

EXIT™

For 2 players

In this fast-playing strategy game, shuttle your pieces around the maze-like gameboard and slide them out the Exit Chutes by a mere tilting of the gameboard. A toss of the die determines just how many tilts you make, but you, alone, must decide which gameboard side to tilt. . .and that takes a lot of plotting and planning.

OBJECT:

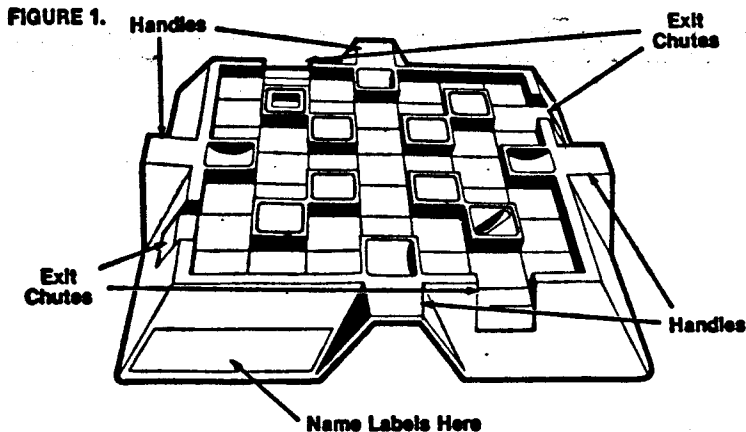
Be the first player to get all 6 of your playing pieces pattern-side-up on the gameboard or to exit the single, black playing piece.

CONTENTS:

- 1 plastic gameboard unit
- 13 plastic pieces
- 1 die
- 1 label sheet

HOW TO SET UP THE GAME:

1. Peel off the name labels from the label sheet and apply them to opposite gameboard sides, as shown in Figure 1. See the location of the Exit Chutes and Handles, too.



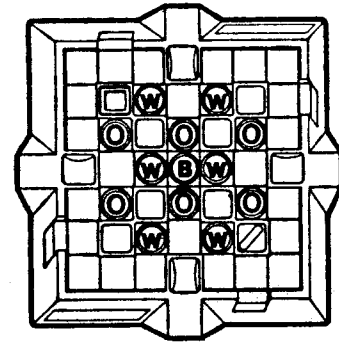
2. Peel off the colorful patterned playing piece labels from the label sheet and apply them to the centers of the white and orange playing pieces. Stick them on the smooth, non-textured sides. Navy with light blue on orange pieces; light blue with navy on white pieces, as seen on the box cover. The black piece is not labeled.

3. Place the gameboard on a flat surface so it's accessible to you and to your opponent.

4. You and your opponent each select a playing piece color, either white or orange. You will have 6 of one color; your opponent will have 6 of the other color. The black piece belongs to no one!

5. Place the pieces pattern-side-down (that's label-side-down) on their textured starting spaces, as seen in Figure 2. The black piece is positioned in the center of the board. Notice that there are 37 legal game spaces that pieces can be slid to or positioned at during the game.

FIGURE 2.



W = White
O = Orange
B = Black

HOW TO PLAY THE GAME:

1. Roll the die. Whoever rolls the highest number goes first.

2. **HOW TO MOVE:** your objective is two-fold: (1) either move your 6 playing pieces out the Exit Chutes or into positions where they can be exited on future tilts; (2) or move the black piece out an Exit Chute or move it into position where you can exit it on a future tilt.

You move the above pieces by tilting the gameboard. . .and how many tilts you give the gameboard is determined by a die roll. You'll discover that tilting is very strategic. You can tilt to directly exit pieces or to move pieces into future "exitable" positions; you can also tilt defensively to move pieces into blocking positions to cut off your opponent's escape down an Exit Chute. Read below to discover "How To Tilt." Then carefully read Rule 3 to discover what to do with exited pieces.

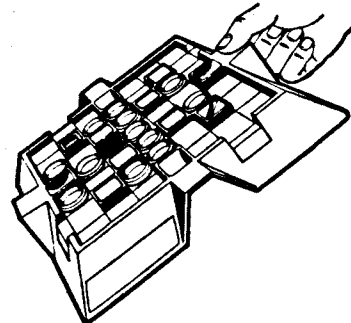
Here's How To Tilt. . .

A. On your turn, roll the die. The number shown tells you how many times you must tilt the board. . .either "1," "2" or "3," whichever the die roll says. **Important:** you must always tilt the full number shown, never less!

B. Decide which gameboard side you wish to tilt. **With one hand, lift up the side by its Handle** keeping the edge of the opposite side on the table. Be sure to make a **complete tilt**, that is, the pieces that are in transit during the tilt must come to a complete stop in legal game spaces for the tilt to be completed or finished. See Figure 3 for a look at a legal tilt. **Important:** a legal tilt is also one in which at least one piece on the board moves. . .it can be the black one, one of yours or one of your opponent's.

C. When you complete **ONE** tilt, return the board to its "sitting position," so all 4 edges of the gameboard are back on the table. If the die toss indicates that you must tilt again, decide which side to lift, and do so. **Please Note:** the board is always returned to its "sitting position" after every tilt.

FIGURE 3.



THE MOST IMPORTANT TILTING RULE—The board must never be totally lifted off the playing surface on a tilt. The side opposite the lifted-up side must always have its edge on the table.

3. **EXITED PIECES:** any exited white or orange piece, whether it was pattern-side-down or pattern-side-up when it was slid out the Exit Chute, is always replaced pattern-side-up on the gameboard on any vacant space. Here's how to replace. . .on

your turn, if you exit one or more of your playing pieces, return it or them pattern-side-up to any vacant gameboard space. Replace offensively to help move your other pieces into more "exitable" positions; or replace defensively to block an opponent from exiting his or her pieces. **Important:** exited pieces are replaced only at the end of a player's turn, after a player has completed all the required tilts.

Exiting opponent's pieces. . . on your turn, if you exit one or more of your opponent's pieces, you are penalized in that your opponent replaces such pieces pattern-side-up on the board before you replace any of your exited pieces (if you have any). Your opponent, of course, must wait until your turn has ended before replacing pieces. This "opponent-replaces-before-you" rule is shown in this example: on your turn, you and your opponent each have 5 pieces pattern-side-up on the board. Your opponent's pattern-side-down piece is blocking your pattern-side-down piece, so you exit your opponent's piece. . . then you exit your piece. **The Result:** your opponent wins the game, for he or she replaces first and thus will have 6 pieces pattern-side-up before you do.

Exiting the black playing piece. . . on your turn, if you exit the black playing piece, you have an automatic win. The "opponent-replaces-before-you" rule does not apply in this case. For example, on your turn, if your opponent has 5 pieces pattern-side-up on the board and you exit your opponent's pattern-side-down piece first and then exit the black playing piece, the game is immediately over. You win because you exited the black piece . . . and your opponent never gets a chance to replace his or her exited piece.

4. Continue to play as outlined above, alternating turns. Play until one player has all 6 of his or her pieces pattern-side-up on the board or until one player exits the black playing piece.

HOW TO WIN THE GAME:

Be the first player to get all 6 of your playing pieces pattern-side-up on the board or to exit the black playing piece.

ADVANCED GAME PLAY:

Play as outlined above but always replace exited white or orange pieces in a "flipped over" manner from the way they slid out the board. For example, if a piece exited pattern-side-up, replace it pattern-side-down and vice versa. . . and always replace such pieces on any open textured starting spaces (see Figure 2 for a look at these 13 spaces).

STORAGE OF PIECES:

After play, store pieces right in the gameboard. See Figure 4, below, for the how to's.

FIGURE 4.

