

INPUTTM

for two players

The challenge in this two-player strategy game is to capture all your opponent's playing pieces before your opponent captures yours. Each piece has a "preprogrammed" movement pattern on its face that directs its movement on the gameboard. These patterns show where your pieces can be moved but you decide what piece to move and when to move it. Skillfully enter your pieces into the Playing Area where the action is! The more pieces you have in play, the better your chances are of capturing opposing pieces. To make a capture, you must land your piece onto your opponent's piece which takes clever strategy that anticipates your opponent's next move. If you can meet the INPUT challenge, you'll be a winner!

OBJECT

Capture all your opponent's playing pieces.

CONTENTS

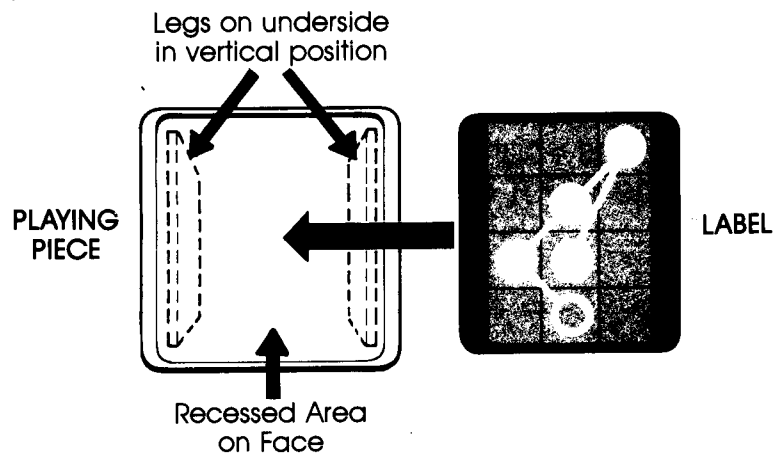
- .1 plastic gameboard console
- .12 plastic playing pieces
- .1 label sheet
- .1 instruction booklet

HOW TO SET UP THE GAME

1. LABELING THE GAMEBOARD: peel off the two name labels from the label sheet and apply them to the recessed area on opposite sides of the gameboard as shown in Figure 2 on page 3. Peel off the three blue dot labels and the three red dot labels from the sheet and attach them to the recessed area in the center of the Starting spaces as shown in Figure 2.

