/or Boulder Hill Bunker cards. The first player to do this is the winner!

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MASK™