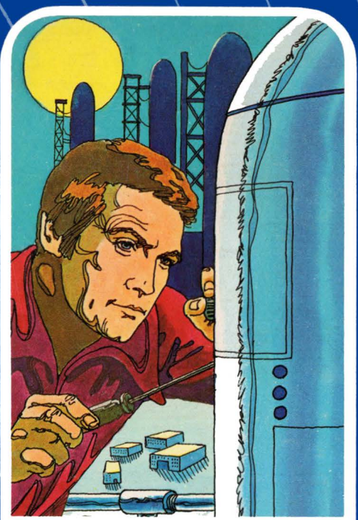
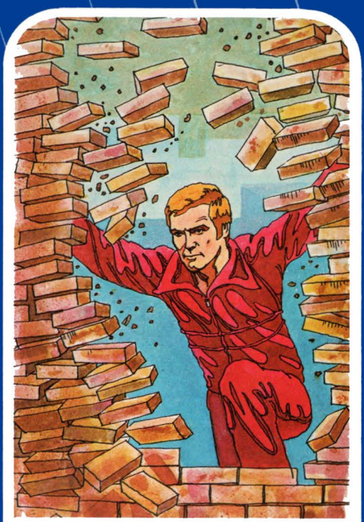


Steve Austin rescues stranded astronaut.



Steve Austin prevents nuclear blackmail attempt.



Steve Austin knocks out International Crime Ring.



Steve Austin locates underwater missile network.

THE SIX MILLION DOLLAR MAN™

A GAME BY PARKER BROTHERS

Ages 6 to 12 2 to 4 Players

Turn box over for description of game.

The Six Million Dollar Man™ Game

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Ages 6 to 12 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: Move back to 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 does not complete his assignment, 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 player spins and moves his marker directly to the next assignment. If he spins less than the number needed to complete the assignment, he must give up another Power Card.

The Bionic Battle

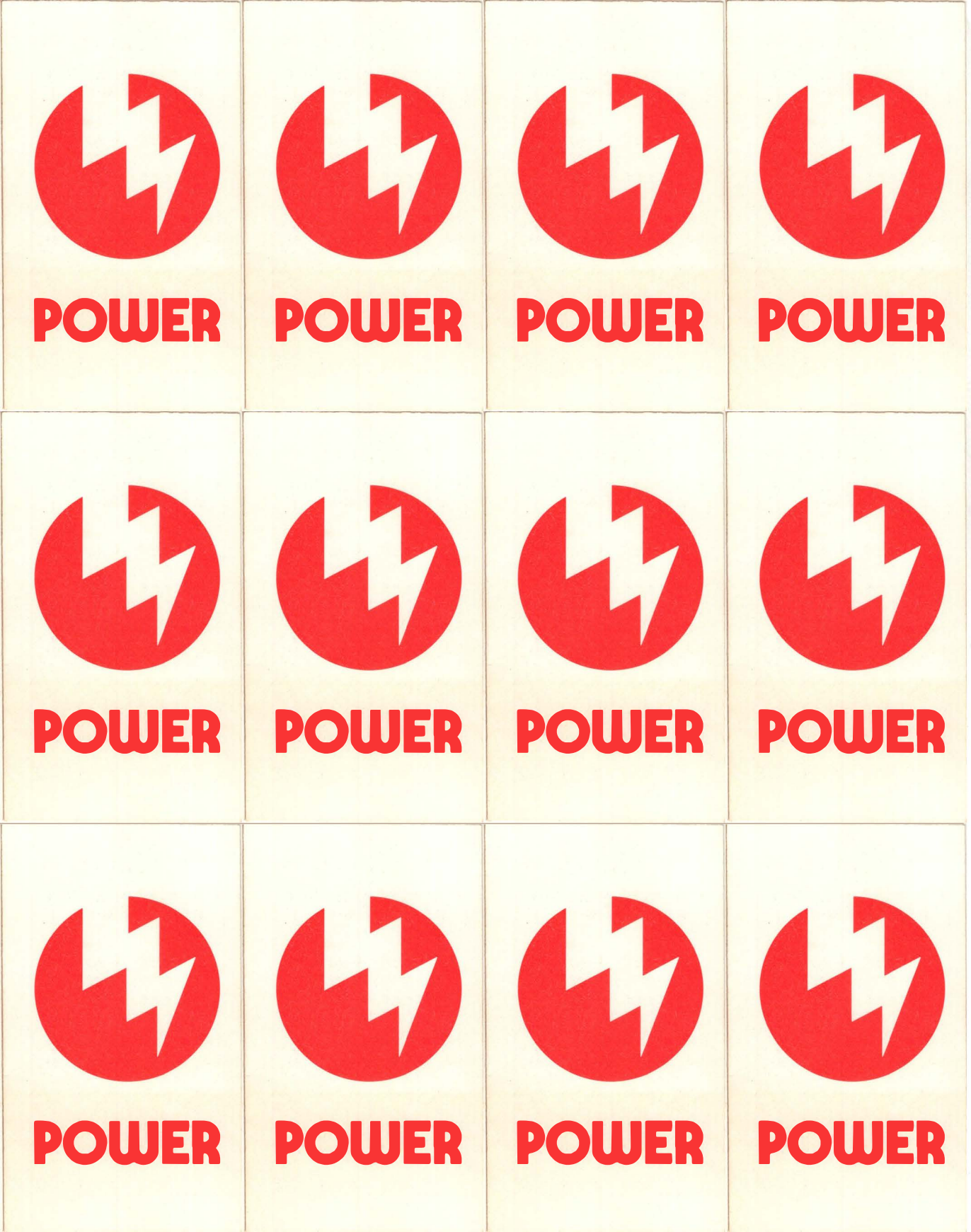
The battle takes place when a player lands on a space which is occupied by another player. Both players must spin once. The player spinning the highest number wins the battle. The winner takes 1 Power Card from his opponent and moves his marker forward the number of spaces indicated on the spinner.