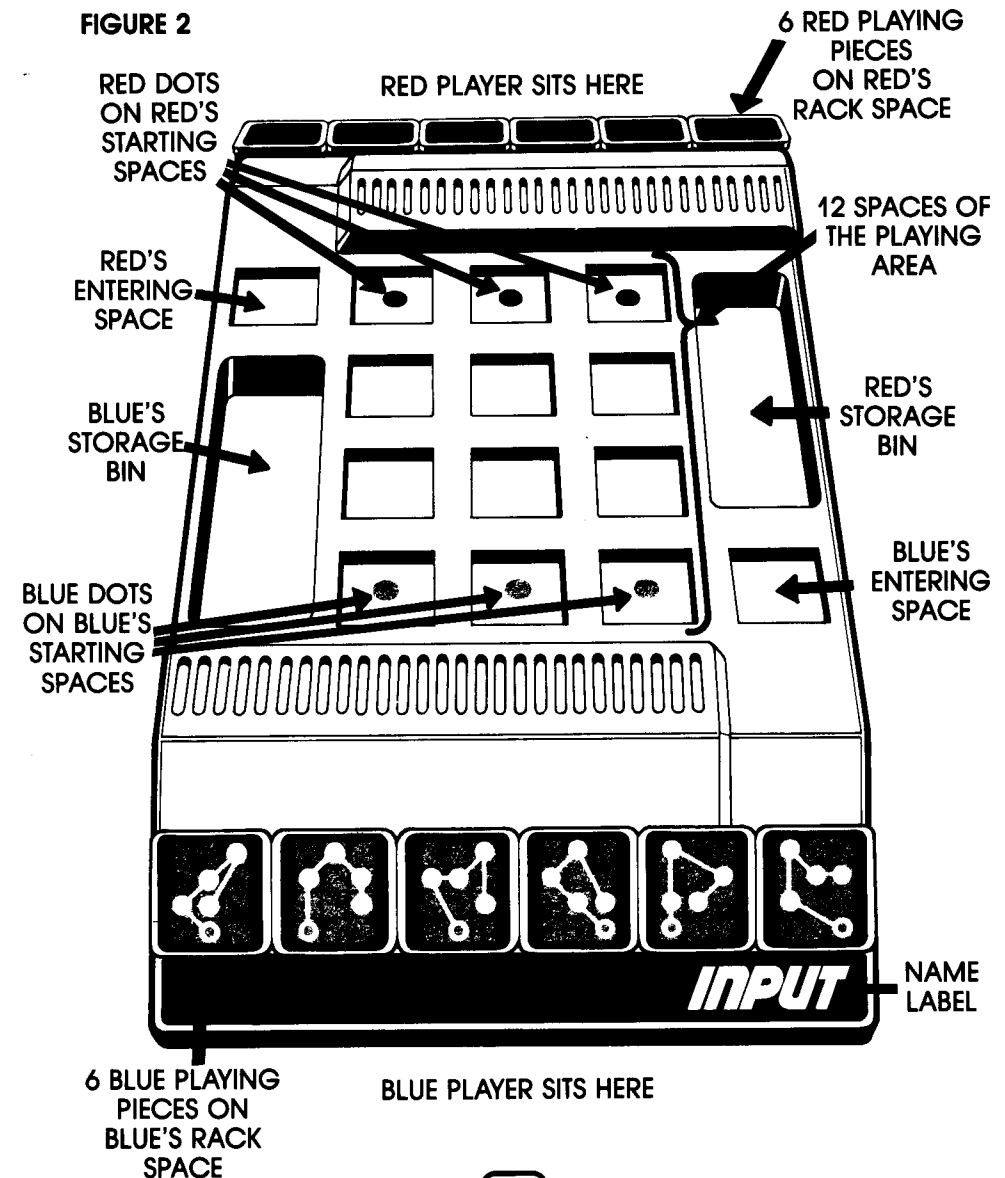
2. LABELING THE PLAYING PIECES: break off the 12 plastic playing pieces from the runner. Peel off the 12 Movement Pattern labels (6 red, 6 blue) from the label sheet and apply one label to the recessed area on the face of each piece as shown in Figure 1. Make sure the two legs on the underside of the piece are in a vertical position when you attach the label to its face.

FIGURE 1



3. You and your opponent each choose a playing piece color, either red or blue. Place the gameboard on a flat surface between you and your opponent so the three dots of your chosen color are directly in front of you. Place the six playing pieces of your color on your Rack space so the white circle on each piece is on the bottom as shown in Figure 2, below.

FIGURE 2



HOW TO PLAY THE GAME

1. Decide who plays first. Players alternate turns, always making one move per turn.

2. **BASIC TURN:** on your turn, do **ONE** of the following:

A. Move a playing piece from your Rack space to your Entering space.

B. Or move a playing piece from your Entering space to its Starting space in the Playing Area.

C. Or move a playing piece already in the Playing Area to its next designated space as directed by the movement pattern of white dots on its face.

ON EACH TURN, YOU MUST MOVE ONE OF YOUR PLAYING PIECES FROM ONE SPACE TO ANOTHER SPACE!

3. **RULES OF MOVEMENT:**

A. You can move only your color playing pieces.

B. You can move only one playing piece per turn.

C. Two playing pieces cannot occupy the same space at the same time. Exception: you can stack up to three playing pieces on your Entering space.

