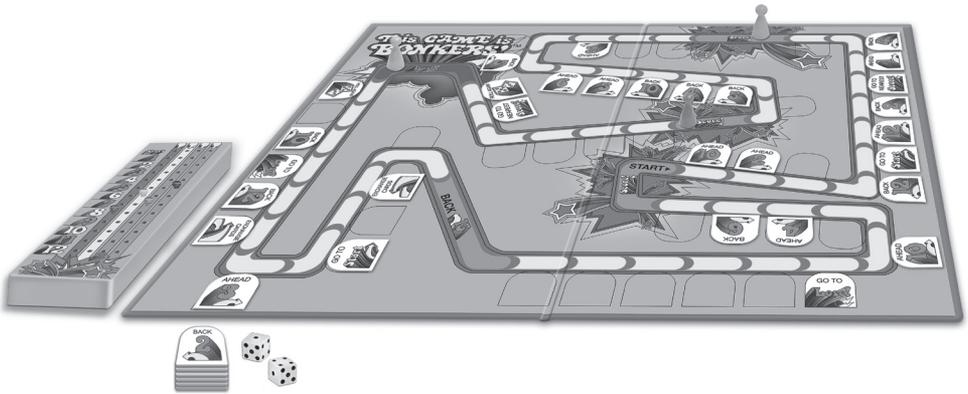




The Classic 1978 Board Game

FOR 2-4 Players
AGES 8 and up



OBJECT

To be the first player to score 12 points.

EQUIPMENT

THIS GAME IS BONKERS gameboard
4 Plastic Tokens
4 Plastic Scoring Pegs
1 Scoring Pegboard
2 Dice
40 Track Cards
4 Large Lose Cards
Instructions

SET UP

1. Hand each player a token and a large Lose Card.
2. Select a player to hand out Track Cards and keep score, this is the Scorekeeper.
3. The Scorekeeper shuffles the Track Cards and deals 4 to each player, places the remaining Track Cards, facedown, on the table and places a peg for each player into the starting position of the Scoring Pegboard.
4. Turn your 4 Track Cards face-up in front of you.
5. Place your token on Start.
6. Roll the dice. The player who rolls the highest number goes first. Play then proceeds to the left.

The Board

There are three types of spaces on the board: 1 purple LOSE space, 3 orange SCORE spaces and a larger number of track spaces. You score 1 point each time you move onto a SCORE space. You lose 1 point each time you move onto the LOSE space. You can score or lose by moving either forward or backward.

The TRACK CARDS are placed onto the board. They determine both the direction and the distance of your moves. Use them to move to the SCORE spaces as often as you can. There are two permanent GO TO LOSE track spaces on the board.

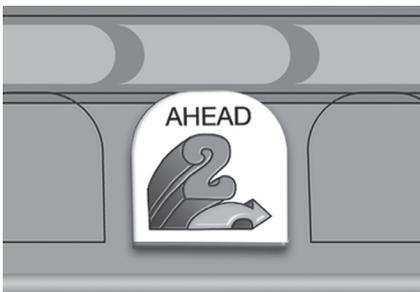
PLAYING

On your turn, roll the dice and move your token the number rolled. What you do next will depend on three things: (a) the type of space you land on; (b) whether that space is already occupied by an opponent's playing piece; and (c) whether that space already has a Track Card next to it.

1. Unoccupied Track Spaces

An unoccupied Track Space is one without an opponent's token already on it.

- (a) If you land on an unoccupied track space with no Track Card next to it, place one of your Track Cards next to your token and immediately follow the directions on the card.*
- (b) If you land on an unoccupied track space with a Track Card already next to it, do as the card says.*



2. Occupied Track Spaces

An occupied track space is one with an opponent's token already on it. If you land on an occupied track space, roll again. Do not place a Track Card. If a Track Card is already next to that space, do not follow its directions.*



3. Score Spaces

If you land on a SCORE space, the scorekeeper pegs you ahead 1 point.

- (a) If that SCORE space is already occupied, you earn your point and roll again.*
- (b) If that SCORE space is unoccupied, you earn your point but your turn ends.

4. Lose Space

If you land on the LOSE space, the scorekeeper pegs you back 1 point. You must also stop your turn—even if this space is already occupied.

Remember: Nobody's score can ever drop below zero.



5. Double 6's

If you roll Double 6's, the scorekeeper pegs you ahead 1 point. Move your playing piece 12 spaces forward and, depending on the space where you land, either stop your turn or continue moving.*

6. Entrapment

As an example of Entrapment, imagine that you land on a "Back 3" which then sends you to a "Forward 3". If this happens, you do not continue to move back and forth. Instead, you score 1 point and leave your token on the forward space of the trap. By playing your Track Cards correctly, you can use Entrapment as an excellent scoring strategy.



7. Exchange Cards

The deck contains 2 Exchange Cards. If you play one or land next to one, you may take any card on the board, move it next to your token, and replace the moved card with the Exchange Card. You then follow the instructions on the moved card.*

*CONTINUE MOVING UNTIL YOU LAND ON:

- (a) a second unoccupied track space with no Track Card next to it;
- (b) an unoccupied SCORE space;
- (c) the LOSE space.

On your turn you may not place more than one Track Card onto the board.

8. If you place a Track Card during your turn, take one from the scorekeeper when your turn ends.

9. If all of the Track Cards are placed onto the board, continue to play with those you have until someone wins.

10. LARGE LOSE CARDS

Each player receives 1 Large LOSE Card at the beginning of the game. These are powerful cards: you can use one to slow down an opponent's progress. You may hand one to any opponent at any time during his or her turn. By doing this, you immediately stop the opponent's turn. The opponent must move to the LOSE space, lose 1 point, and pass the dice to the next player.



Once a Large LOSE Card is used, it is immediately removed from the game.

WINNING THE GAME

The first player to score 12 points is the winner.



We are happy to hear your questions or comments about THIS GAME IS BONKERS.

Contact us:

Winning Moves Games
75 Sylvan Street Suite C-104
Danvers, MA 01923



winning-moves.com

Phone: 1-800-664-7788 ext. 114
Fax: 978-739-4847
Email: wmoves@winning-moves.com

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