



GAME TO STOP THE EVIL MON*STAR™

FOR 2 TO 4 PLAYERS/AGES 4 TO 8

Rules 1987 Parker Brothers, Division of Kenner Parker-Toys Inc. (KPT), Beverly, MA 01915. Printed in U.S.A.

On a planet called BRIMSTAR,™ protected by a powerful ring of fire, live the evil MON*STAR and his followers, the MOB.™ Unless someone can stop them, these intergalactic goons will take over the galaxies—including Earth! Who can do the job? SILVERHAWKS, of course! With bodies of machines, and hearts and minds of humans, SILVERHAWKS will work together to save all humankind. And you can join them!

EQUIPMENT

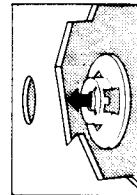
Game board • 1 "FLY/BATTLE" spinner card • 4 SILVERHAWKS character movers with plastic bases • 16 MOB character discs • 10 MON*STAR Power Wedges • 1 MON*STAR Prison disc

OBJECT

To collect the most points (on the backs of the MOB discs and Power Wedges) by the end of the game, and put MON*STAR behind bars!

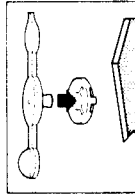
SETUP

1. Remove all the SILVERHAWKS character movers, MOB character discs, MON*STAR Power Wedges, and MON*STAR Prison disc from the perforated sheets.
2. Assemble each spinner on the "FLY/BATTLE" spinner card as shown:



- Push the top of the spinner base all the way up through the hole in the spinner card until all three retaining clips clear the opening.

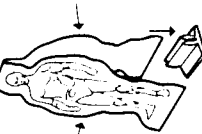
- Insert the spinner arrow shaft into the hole of the spinner base and press down.



3. Shuffle the MON*STAR Power Wedges and place them **fire-side up** so that they surround MON*STAR and his planet, BRIMSTAR, located in the center of the board.

4. Shuffle the MOB character discs and place one **face-up** onto each solid-color circle space. (The star-shaped points on the discs should be **face-down**.) THESE SPACES ARE CALLED PLANET RINGS. **Do not place any discs on the silver-color spaces.**

5. Each player chooses a SILVERHAWKS character mover and inserts it into a plastic base as shown:



- Fold the mover in half.
- Slide the bottom of the mover into the slot of the plastic base.

6. Each player places his or her SILVERHAWKS character mover onto a solid, silver-color space. THESE ARE THE STARTING SPACES.

7. The youngest player goes first. Play then passes, in turn, to the LEFT.

PLAYING

On your turn, do the following things:

1. Spin the FLY spinner.
2. "Fly" your mover—in either direction—to any Planet Ring that matches the color you've spun.

NOTE: If the spinner arrow points to the rainbow wedge, you may fly to ANY Planet Ring on the board.

THE IDEA IS TO FLY TO A PLANET RING AND TRY TO CAPTURE A MOB CHARACTER DISC.

3. When you land on a MOB character disc, continue your turn by spinning the BATTLE spinner.

HIT: If the spinner arrow points to the HIT section, you've captured the MOB disc. Place it **face-up** in front of you. Leave your mover where it is. **END YOUR TURN.**

MISS: If the spinner arrow points to the MISS section, you **didn't** capture the MOB disc. Leave your mover where it is. **END YOUR TURN.** On your next turn, you must spin the FLY spinner, move to a different MOB disc, and try to capture it by spinning the BATTLE spinner.

4. More than one SILVERHAWKS character may occupy the same space at one time. So, if you fail to capture a MOB disc on your turn, another player may fly to that same space and try to capture the disc.

ONCE ALL THE MOB CHARACTER DISCS HAVE BEEN CAPTURED, PLAYERS THEN TRY TO BREAK THROUGH THE POWER WEDGES THAT SURROUND MON*STAR.

To break through a Power Wedge, do the following things on your turn:

1. Spin the FLY spinner as before and fly to any Planet Ring that matches the color you've spun. **YOU WANT TO LAND ON A PLANET RING THAT HAS A POWER WEDGE IN FRONT OF IT.**

2. Spin the BATTLE spinner and try to capture the Power Wedge. **THE SAME "HIT" AND "MISS" RULES APPLY AS BEFORE.**

END OF GAME AND WINNING

Once all the Power Wedges have been captured, the game ends.

Everyone turns over their MOB discs and Power Wedges to add up the points on the backs of each. Whoever has the greatest number of points puts MON*STAR behind bars by placing the MON*STAR Prison disc in the center of the board. (If a tie occurs, the players do this together.)

Scoring For Younger Players

Younger players may wish to add the number of MOB discs and Power Wedges they have captured—**instead** of the number of points on each—in order to determine the winner.



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