D. A playing piece can pass over another playing piece to move to the next designated space of its movement pattern.

E. Always position your playing pieces with the white circle on its face toward you.

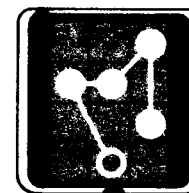
4. **ENTERING A PIECE INTO THE PLAYING AREA:** it always takes two moves to enter a piece into the Playing Area. Here's how to do it.

A. Move the piece from your Rack space to your Entering space and your turn is over. **PLEASE**

NOTE: pieces can be stacked up to three high on your Entering space.

B. Then, on another turn, move the piece from your Entering space to its designated Starting space in the Playing Area as shown by the location of the **WHITE CIRCLE** on its face. If there is more than one piece stacked on your Entering space, you must enter the piece on top of the stack **FIRST**. You cannot enter a piece from under the stack. **THE MORE PIECES YOU ENTER INTO THE PLAYING AREA THE MORE YOU INCREASE YOUR CHANCES OF CAPTURING AN OPPOSING PIECE.**

PLEASE NOTE: the grid of 12 spaces on the face of each piece corresponds to the 12 spaces in the Playing Area. Your three possible Starting spaces are marked by a dot of your color on the gameboard. The white circle on the face of each one of your pieces shows you which of these three spaces is its Starting space.

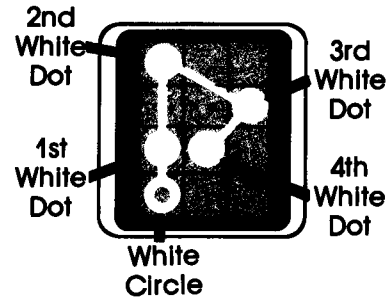


White Circle

For example, if you enter this piece, you must place it on your center Starting space because the white circle on its face is located on the center Starting space.

5. **MOVING A PIECE IN THE PLAYING AREA:** after a piece is entered onto its Starting space, where it can move in the Playing Area is strictly controlled by the pattern of four **WHITE DOTS** on its face. In fact, a piece can only be moved to spaces in the Playing Area designated by its movement pattern. Notice each movement pattern contains a white circle and four white dots connected by white lines. The white lines connecting the circle and dots show the sequence and direction of movement from space to space. This sequence always starts at

FIGURE 3



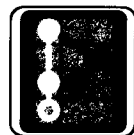
the white circle and continues forward to the 1st white dot, then the 2nd white dot, then the 3rd white dot and finally to the 4th white dot where the sequence ends. A piece can never be moved backward in this sequence, for example, from the 3rd white dot to the 2nd white dot.

WHEN YOUR PIECE COMPLETES ITS MOVEMENT PATTERN ON THE GAMEBOARD, ON ITS NEXT MOVE YOU CAN MOVE IT EITHER BACK TO ITS STARTING SPACE (WHITE CIRCLE) OR BACK TO YOUR RACK SPACE. THE CHOICE IS YOURS. Each time you move a piece to its next designated space in the Playing Area it counts as ONE TURN. **IMPORTANT:** there is no limit on the number of pieces you can have in the Playing Area at the same time. Below is an example of how a piece enters and moves around the Playing Area as directed by the movement pattern on its face.

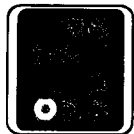
THIS PLAYING PIECE CAN MAKE THE FOLLOWING MOVES IN THIS SEQUENCE AS SHOWN IN FIGURE 4 ON PAGE 7.



