

# CHIP 'N DALE

## RESCUE RANGERS

### GAME

### INSTRUCTIONS FOR 2 TO 4 PLAYERS

**CONTENTS:** Gameboard, die, 4 pawns, 4 pawn stands, 24 Machine Part cards, 1 Model Machine, 12 Zipper tokens.

**OUR STORY:** Chip 'n Dale's enemy, Professor Nimnul, has used his evil genius to build a machine which can control the minds of children everywhere. Luckily, the Rescue Rangers can make a Magic Machine from everyday household objects to block the rays from the Professor's machine. Can you help them?

### OBJECT

Be the first to build your own Magic Machine.

### THE FIRST TIME YOU PLAY

1. Carefully punch out the pawns, Machine Part cards, Model Machine and Zipper tokens from the cardboard platform.
2. Fold each pawn along the fold line. Fold the small flap inside and fit each pawn into a plastic stand.

### SETUP

1. Choose a pawn and place it on the "STOP! PICK UP 1 PART" corner space closest to you on the gameboard. All players do the same, with one pawn per space. Place any unused pawns out of the game.
2. Shuffle the 24 Machine Part cards and divide them into 4 even piles of 6 cards each. Place each pile *faceup* on an orange rectangle.
3. Take 3 Zipper tokens and place them *faceup* in front of you. All players do the same. Place any unused tokens out of play.
4. Each player rolls the die. Highest roller goes first. Play continues to the left.

### GAMEPLAY

#### WHAT TO DO ON YOUR TURN

- Roll the die and move your pawn the number of spaces shown on the die.
- Always move your pawn *clockwise* around the gameboard. More than 1 pawn may share the same space.
- Follow the directions, if any, on the space you land on. Your turn is then over.

#### Zipper Tokens

- Zipper tokens help you move farther by adding to your die roll. Each Zipper token you use adds 1 to your roll.
- To use a Zipper token, turn it *facedown* after you roll. You may use as many of your tokens as you wish, but only those which are *faceup*. For example, if you roll a 1, you may use 2 Zipper tokens to move 3 spaces.

#### GAMEBOARD SPACES



If you land on this space *by exact count* and you have any Zipper tokens turned *facedown*, you may turn *one* of them *faceup* again. If all your Zipper tokens are *faceup*, do nothing. Your turn is over.



If you land on this space *by exact count*, you may trade places on the gameboard with any other player. Just swap spaces with the chosen pawn and follow the directions, if any, on that space. Your turn is over.



If you land on this space *by exact count*, move to *any* STOP! PICK UP 1 PART space. Follow the directions for landing on that space. Your turn is over.



If you land on this space *by exact count*, take 1 Machine Part card from any player. If no players have Machine Part cards, do nothing. Your turn is over.



If you land on the Professor Nimnul space *by exact count*, you *must* place 1 of your Machine Part cards back on any orange rectangle. If you have no Machine Part cards, do nothing. Your turn is over.