

CHITTY CHITTY-BANG BANG

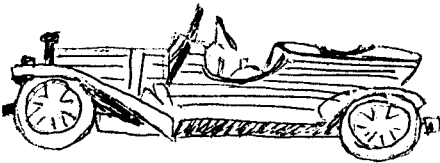
A game for 2, 3 or 4 players

Chitty Chitty Bang Bang - the fabulous car with magic push buttons can change from a road car, to a hover, to a flying car in the process of playing and winning this fast-moving game.

Players control one each of the THREE types of cars, bringing them over land, ocean and mountains for a safe finish to win the game.

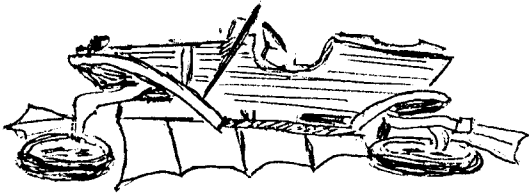
The pictures below will explain the three changes that take place in the Chitty Chitty Bang Bang car.

ROAD CAR



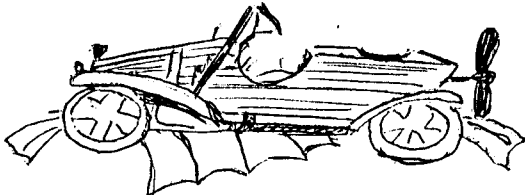
ROAD cars START the game traveling on the spaces around the house and garage. The 4-colored disc with the BLUE magic button indicator is used on this track to turn ROAD cars into HOVER cars. This track is called the FIRST STAGE.

HOVER CAR



HOVER cars are used in the SECOND STAGE of the game traveling on the spaces around the ocean and the airship. The 4-colored disc with the GREEN magic button indicator is used on this track to turn the HOVER car into a FLYING car.

FLYING CAR



FLYING cars travel in the FINAL STAGE on a regular path over the mountains and the city to the finish space.

OBJECT OF THE GAME: is for a player to change his car from a ROAD car to a HOVER car to a FLYING car, traveling the three tracks trying to be the first to arrive at the finish space.

TO SET UP THE GAME

1. Carefully punch out the cars and place them in matching color plastic bases.
2. Give each player one each of the THREE DIFFERENT CARS of HIS COLOR.
3. Turn each of the two discs on the game board with its magic button pointing to the black dot, and not pointing to a color.
4. Each player places his first stage playing piece (ROAD car) on the road car picture over start. He then places his other two cars (HOVER and FLYING) off the board in front of him for future use.

9. When a player is successful in converting his car to a HOVER car he removes his ROAD car from the board and places his HOVER car on the HOVER car picture near the big blue arrow ready to proceed in his next turn. around the SECOND STAGE or the HOVER TRACK.
10. A player with a HOVER car travels around the HOVER track in the same manner as the ROAD track but attempts now to change his HOVER car to a FLYING car and jump to the FLYING track. the FINAL STAGE.
11. The FLYING car track is a common travel path without magic disc. but providing two hazards listed below:
 - A. The First hazard is the blue circle with spokes.
A FLYING car landing on this space must be removed from the board and replaced with a HOVER car, placing it back on the HOVER car picture and traveling again around the HOVER track.
 - B. The second hazard is the green circle with spokes.
A FLYING car landing on this green circle goes back to the FLYING car picture but remain a FLYING car.
12. The first player to land on the finish space by EXACT count is the WINNER OF THE GAME.

SUMMARY OF CAR MOVEMENTS

MOVING CAR TO NEXT STAGE

WHEN

1. Car lands on black circle while disc is pointing to color of car.
2. Car lands on colored circle that matches color of disc pointing to magic button.

TURN THE DISC TO YOUR COLOR

WHEN

1. Car lands on black circle when an opponent color on disc is pointing to magic button.

REMAIN ON SPACE AND END TURN

WHEN

1. Car lands on colored circle when different color on disc is pointing to magic button.

PLAY THE GAME

1. Players throw the dice - high throw plays first, others follow in turn to the left.
2. Players, in turn, throw the dice and move their road cars the number of spaces thrown, in the direction of the arrows around the continuous road path from start. More than one car can occupy the same space at the same time.
3. The player attempts to turn the disc of the magic button as described below and eventually change his car into a HOVER car which will enable him to travel to the NEXT stage called the HOVER TRACK.
4. The 4-colored disc is turned by the player when his car lands on a BLACK SPACE ONLY. It is turned in the same turn to the color of his car's base.
5. The disc of the blue magic button changes the player's car from a ROAD car to a HOVER car when in his turn he is able to LAND ON a BLACK space and the magic button is POINTING to HIS COLOR ON THE DISC, as in Example A below OR he lands on a colored circle with the SAME COLOR pointing to the magic button as in Example B below.

EXAMPLE A

If the blue player lands on a blue or black space while the magic button is pointing to blue, he changes his road car to a hover car and moves to the next track.

EXAMPLE B

If the blue player lands on a yellow space while the magic button is pointing to a yellow color, he changes to a hover car and moves to the next track, which is the hover track.

6. When the player's car lands on a black dot while the magic button is pointing to a color other than his, he turns the disc to his color but cannot convert his car to a hover car that turn, as in Example C.

EXAMPLE C

If the blue player lands on a black space while the magic button points to yellow, the blue player turns the disc to the blue color and his turn ends.

7. When a playing piece lands on a colored circle which does not match the magic button color, he cannot change the magic button disc and the car remains on the space and his turn ends, as in Example D.

EXAMPLE D

If the blue player lands on a blue space (or red, yellow or green) while the magic button is pointing to a DIFFERENT color, the player's turn ends without turning the magic button disc.

8. If a player is on his color circle, a black circle or a colored circle which matches the magic button color at the beginning of his turn, he must still take his turn by throwing the dice and moving to another circle, attempting to change his car to a HOVER car.