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, Salem, Massachusetts 01970


THE SIX MILLION DOLLAR MAN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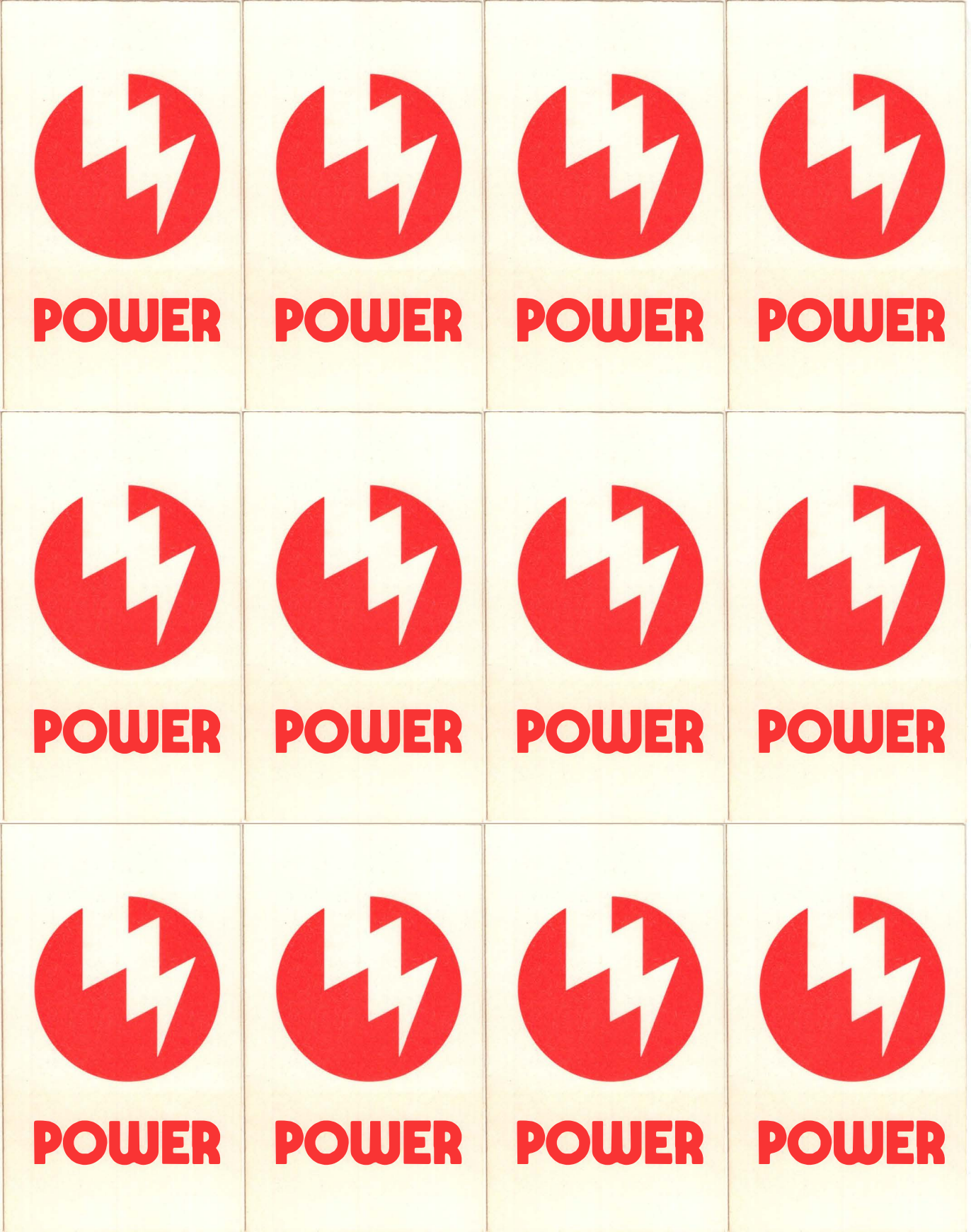
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