



“TROOPER, TRANSFORM!” AUDIO GAME

For 2 to 4 players / Ages 4 and up

Rules ©1994 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

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SUGGESTION TO PARENTS:

- These printed instructions follow the rules you'll hear on the audio tape.
 - Play the easier Game #1, on Side A, first.
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OBJECT

To be the first player to deliver the Real World and the Virtual World from the evil of Grimlord™. To do this, match the Real World Teen with his or her Virtual World Trooper counterpart to complete your six-card Battle Grid — without letting Grimlord invade your ranks!

EQUIPMENT

- 30-minute audio tape
- 60 cards
 - 6 each Ryan Steele™, J.B. Reese™, and Kaitlin Star™ (Real World)
 - 6 each Ryan Steele, J.B. Reese, and Kaitlin Star (Virtual World)
 - 4 Wild cards
 - 6 Skugs™
 - 6 Mechanized Mutants
 - 5 Battle Grid reference cards
 - 3 extra cards
- 4 VR Visors

SETUP

- Go through the card deck and pull out the three extra cards describing other Parker Brothers VR TROOPER and MIGHTY MORPHIN POWER RANGERS™ games. These aren't used in the game.
- Separate out the 5 Battle Grid reference cards (they look like the Battle Grid illustration at the right). Give one to each player; keep the extra one, in case you lose one.
- Fold each of the four VR Visors along the crease lines into the shape of a pair of glasses.
- Shuffle the remaining 52 cards.

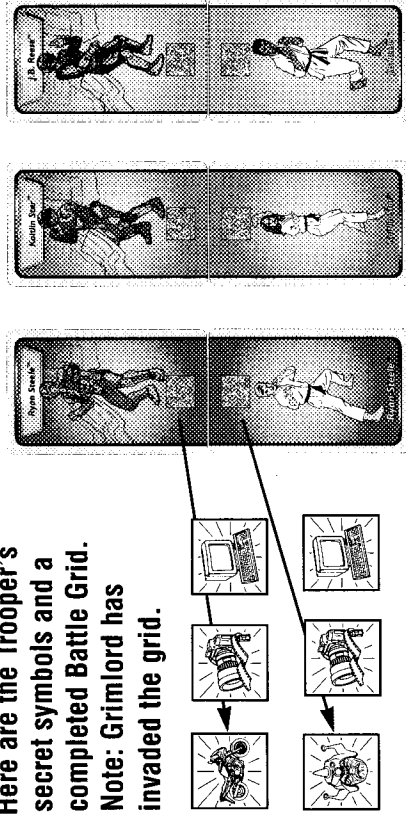
THE AUDIO TAPE GAMES & RULES

- Place the tape in the player. Play Side A, Game #1, first. Later, move on to the more challenging Game #2 on Side B.
- The Game Narrator will tell you the rules and give you instructions that direct the game play throughout each game. Everything players need to know will be explained, so no reading is required.

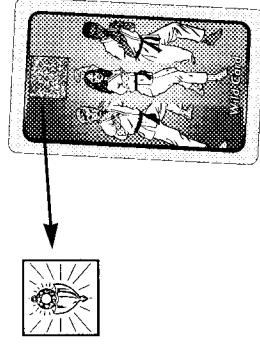
GAME PLAY FOR GAME #1 — Play this game first.

- Each player starts with one VR Trooper card face up in front of him/her; you may *not* start with a Wild Card. Each player should also have a Visor.
- Put all the cards face down in the center of the table and spread them out. When you're ready to play, start the tape.
- Note: Everyone plays at the same time.
- The Game Narrator will instruct all players to draw a certain number of cards from the Draw pile. Players are attempting to complete their own Battle Grid with both cards for each of the three Troopers.
- The Game Narrator will tell you when to put on your VR Visor — so you can check out the cards for the Trooper's secret symbols — and try to spot Grimlord!

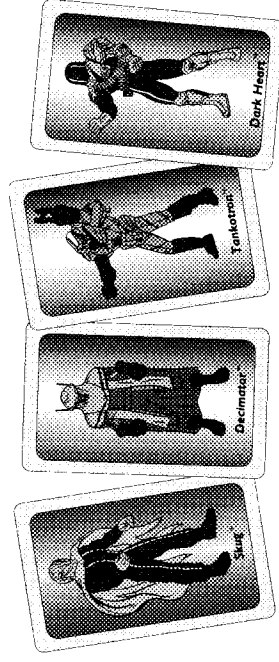
- Here are the Trooper's secret symbols and a completed Battle Grid. Note: Grimlord has invaded the grid.



- Wild Card: Use in place of any of the three Real World cards you need in your Battle Grid.



- Draw one of these nasty guys and you must put it somewhere in your Grid. It'll stay there until you can trade it away.



- If you draw a Trooper card (or cards) you already have in your Battle Grid, put it in another space on your Grid. You can get rid of this extra one later when you are instructed to trade a card.
- Whenever you have a chance to check out your Grid with your Visor, if you see Grimlord, remember where he is — so you can trade that card when you have a chance!

WINNING

The first player to collect all three Trooper pairs and complete the six-card Battle Grid yells, "We are VR!" and turns off the tape. But did you really win?

To find out if you have won, put on your VR Visor and check out your Battle Grid. If you don't see Grimlord in a red square on any of your cards, you have won! But if you *do* see Grimlord, you have *not* won; turn the tape back on and keep playing until you or somebody else completes a Grid *without* Grimlord and really wins!

GAME PLAY FOR GAME #2 — Play after you've played Game #1.

Basic game play and Winning are the same as for Game #1, with 2 exceptions:

- Players take turns drawing cards. The youngest goes first, and play passes to the left.
- Individual players put on their VR Visors only when the tape instructs them to.



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.

Proof of Purchase



AUDIO GAME
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