

BACK TO BUZZARD™

CONTENTS

48 Cards, 1 Buzzard Card, 8 Explorer Pawns,
1 Temple with Motorized Buzzard, 6 Pyramids,
Gameboard, Label Sheet

2 TO 4 PLAYERS



GET READY TO BUZZ OFF!

You're on the run! You took the treasure from the Buzzard Temple and now the Guardian of the Temple is summoning the Great Buzzard after you! You must race through the jungle, climbing over pyramids, as you try to escape from the Buzzard's claws!

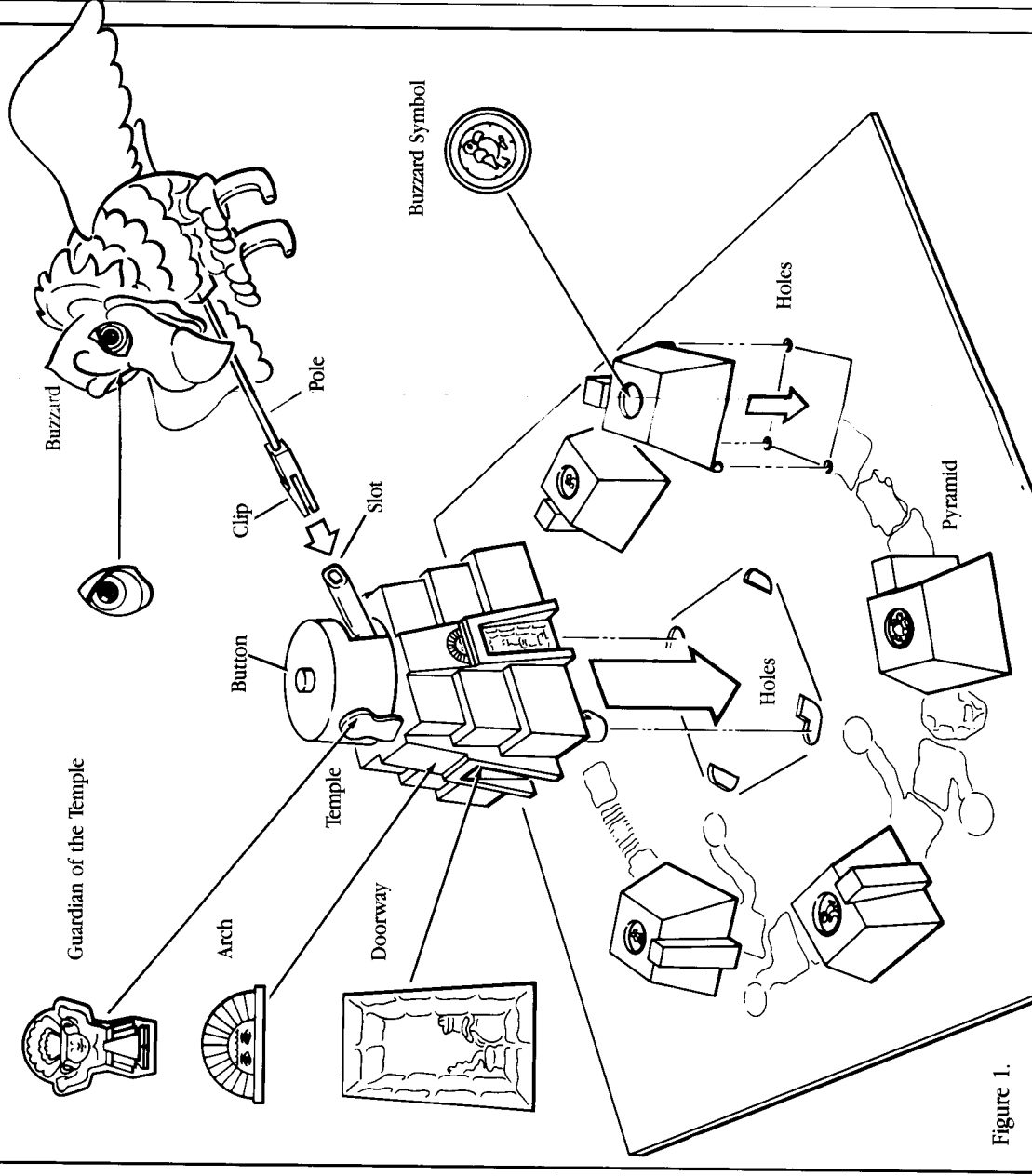
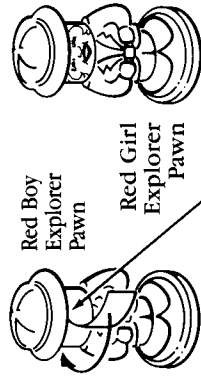
OBJECT

Be the first player to get both of your explorers to their Finish Space.