A. Move to Entering space.



D. Move to space designated by 2nd white dot.



B. Move to its Starting space.



E. Move to space designated by 3rd white dot.



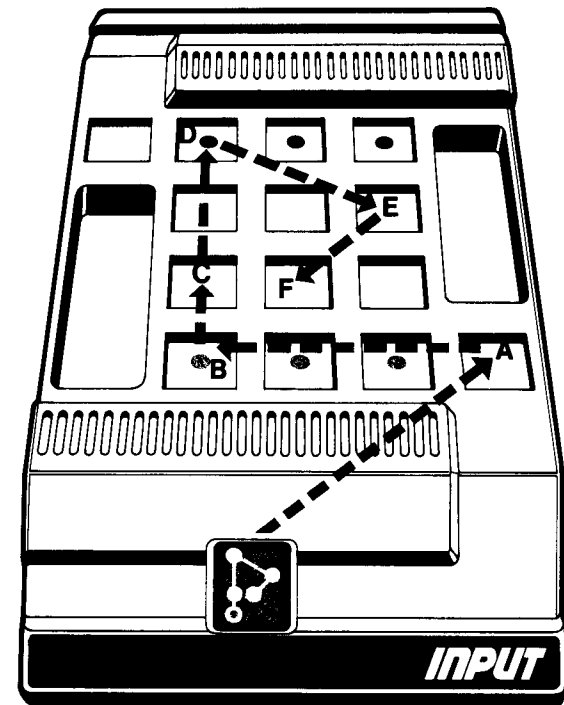
C. Move to space designated by 1st white dot.



F. Move to space designated by 4th white dot.

Now this piece is at the end of its movement pattern. On its next move it can move either back to its Starting space (position B) or back to its Rack space. **REMEMBER, EACH MOVE COUNTS AS ONE TURN!**

FIGURE 4

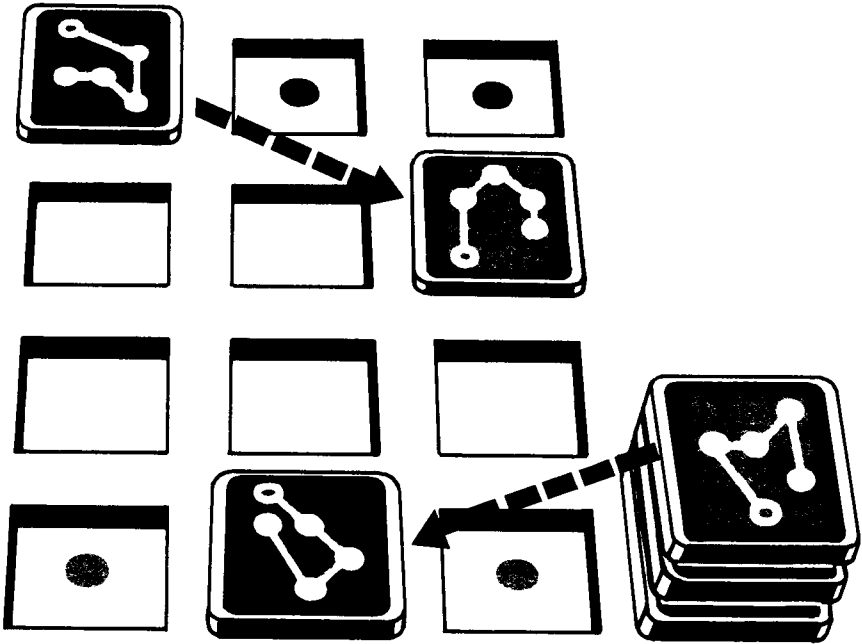


6. CAPTURING AN OPPONENT'S PIECE: when your piece moves as directed by its movement pattern and lands on your opponent's piece, you capture the opposing piece. Remove the captured piece from the Playing Area and put it in your opponent's storage bin. Then place your piece on the same space the captured piece was on and your turn is over. A captured piece is always out of play and it cannot be moved again for the rest of the game. See Figure 5, on page 8, for examples of how to capture an opposing piece.

FIGURE 5

THIS RED PIECE IS IN
POSITION TO CAPTURE
THIS BLUE PIECE

RED PLAYER HERE



BLUE PLAYER HERE

THIS BLUE PIECE IS IN
POSITION TO CAPTURE
THIS RED PIECE

7. Continue to play as outlined above until one player captures all of the other player's pieces. **PLEASE NOTE:** if BOTH players agree that they cannot capture their opponent's pieces with the pieces they have left, then the game can be declared a TIE.

HOW TO WIN THE GAME

Capture all your opponent's playing pieces and you'll win the game.