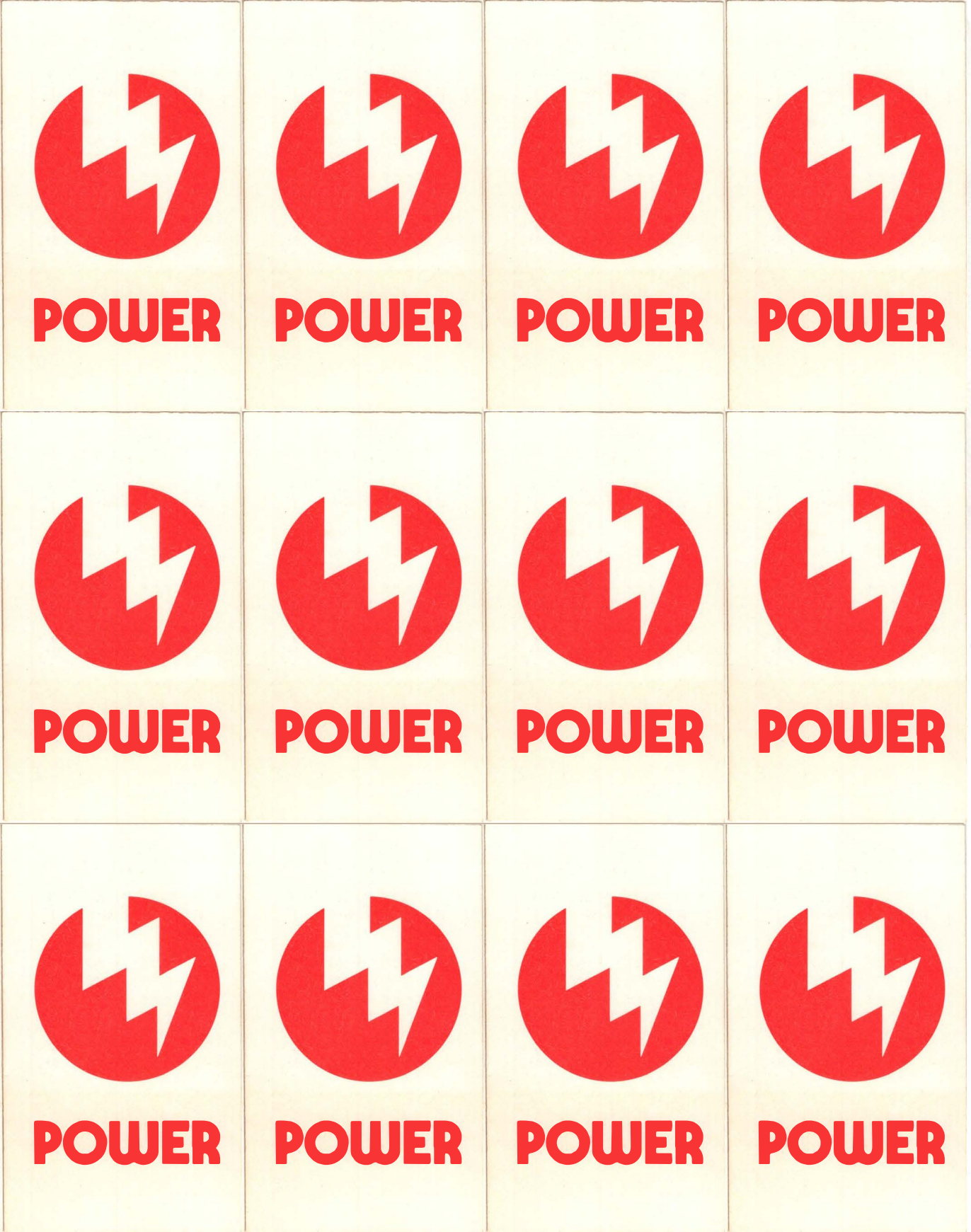
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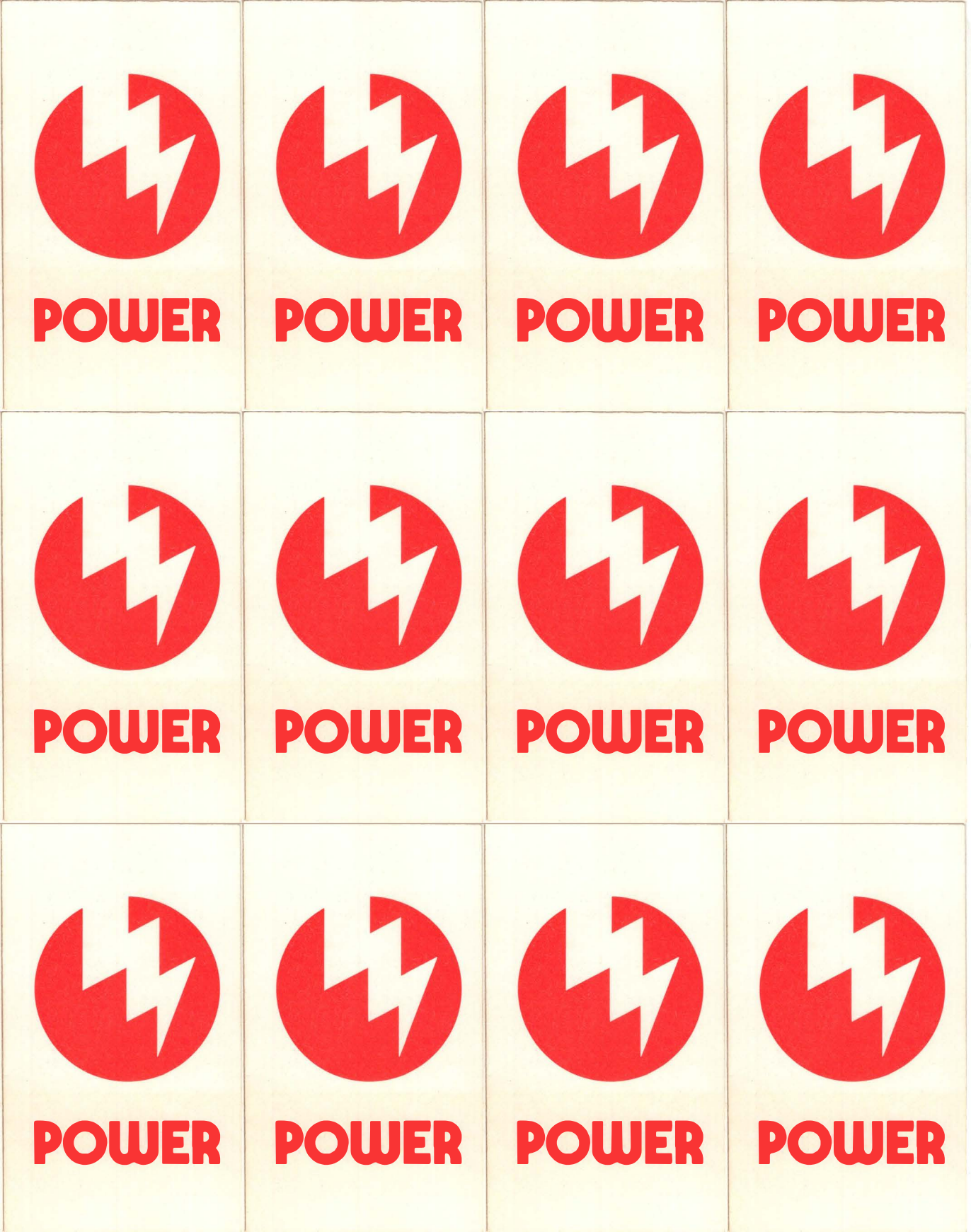
