

The Six Million Dollar Man Game

Character: ©Universal Studios, Inc. 1975—all rights reserved

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Article and Package: ©1975, Parker Brothers, P.O. Box 600, Concord, Ont. L4K 1B7

Ages 7 to 14 — 2 to 4 Players

Object

Each player controls a bionic man — but only one is the real SIX MILLION DOLLAR MAN. The first player to complete his 4 assignments wins the game, proving that he's the SIX MILLION DOLLAR MAN.

Equipment

4 Bases and Markers
Power Cards

Computer Spinner
Board

Preparation

Each player selects a marker and inserts it in a base. All markers are placed on START ASSIGNMENT 1.

Give each player 8 Power Cards. Store the remainder of the pack in the Computer Spinner.

Power Cards give you power. You must always have at least one card in your possession. If you run out of cards you must lose 1 turn and collect 2 cards.

Play

The player spinning the highest number goes first. Play continues in a clockwise direction.

On a turn, a player may do one of the following:

- A. Spin the Computer Spinner and move his marker the indicated number of spaces, or
- B. Skip a turn and collect 2 Power Cards, or
- C. Play any number of Power Cards and move his marker the same number of spaces as the number of cards played.

EXAMPLE: Play 5 Power Cards and move 5 spaces.

The player then follows the directions on the space on which his marker lands:

Power Card Symbol: Take 1 Power Card.

Bionic Malfunction, Restart 2: Restart Assignment #2.

Arrow: On next turn, spin and move backward. Follow directions for space on which your marker lands. EXAMPLE: While moving backward a player lands on a Power Card Symbol. The player immediately takes 1 Power Card.

Assignment: Each assignment is made up of a series of events in which a player may have to lose a turn or give up Power Cards. When a player lands on a space where he must make a choice, he must announce his choice at the beginning of his next turn. If the player decides to lose a turn, he does nothing and play passes. If the player decides to give up 2 Power Cards, he returns the cards to the Computer Spinner and takes his regular turn.

A player must stop on the last space of each assignment, regardless of additional counts on the spinner. On his next turn, the player has one chance to spin the number (or a higher number) necessary to complete the assignment. If the player is successful, he moves his marker directly to the next assignment. If the player is not successful, he must give up 1 Power Card and wait until his next turn to try again. If he is not successful on his second turn, he must give up another Power Card and wait until his third turn to move on. On the third attempt, the assignment is completed regardless of the number spun. If he spins less than the number needed to complete the assignment, he must give up another Power Card before moving on to the next one.

The Bionic Battle

The battle takes place when a player lands on a space which is occupied by another player. Both players must spin once. The player spinning the highest number wins the battle. The winner takes 1 Power Card from his opponent and moves his marker forward the number of spaces indicated on the spinner. If a tie, spin again.

Winning the Game

The first player to complete the 4th Assignment is the real SIX MILLION DOLLAR MAN.

We will be glad to answer inquiries concerning these rules.
Address: Parker Brothers, P.O. Box 600, Concord, Ont. L4K 1B7