

Outta Control™

Game

For 2 to 6 players / Ages 8 to adult

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EQUIPMENT

OUTTA CONTROL™ Card Tray with Electronic Buzzer • Game Board
• 6 Movers • 24 DO and 24 DON'T Cards • 60 Chips • Die
• 4 Number Labels

OBJECT

To get rid of all your chips. To do so, make your way around the board as you DO the things on the DO cards — in the correct order! — and DON'T do the things on the DON'T cards.

ASSEMBLY

1. Apply triangular Number Labels to tray, matching each label number, 1 through 4, with the number in the plastic.
2. Insert one 9-volt battery (we recommend alkaline) in bottom of Card Tray. Be sure to align + and - as imprinted in the plastic.

SETUP

1. Give each player 10 chips. For a shorter game, give fewer chips. Put any leftover chips in the Chip Bowl in the tray.
2. Each player selects a mover and puts it on the START space.
3. Shuffle each card deck separately and place each in its slot in the tray.
4. Draw the top DO card, read it ALOUD, and place it FACE DOWN in the #1 DO slot on the tray. Draw the top DON'T card, read it aloud, and put it in any DON'T slot. Whenever a new card is drawn, read it aloud to all players, then place it face down into the next empty numbered DO slot, or any empty DON'T slot.
5. Each player rolls the die; highest roller moves first, and play passes to the left.

GAMEPLAY

The Cards

DO — What each of you must do on your turn before you roll the die. You must do these in the order they're placed into the numbered slots, from #1 up to #4.

DON'T — What all players must NOT do at all, at any time, as long as that particular card is in the tray. (See "May I?")

CONFLICT? If a DO and a DON'T card that are on the tray at the same time give you conflicting instructions, the DO card overrules the DON'T card. Example: You may do the DO that says "Pat Your Head," even though the DON'T says "DON'T Touch Your Hair."

The Board

Movement is clockwise around the board — unless you're instructed otherwise! The spaces are:

- **Add A Do or Don't Card** (or one of each!) to the tray. If all the slots are full, remove one of that kind of card from any slot, read it aloud, and replace it with the new card after you have read it aloud.
- **Change A Card:** Remove any one from the tray, read it aloud, and place it at the bottom of the draw pile; replace it with the top card off that pile after reading it.
- **Safe:** You don't have to do any DO's and you may do any DON'Ts as long as you're on a Safe space. (Hint: This is a good time to trick another player into a false accusation. See "I'm Innocent!")
- **Give up one or two chips:** You will be told to put it (them) into the Chip Bowl or give to the player of your choice

On your turn:

- DO all the DO's that are on the tray, in order — and DON'T do any DON'Ts. You may NOT look at any of the cards! Remember: nobody is allowed to do the DON'Ts, at any time!
- When you're through performing the DO's, roll the die and move your mover that number of spaces. Follow the directions on the space.
- At the successful completion of your turn, put one or two chips into the Chip Bowl, or give to any other player, whichever you are instructed to do.
- Pass the die to the player on your left.

Note: If you forget and pass the die before you get rid of your chip, tough luck — you're stuck with the chip!

Goof-Ups — THE BUZZER!

Keep your eyes open for mistakes by other players. If you catch a real error — or trick somebody into doing something wrong — hit the BUZZER, fast: Announce the player's mistake and give him or her one of your own chips!

What's a Goof? Another player can buzz you if you:

- Don't do a DO, or
- You do a DO in the wrong order, or
- You do a DON'T at any time that card is in the tray, during any and all players' turns.
- If you're caught, your turn ends immediately. Accept the chip from the player who caught you, and pass the die to your left. You don't get rid of a chip.

"I'm innocent!"

- If you are wrongly accused, and you were acting in complete accordance with the DO's and DON'Ts — or if you were on a SAFE space and were exempt — give your accuser one of your chips!
- Also, if you realize you goofed before anyone else does, buzz the buzzer yourself and confess. Continue your turn.

"May I?"

The only way you are permitted to do a DON'T (if you're not on a SAFE place) is by asking all the other players, "May I _____?" Example: If you need to pick up a mover that fell out of reach, or you need to powder your nose, you may ask permission to disobey the DON'T STAND UP card.

WINNING

The first player to get rid of all his or her chips wins the game!



We will be happy to hear your questions or comments about this game. Write to:
Consumer Relations, Parker Brothers,
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Proof of Purchase
Outer Control
Game