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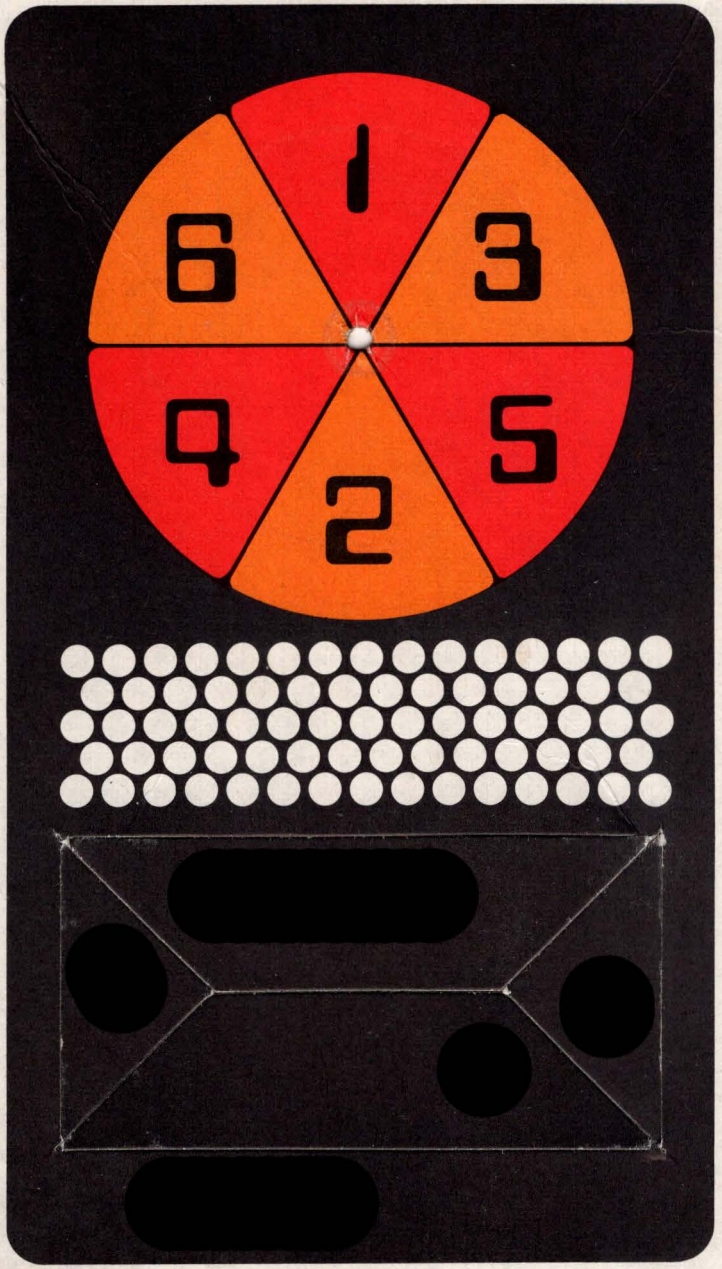
1
6
3
4
5
2