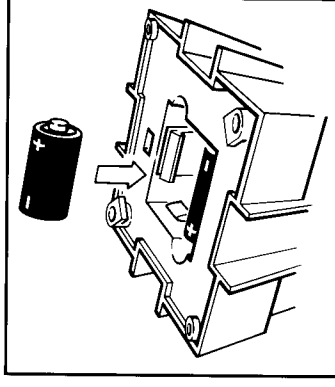
ASSEMBLY

1. Apply Labels. Carefully apply all labels as shown in Figure 1.

Note: Apply a boy and a girl explorer label to two pawns of the same color.



2. **Insert Batteries.** Turn over the Temple and insert two "C" size batteries, matching + and - symbols inside the battery compartment. See below. Alkaline batteries are recommended for best performance.



3. **Attach Buzzard to Temple.** Slide the Buzzard's metal pole into the Temple's slot as shown in Figure 1. The pole's end clip should snap into place inside the Temple's slot.

4. **Attach Temple to Gameboard.** Carefully place the Temple's four feet into the four holes in the center of the gameboard as shown in Figure 1. Twist clockwise to lock in place. Temple must sit flat for the Buzzard to fly properly.

5. **Test Batteries.** Press the button on top of the Temple to make the Buzzard fly. If the Buzzard is sluggish or won't swoop, the batteries may be weak or improperly installed. Carefully turn over the Temple to replace the batteries.

Important: Batteries may leak if improperly installed. Remove batteries if game is not used for an extended period of time.

6. **Attach Pyramids to Gameboard:** Carefully place each Pyramid's three feet into the holes located on the gamepath as shown in Figure 1.

SETUP

1. Each player takes two explorer pawns of the same color (one boy and one girl) and places them on their matching color Start Space.

2. One player shuffles the 48 cards and deals them out *facedown* to each player. (Keep your cards in a Draw Pile in front of you, *but do not look at them!*)

3. **The Buzzard Card.** To begin the first round of play, give the large Buzzard Card to the youngest player. Whoever has the Buzzard Card is called the Buzzard Card Holder. This player starts the round of play and also presses the button during the round to make the Buzzard swoop.



HOW TO PLAY

The game is played in rounds. All players participate in each round, following the 7 steps below.

Step 1. Draw cards. All players, at the same time, draw their top cards from their Draw Piles. (You can look at your own card, but *keep it secret* from the other players!)

Step 2. Play or pass. The Buzzard Card Holder now decides to do one of the following:

- *play* the card he or she just picked;
- *or pass* that card to the player on his or her left.

If the Buzzard Card Holder chooses to pass, *all* players must pass their cards to the player on their left. Everyone will play these new cards!

Step 3. Try to move an explorer.

All players then follow the directions on their cards to try and move *one* of their explorers off their Start Spaces and onto the gamepath. The Buzzard Card Holder moves first, followed by the player on his or her left. Play continues clockwise.

There are three types of cards in the deck: Number cards, Trade Places cards and Go To Any Empty Pyramid cards. See *How to Play Your Cards* for more details.

Step 4. Discard cards. After all players play their cards, they must discard the cards *faceup*, forming their own Discard Piles. *Note:* If you run out of cards during the game, shuffle your Discard Pile and place the cards *facedown* to form a new Draw Pile.

Step 5. Press the button. After everyone has moved, the Buzzard Card Holder presses the button on top of the Temple to make the Buzzard fly!

Step 6. The Buzzard swoops and scoops. After the button is pressed, the Buzzard will fly around the gameboard and swoop down!

- *If your explorer gets scooped up by the Buzzard's claws and is then dropped*, immediately return your explorer to your Start Space.

- *If your explorer gets scooped up by the Buzzard but is not dropped*, leave it dangling in the Buzzard's claws! After your explorer is dropped by the Buzzard on his next flight, immediately return it to your Start Space.

Step 7. Pass the Buzzard Card.

After the Buzzard stops flying, the Buzzard Card Holder passes the Buzzard Card to the player on his or her left. Then the new Buzzard Card Holder starts a new round!

Movement Rules

- Always move clockwise around the gamepath when playing a Number card.
- When only one of your explorers is on the gamepath, it *cannot* be moved again until you move your other explorer off your Start Space and onto the gamepath.
- The only two gameboard spaces which two explorers can share are Start Spaces and Finish Spaces.
- If your explorer lands on any space that is occupied by another explorer (even your own!), you *must* send the explorer who occupies that space *back* to the *nearest empty pyramid*! (If all pyramids are full, move that explorer to its Start Space!)

