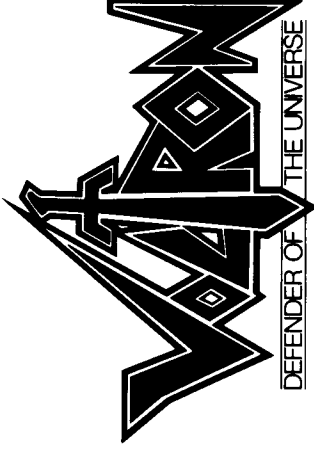




Two Mighty Memory Battle Games

For 2 to 5 Players/Ages 5 to 12

Rules © 1985 Parker Brothers, Beverly, MA 01915. Printed in the U.S.A.

Sometime in the future...

In a never-ending battle for peace and justice in the universe, the five young members of the VOLTRON Force—KEITH, LANCE, PIDGE, HUNK, and PRINCESS ALLURA—must continue to battle the evil KING ZARKON and his army of sinister androids, the ROBEASTS. Only by joining together the five mighty ROBOT LIONS can the VOLTRON Force defeat their opponents.

Join these five adventurers on another exciting mission to form VOLTRON and stop one of the gigantic ROBEASTS before it's too late! Good luck.

EQUIPMENT

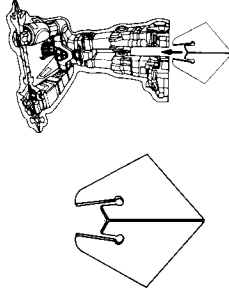
Square game board

- rectangular battlefield card
- 25 action chips: 5 different color keys, 6 LASER BLASTS, 7 weapons, and 7 ROBEASTS
- 5 ROBOT LION fight chips: 1 each of red, yellow, blue, green, and black
- 1 VOLTRON mover
- 1 ROBEAST mover
- 5 ROBOT LION movers
- 5 VOLTRON Force movers: Princess Allura, Keith, Pidge, Lance, and Hunk
- 10 plastic mover stands.

ASSEMBLING THE GAME PIECES

1. Carefully remove all of the game parts from the perforated sheets.

2. Assemble the VOLTRON and ROBEAST movers as shown:

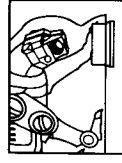


3. Fold over the VOLTRON Force movers and slide each one into a plastic mover stand.



VOLTRON
Force movers

4. Fold over the ROBOT LION movers and slide each one into a plastic mover to cover its front paw as shown:



ROBOT LION movers

NOTE: The plastic mover stand should be placed on the front part of the ROBOT LION mover. The plastic mover stand will be set onto the spaces on the battlefield card during game play.

JECT

work together as a team and all 5 hidden keys needed to form VOLTRON before the ROBEAST reaches the ROBOT LIONS and defeats them. Watch out for *Laser Blasts*. Try to avoid ROBEASTS by remembering where they are on the gameboard.

TUP

Place the square gameboard in the center of the playing area.

Place the rectangular battlefield card next to the square gameboard.

Mix up the 25 action chips and place one, *face down*, into each of the gameboard's 25 spaces.

Place the ROBEAST mover on the ROBEAST starting space at the end of the battlefield card.

Get the ROBOT LION and VOLTRON movers aside for later use. The rest of the equipment will not be used in this game.

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

Beginner's Game

END OF GAME
and WINNING

The game can end in one of two ways:

1. When all 5 keys have been found in time to form VOLTRON before the ROBEAST reaches the ROBOT LIONS. The player who finds the 5th key is the team leader who shouts:

“Let’s form VOLTRON!
Activate Interlock! Dyna
Therms connected! Infra
cells up! Mega Thrusters
are go! Form VOLTRON!”

As the whole team shouts,
“Let’s go VOLTRON
Force,” the team leader
knocks the ROBEAST
mover over with the
VOLTRON mover!

2. If all 5 keys are not found before the ROBEAST reaches the ROBOT LIONS, the ROBEAST wins this round. Don’t give up— try again!

PLAY

On your turn, turn over any one face-down action chip on the game board. Depending on what it is, do the following:

WEAPON: Leave the weapon *face up*. TAKE ANOTHER TURN.

KEY: Leave the key *face up*. Place the matching-color ROBOT LION on the ROBOT LION start space at the end of the battlefield card, opposite the ROBEAST. TAKE ANOTHER TURN.

LASER BLAST: Leave the LASER BLAST *face up*. Move the ROBEAST ahead to the next ROBEAST space on the battlefield card, heading toward the ROBOT LION(S). END YOUR TURN.