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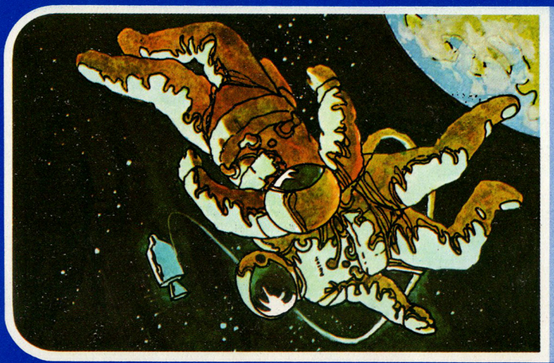
START ASSIGNMENT **1**

The Six Million Dollar Man is sent into space to rescue a stranded astronaut for NASA.



PERFECT LAUNCH
move ahead 5 spaces

SECURE FAULTY HATCH
lose 1 turn or 2 cards

REPAIR STARBOARD ROCKET
lose 1 turn or 2 cards

FORCE ENTRY TO STRANDED SPACE SHIP
lose 2 cards

SPLASH DOWN
spin 5 or more to move to assignment 2

POWER



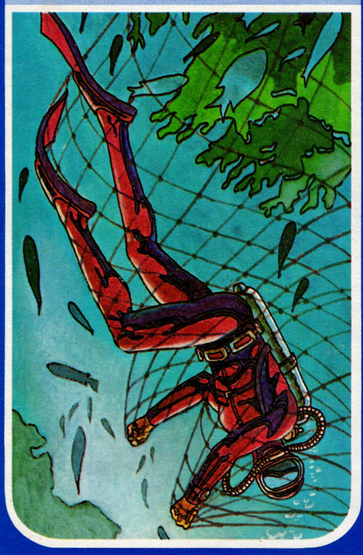
ASSIGNMENT COMPLETED
spin 5 or more, return to Bionic research lab

BIONIC EYE FINDS MISSILES
lose 1 turn or 2 cards

CAUGHT IN FISH NET
lose 1 turn or 2 cards

START ASSIGNMENT **4**

The Six Million Dollar Man is used by the Defense Department to locate an underwater missile network.



LOOSE WIRE IN POWER PACK
lose 1 turn or 2 cards

OXYGEN SUPPLY CUT OFF
lose 2 cards

BREAK THROUGH WALL TO ESCAPE
spin 4 or more to move to assignment 4

REPAIRS MADE ON LEG
spin 4 or more to move to assignment 3

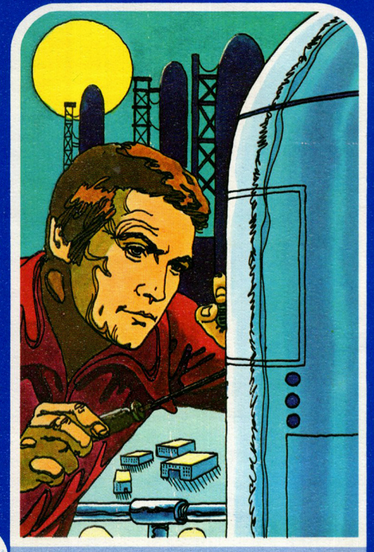
BIONIC* LEG DAMAGED IN ESCAPING
lose 2 power cards

DISARM NUCLEAR WARHEADS
lose 2 cards

BENDS BARS TO ESCAPE FROM CELL
lose 1 turn or 2 cards

START ASSIGNMENT **2**

C.I.A. tries to prevent a nuclear blackmail attempt with the help of the Six Million Dollar Man.



BIONIC* MAL-FUNCTION
restart at assignment 2

CLEAR AWAY ROCK SLIDE
lose 1 turn or 2 cards

SECURITY SENSORS TRIGGERED
lose 1 turn or 2 cards

START ASSIGNMENT **3**

SCOTLAND YARD uses the Six Million Dollar Man to knock out an International Crime Ring.



JUMP OVER HIGH VOLTAGE FENCE
lose 1 turn or 2 cards

OVERLOAD MAIN GENERATOR
lose 1 turn or 2 cards

OVERPOWER SECURITY FORCE
lose 2 cards

POWER

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Four bionic men each claim to have Steve Austin's powers. Your job is to prove that YOU ARE THE REAL SIX MILLION DOLLAR MAN.

The Computer Spinner reads out your moves and gives you the power to handle assignments for NASA, Scotland Yard, the CIA and the Defense Department. You'll take part in dangerous missions – encountering imposters and waging Bionic Battles. Each assignment will make you stronger. And the stronger you become the faster you'll move around the board and back to the Bionic Research Lab where you'll win the game.