How To Play Your Cards

Number Card. If your card has a number on it, move your pawn clockwise that number of spaces on the gamepath. Count each space with an arrow, the top of each Pyramid, and your Finish Space as single spaces. See Figure 2 below. If you land on a pyramid, put your explorer directly on top of the Buzzard Symbol.

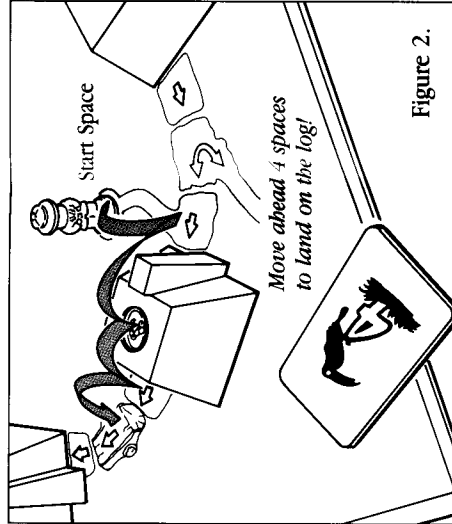
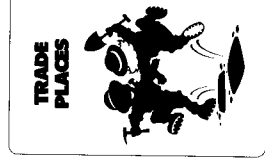
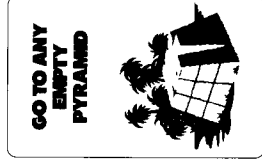


Figure 2.

Go To Any Empty Pyramid Card. When you play this card, you must move *one* of your explorers to any empty pyramid! You can even move an explorer off your Start Space! You *cannot* move any one of your explorers that is in the Buzzard's claws. If you *cannot* move, just discard the card to end your turn.



Trade Places Card. When you play this card, you must trade places with another player's explorer! Your explorer and the other player's explorer must be out on the gamepath or on top of a pyramid in order to trade—not on a Start Space, a Finish Space or caught in the Buzzard's claws. If you *cannot* trade places, just discard the card to end your turn.

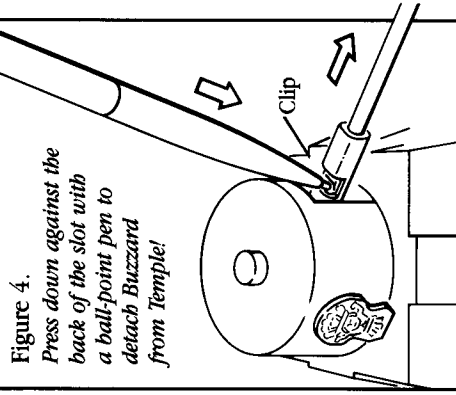


Figure 4.
Press down against the back of the slot with a ball-point pen to detach Buzzard from Temple!

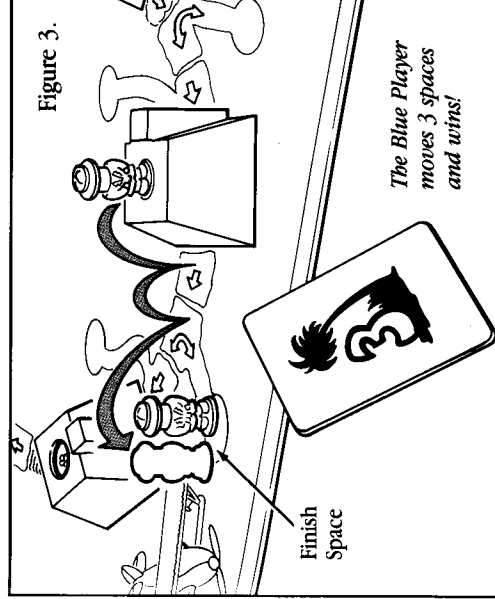


Figure 3.

HOW TO WIN
Be the first player to get *both* of your explorers to their matching color Finish Space (near their escape vehicle) and you'll win the game! See Figure 3. You do not have to land on your Finish Space by exact count.

STORE THE GAME AWAY

Detach Buzzard from Temple by pressing down on the top of the clip with a ball-point pen as shown in Figure 4. Then slide the metal pole out of the Temple. Carefully remove Temple from gameboard by twisting Temple counterclockwise. Then remove pyramids from gameboard. Discard the box's cardboard insert so you can store everything back in the box!