ROBEAST: Let everyone see the ROBEAST chip before turning it back *face down* in the same space. Remember where the ROBEAST chip is and try to avoid it! Then, move the ROBEAST ahead to the next ROBEAST space on the battlefield card, heading toward the ROBOT LION(S). END YOUR TURN.

Game play continues as players take turns turning over action chips in search of all 5 keys.

OBJECT

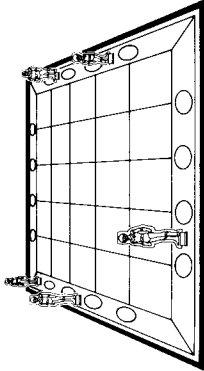
To work together with the members of the VOLTRON Force and find the 5 hidden keys that form VOLTRON before the ROBEAST and the ROBOT LIONS meet on the battlefield. Watch out for LASER BLASTS. Try to avoid ROBEASTS by remembering where they are on the game board.

SETUP

Set up this game exactly as SEARCH FOR VOLTRON, and add the following steps:

6. Mix up the 5 ROBOT LION fight chips and place them *face down* to the side of the game board.

7. Place the VOLTRON Force movers around the square game board IN ANY ORDER so that each one is in front of a space as shown:



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

Advanced Game

PLAY

On your turn, do the following things in order:

1. Move any one VOLTRON Force mover one space in any direction. (NOTE: If you land on a space with no chip, or a chip that’s face up, end your turn.)

2. Turn the action chip *face up* in the space on which the VOLTRON Force mover has landed.

3. Depending on the type of action chip it is, do the following:

WEAPON: Leave the chip *face up* in the space. Weapons make the ROBOT LIONS braver and will be used in fights with the ROBEAST. Move the ROBOT LIONS on the battlefield ahead one space. TAKE ANOTHER TURN.



Battlefield

KEY:

Leave the chip *face up* in the space. Place the ROBOT LION that matches the color of the key in the ROBOT LION start position on the battlefield card. If there is a ROBOT LION already on the battlefield, the new ROBOT LION joins it in the same position. TAKE ANOTHER TURN.

LASER BLAST: Leave the chip *face up* in the space. Move the ROBEAST ahead to the next ROBEAST space on the battlefield. END YOUR TURN.

ROBEAST: Turn the chip *face down* in the space. If there is at least one WEAPON chip *face up* on the board, the ROBOT LIONS must fight the ROBEAST! (See FIGHTING section). If there are no WEAPON chips face up, move the ROBEAST ahead to the next ROBEAST space and END YOUR TURN.

Fighting

Whenever you turn over a ROBEAST chip, and there is at least one WEAPON chip *face up* on the board, the ROBOT LIONS must fight the ROBEAST. To fight, do the following things in order:

- A. Place all 5 ROBOT LION fight chips *face down* and mix them up.

- B. At random, turn any one Fight chip *face up*. The winner of the fight is determined in the following way:



ROBOT LIONS WIN

If the color of the chip matches one of the ROBOT LIONS on the battlefield, the ROBOT LIONS win the fight. Because they are now much braver, they *all* move ahead one space. **THE USED WEAPON CHIP MUST BE REMOVED FROM THE BOARD AND SET ASIDE.**

ROBEAST WINS

If the color of the chip *does not* match one of the ROBOT LIONS on the battlefield, **AND THERE ARE NO MORE WEAPON CHIPS FACE UP ON THE GAME BOARD**, the ROBEAST wins the fight and moves ahead to the next ROBEAST space on the battlefield.

However, as long as there are still WEAPON chips *face up* on the board, the ROBEAST can't win. Keep fighting the ROBEAST until all of the *face up* WEAPON chips have been used. (Each used WEAPON chip must be removed from the board and set aside.) **EACH TIME YOU FIGHT THE ROBEAST, YOU MUST REPEAT STEPS A AND B.**

Game play continues as players take turns turning over action chips in search of all 5 keys.

END OF GAME and WINNING

The game can end in one of two ways:

1. When all 5 keys have been found in time to form VOLTRON before the ROBEAST reaches the ROBOT LIONS. The player who finds the 5th key is the team leader who shouts:

"Let's form VOLTRON!
Activate Interlock! Dyna
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are go! Form VOLTRON!"

As the whole team shouts,
"Let's go VOLTRON
Force," the team leader
knocks the ROBEAST
mover over with the
VOLTRON mover!

2. If the ROBEAST reaches the ROBOT LIONS or the ROBOT LIONS reach the ROBEAST before the 5th key is found, the ROBEAST wins! Don't give up—try again!



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