

THE A TEAM™

The Adventures With B.A. Card Game 2 to 4 players / Ages 7 to 14

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The A-Team crusades for justice in a world of evildoers. Their purpose: to protect the innocent and defend the powerless. Using all types of vehicles they travel along the highway meeting action and danger at every turn.

Object

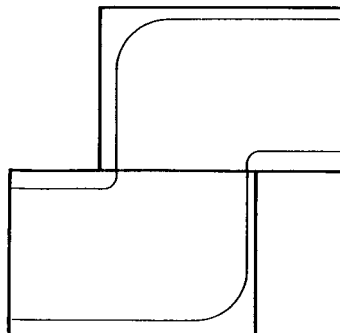
Whenever you overcome danger, you leave a Vehicle Marker on the road as a reminder. Try your best to be the player who ends up with the fewest Vehicle Markers.

Equipment

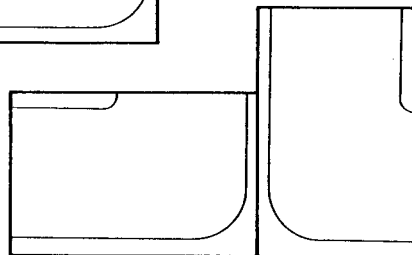
26 Track Cards • 48 Numbered Cards
• 72 Vehicle Markers

Set Up

1. Carefully separate the Track Cards from the Numbered Cards.
2. Choose a player to build a highway with the Track Cards.
 - a) That player must use **all** the Track Cards to make the road.
 - b) The road can go in any direction—as long as the cards' borders are continuous.



CORRECT
The borders **are**
continuous.



INCORRECT
The borders **are not**
continuous.

- c) The "Start" and "End" cards do not have to touch. Just place one at either end of the track.
 - d) Leave enough space in the center of the track for a draw pile and a discard pile.
3. Carefully punch out the Vehicle Markers and divide them equally among the players. If there are 2 players, give 36 to each; for 3 players, 24 each; for 4 players, 18 each.
 4. Shuffle the Numbered Cards and deal four, **face down**, to each player. Place the remaining cards, **face down**, in the center of the playing area.
 5. Each player, in turn, cuts the deck; high card starts the game. Play then proceeds, in turn, to the first player's left.

Playing

Before playing a game, please read all the way through the following rules.

On Your Turn:

1. Draw one card from the draw pile and add it to your hand.
2. Place a Vehicle Marker on the road's next empty rectangle. **The first player would place it onto the rectangle on the Start card.**
3. Follow the directions for the rectangle you cover.
 - a) **Draw.** Draw another card from the draw pile and add it to your hand.
 - b) **Take.** Take a card from another player. **You may not look at the card before you take it.**
 - c) **Ask.** Ask a particular player for a Numbered Card that you need to make a pair. If the player has that card, he or she must give it to you.
4. Check your hand to see if you have a matching pair of Numbered Cards.
 - a) If you don't have a matching pair, your turn ends.
 - b) If you do have a matching pair, place them face up, next to the draw pile. Then cover the road's next empty rectangle with a Vehicle Marker and follow its directions. Repeat this step for each matching pair of Numbered Cards that you have.
5. As soon as your turn ends, check your hand. If you don't have at least four cards in your hand, take from the draw pile as many cards as you need to complete your hand of four cards. It's then the next player's turn (even if you happen to draw a card that makes a matching pair!).

Remember:

1. Whenever the draw pile runs out, shuffle the discard pile, then place it face down to start a new draw pile.
2. From time to time you may find that you don't have four cards at the start of your turn. This will happen if someone "takes" a card from your hand or "asks" for a card that you happen to have. Whenever this occurs, simply start your turn by drawing **one** card from the draw pile as usual.

Winning

The game can end in either of two ways:

1. If someone runs out of Vehicle Markers, that player is the winner.
2. Otherwise, the game is over when someone reaches the "End" of the highway with a Vehicle Marker. When this happens, each player counts his or her markers. Whoever has the fewest is the winner. (Players can tie for the win.)

Strategy: A Special Note

Whenever you're able to place a Vehicle Marker, you don't have to place it onto the highway's next empty rectangle. Instead, you may add it to another player's pile of markers. If you're then able to continue your turn with a matching pair, do so. Otherwise, your turn ends as usual.

Which should you do? That depends. As the game progresses, keep checking to see who has the fewest Vehicle Markers. If everyone has about an equal number, you might as well place your Vehicle Marker on the highway. If, however, someone seems to be running out of markers, it may be time for you and your other opponents to give your Vehicle Markers to that particular player.



We will be happy to answer your questions or comments about THE A-TEAM CARD GAME. Write to the Consumer Response Department in the location nearest you:

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