

**THE
SIX
MILLION
DOLLAR
MAN**



BIONIC CRISIS TM GAME

STEVE AUSTIN, ASTRONAUT — A MAN BARELY ALIVE — YOU CAN RE-BUILD HIM — YOU HAVE THE TECHNOLOGY — YOU CAN MAKE HIM BETTER THAN HE WAS.

You have been selected to assist a team of world famous scientists. Your job is to be the first person to correctly plot and peg a bionic path of 10 spaces on your console. Stay alert and watch for important clues. You may be able to help repair Steve Austin and give him his bionic powers.

THE ASSIGNMENT

To be the first player to correctly complete a bionic circuit (path) on his console.

EQUIPMENT

- 4 Console Boxes
- 4 Console Cards
- 24 Bionic Circuit Cards
- 48 Number Cards
- Red and Yellow Pegs

PREPARATION

1. Remove the four Console Cards from the sheet and place a card in each Console Box.
2. Shuffle the cards and give one card, face-down, to each player. The remaining Circuit Cards are set aside and not used in the game.
3. Each player sets a Console Box in front of him. He places his Circuit Card face-down near the box and he may refer to it any time during the game.
4. Shuffle the deck of Number Cards and deal a hand of three cards to each player.

5. Place the remaining Number Cards face-down on the center of the table. Turn the top card over to form the discard pile.

6. Open the bag of pegs and place them on the center of the table.

PLAY

You will now try to duplicate the red path on the Circuit Card which is held by the player to your left. The path is a line of 10 connected spaces on your Console. One of the following numbers is part of every circuit: 1, 12, 13, 34 or 40; however, in guessing your circuit, you need not start at one of these locations. Just keep in mind that one of these numbers is at one end of your bionic circuit.

Select a player to begin the game. Play then follows to the left.

On a turn a player:

1. Draws the top card from the Number deck. He then selects any card from his hand, places this card face-up on the discard pile and calls out the number played, OR
2. Calls out the top number on the discard pile. It is possible for every player to call out the same top number when it is his turn.

After he has called out a number, the player to his left who holds the caller's Circuit Card, must check the card and give the caller the following information:

1. If the number called is RED on the Circuit Card, the player has located one of the ten spaces on his bionic circuit and he receives a red peg which he inserts into the same number on his Console.
2. If the number called is YELLOW on the Circuit Card, the location is next to one or more red spaces on his circuit and he receives a yellow peg to insert into the same number on his Console.

3. If the number called is not red or yellow on the Circuit Card, the player is not near a space on his circuit and he does not receive a peg.

When an "ANY NUMBER" card is played, the player places the card face-up in front of him and asks the player to his left for information about any number space on his Console. The card is then removed from the game and may not be used by the next player.

A player's turn ends after he has asked for and received information about a number on his Console.

When the deck of Number Cards has been used up, shuffle together the discard pile and the used "ANY NUMBER" cards, leaving the last discard played face-up to form the new discard pile.

GUESSING THE CIRCUIT...WINNING THE GAME

A player may try to guess the 10 spaces on his circuit at any time during his turn.

1. The player completes his circuit by filling in any remaining red pegs and then calls out the 10 numbers where the red pegs appear.
2. The player to his left checks the 10 numbers against the guesser's Circuit Card.
3. If all the numbers are correct, the player has won the game. However, if the player is wrong, he is out of the game but must continue to answer questions from the player on his right.
4. The game continues until one player has successfully identified the 10 spaces on his circuit.

We will be glad to answer enquiries concerning these rules. Parker Brothers, P. O. Box 600, Concord, Ontario L4K 1B7.

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