

G.I. JOE

Mission: Cobra HQ™ Game For 2 to 4 Players/Ages 6 and Up

The Cobra villains are at it again! They've drawn up secret plans to rule the world, and they've hidden them on a small island in the heart of the jungle. As a member of the G.I. Joe team, your mission is to find those plans, then get out of the jungle alive!

Battle Cobra Henchmen and defuse bombs as you search for a boat to cross the croc-infested river. Can you find the secret plans and get back to HOME BASE with them?

Object

Be the first player to return to HOME BASE with a Top Secret tile.

Contents

Gameboard, 4 G.I. Joe pawns with plastic stands, 36 tiles, 2 dice

The First Time You Play

Carefully detach the game pieces from the cardboard sheet. Discard the waste.

Assemble the G.I. Joe pawns: Fold each of the 4 pawns along their fold lines, and press each pawn into a plastic stand. See Figure 1.

Get Ready!

1. Choose a pawn and place it on the matching-colored corner gameboard space. This is your HOME BASE. All players do the same. Place any unused pawns out of the game.

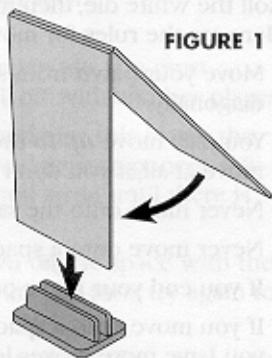


FIGURE 1



Stack the 4 Top Secret tiles on the large Cobra HQ space on the island. Turn the remaining tiles facedown and mix them up. Then place one facedown tile on each of the gameboard sand (light brown) spaces.

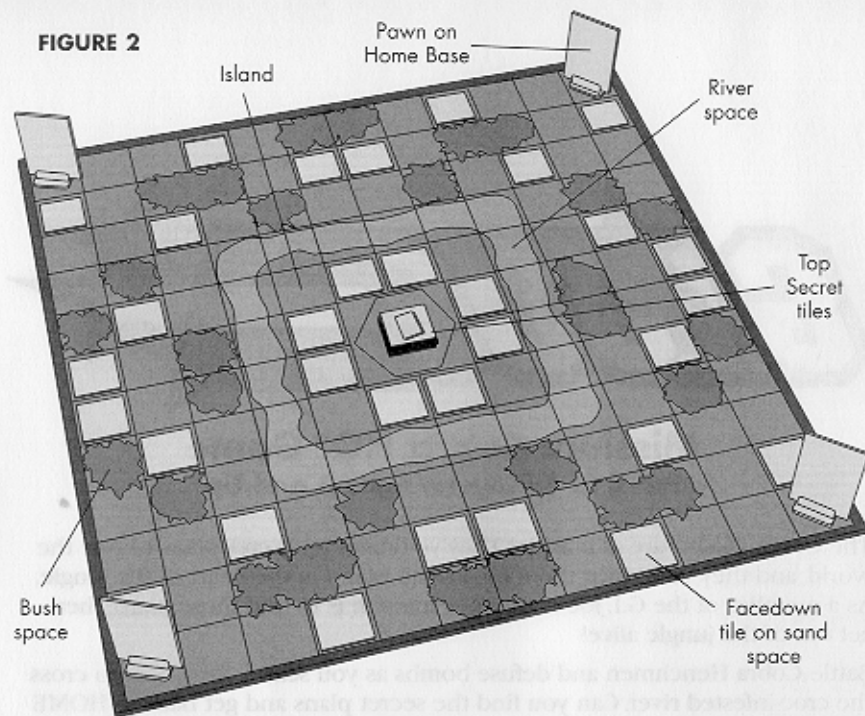


Figure 2 shows the game set up and ready for 4 players.

Your Mission Begins!

Each player rolls the white die. The highest roller goes first. Play then continues clockwise.

