

# CLOSE ENCOUNTERS™ ★

## OF THE THIRD KIND

Adapted from the widely acclaimed movie from Columbia Pictures

For 2 to 4 Players/Ages 8-Adult

Rules © 1978 Parker Brothers Div. of General Mills Fun Group, Inc.,  
Beverly, Mass. 01915. Printed in U.S.A.

\*Trademark of COLUMBIA PICTURES INDUSTRIES, INC.

## Imagine this

First you see some spaceships. Then your mind becomes possessed: you see visions of Devil's Tower in Wyoming; you hear a weird, mysterious 5-note melody; you travel to Devil's Tower with the hope of boarding the Mother Ship and flying from Earth with its crew. You arrive at Devil's Tower only to discover that others have come for the same purpose. You learn that only one of you will be allowed to board. To board the Mother Ship, you must compete against the others in a game, and win.

## Object

To be the first to "sound" all five notes of the mystery tune by placing each of your five chips onto the board.

## Equipment

1 Game Board, 2 Dice, 4 Marking Cards, 4 Playing Pieces and 20 Chips.

# Set up

1. Select a playing piece and place it on DEVIL'S TOWER.
2. Your five chips are those that match the color of your playing piece. Place them on the table in front of you. Each of your chips represents a different note of the mystery tune.
3. Notice that the grid on your marking card is exactly the same as the grid on the board.
4. Circle *any two* of the numbered squares on your marking card. Each circle shows a *trap* that you've created on the board. (If only two are playing, each should circle *any four* of the squares on his or her marking card.)  
Do not allow anyone else to see which numbers you've circled.
5. Roll the dice. The player who rolls the highest moves first; play then proceeds to the left.

# Playing

1. **Moving.** On your turn roll the dice and move your playing piece toward its destination. When you're at DEVIL'S TOWER, your destination is the MOTHER SHIP. After reaching the MOTHER SHIP, you must return to DEVIL'S TOWER. Your destination then becomes the MOTHER SHIP, etc.
  - a) You may move horizontally, vertically and/or diagonally.
  - b) Your playing piece must touch each square that it enters.
  - c) You may jump over any chip or over any number of *adjacent* chips, but *not* over an opponent's playing piece. If you jump over a chip, however, that square *does not count* as part of your move.

d) Continue moving until: you've moved the number rolled; *or* you're trapped.

2. **Getting Trapped.** If your playing piece lands on or passes through a numbered square that an opponent has circled:

- a) the opponent announces immediately that you've been trapped;
- b) you must return to your *most recent point of departure* — either DEVIL'S TOWER or the MOTHER SHIP; and
- c) the opponent places a chip onto the trap that you entered *and* circles a new numbered square on his or her marking card.

*If you're trapped on a square that was circled by more than one opponent, each opponent who created that trap places a chip and circles a new numbered square.*

3. **DEVIL'S TOWER and the MOTHER SHIP.**

- a) Each time you land on *either* destination you may circle a new numbered square on your marking card.

**Exception:** If you *must* return to either spot because you've been trapped, you *may not circle* a new numbered square.

- b) An exact roll of the dice *is not required* to land on either destination. For example: Let's say that your current destination is DEVIL'S TOWER and that you're only four squares away from it. If you roll a 10, you may stop moving as soon as you reach DEVIL'S TOWER.
- c) These two places are the only ones on the board that may be occupied by two or more playing pieces at the same time.

-----  
CLOSE ENCOUNTERS  
of the  
THIRD KIND  
Proof of Purchase

4. **Safe Areas.** A safe area has no numbered squares and, therefore, no squares where traps can be created. There are only two safe areas on the board — one around DEVIL'S TOWER, the other around the MOTHER SHIP.

*You may spend only 1 turn within a Safe Area. By the end of your next turn you must leave it.*

## Winning

The winner is the first player to place all five chips onto the board, thus completing the mystery tune.



We will be happy to answer questions about this game.  
Parker Brothers, 50 Dunham Road, Beverly, Mass. 01915.

CLOSE ENCOUNTERS  
of the  
THIRD KIND  
Proof of Purchase