ON YOUR TURN

Roll the white die, then move your pawn along the gameboard squares. Here are the rules for moving your pawn:

- Move your pawn from space to adjoining space in any direction, *except* diagonally.
- You may move *up* to the full amount of your die roll. You do not have to move at all, if you don't want to!
- Never move onto the same space twice in one turn.
- Never move onto a space with a dark green bush.
- If you end your move on a space with no tile, your turn is over.
- If you move onto a space with a tile, you must stop on that space, even if you have more moves left on your die roll. See **Moving onto a Tile**.
- You can pass through or land on a space occupied by an opponent's pawn. Whenever you do so, you can take a tile from that player! See **Moving onto an Occupied Space**.
- You cannot move onto a river space without placing a boat tile on it first. See **Using a Boat**.

Moving onto a Tile

If your pawn moves onto a space with a tile on it, stop there. If the tile is facedown, flip it over on its space. Then do the following, depending on what kind of tile it is:



If it's a bomb tile, you must defuse it before you can move off of that space. See **Defusing a Bomb**.



If it's a Cobra Henchman tile, you must defeat the Cobra before you can move off of that space. See **Battling a Cobra Henchman**.



If it's a boat tile, place it faceup in front of you. This ends your turn. *Note:* You can never have more than 2 boat tiles at a time. If you draw a third boat tile, leave it faceup on its space. This ends your turn.

You must use a boat tile each time you cross the river. See **Using a Boat**.

Defusing a Bomb

When your pawn lands on a space with a bomb tile, you must immediately try to defuse it by having a roll-off with another player.

The Roll-off: Choose a player as your opponent, and give this player the black die. At the same time, you roll the white die and your opponent rolls the black die. The high roller wins. (If there's a tie, roll again until there is a winner.)

- If your opponent won the roll-off, keep your pawn on the space with the bomb tile. This ends your turn. On your next turn, try again to defuse the bomb!
- If you won the roll-off, take the bomb tile and place it facedown on any empty light-green gameboard space. This ends your turn.

Battling a Cobra Henchman

If your pawn lands on a space with a Cobra Henchman tile, you must immediately try to defeat the Cobra by having a roll-off with another player.

The Roll-off: Choose a player as your opponent, and give this player the black die. At the same time, you roll the white die and your opponent rolls the black die. The high roller wins. (If there's a tie, roll again until there is a winner.)

- If your opponent won the roll-off, keep your pawn on the space with the Cobra Henchman tile. This ends your turn. On your next turn, try again to defeat the Cobra Henchman!
- If you won the roll-off, place the Cobra tile in front of you. This ends your turn. On a future turn, you can use your Cobra Henchman tile to get a Cobra boost!

Getting a Cobra Boost: On any turn, you may use a Cobra Henchman tile to add spaces to your move! After rolling the die, just add the number on the tile (or less) to the number on your die roll. Then place the tile aside, out of play.

Using a Boat

You need 2 boat tiles: one to get *onto* the island to collect a Top Secret tile; and one to get *off* of the island and head for HOME BASE. Try to collect both tiles before crossing the river; once you're on the island, if you don't have a boat tile and can't find one there, you're stranded, and are out of the game!

You cannot end your move on a boat tile. To cross the river, you must have enough moves to land on the island.

After rolling the die on your turn, do the following:

- If you have enough moves to cross the river, place a boat tile on the river space, then move onto it to cross the river. (Remember, you can use a Cobra Henchman tile for extra moves!) After crossing the river, place the boat tile out of play.
- If you *don't* have enough moves to cross the river, leave your pawn where it is, and try again on your next turn.

Figure 3 shows an example of using a boat tile.

Moving onto an Occupied Space

Whenever you pass through or land on a space occupied by an opponent's pawn, take one tile of your choice from this player, and place it in front of you.

If you're just passing through the space, continue your move. If you end your move on that space, and there is a bomb tile or a Cobra Henchman tile there, you must follow the rules for defusing the bomb or defeating the Cobra Henchman.

Finding the Top Secret Plans

Once your pawn is on the island, you must collect a Top Secret tile by moving onto the Cobra HQ space. As soon as you land there, take a Top Secret tile and place it in front of you. This ends your turn.

To win the game, you must cross the river again (using a boat tile) and make it back to your HOME BASE.

How to Win

The first player to return to his or her HOME BASE with a Top Secret tile wins the game!

We will be happy to hear your questions and comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec, J4H 3X6.

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FIGURE 3



PROOF OF PURCHASE



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