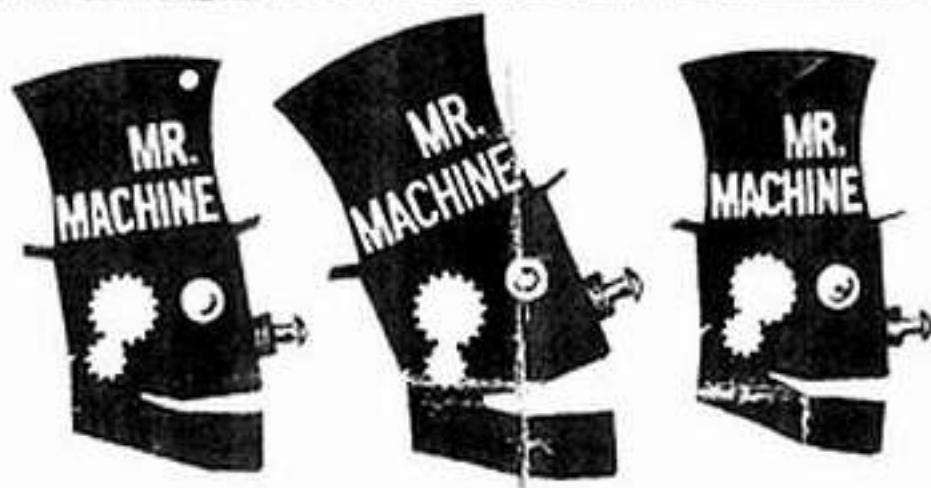




# MR. MACHINE GAME<sup>TM</sup>

BASED ON AMERICA'S FAVORITE TOY



A Game for 1 to 4 players

Mr. Machine wants to go to his factory as fast as possible. He can get there by many different roads, passing a number of shops on the way.

## THE INDICATOR

The big plastic figure of Mr. Machine is the Indicator. It tells the players how to move. When you push its arm up and then down, the wheel inside turns. When it stops, the arrow in Mr. Machine's hand will point at a number. This tells the player the number of spaces he must move. When Mr. Machine's head is flipped back then forward, the wheel inside his head turns. The arrow in his eye will point to a color on the wheel. This tells the player in which direction to move when landing on a crossroad.

## HOW TO PLAY

Each player picks one little Mr. Machine playing piece and places it on "Start".

To find out who goes first, players make the wheel in the Indicator arm turn. Highest number is first to go.

Players then go in turn, always moving their playing pieces forward by as many spaces as the number in Big Mr. Machine's arm shows.

### *Crossroads*

At a crossroad, players may turn into any road they want to. But, when a player lands directly *on a crossroad*, he must "ask" the indicator which way to turn: At the beginning of his next turn, the player must flip Big Mr. Machine's head. If yellow comes up in Mr. Machine's eye, the player must follow the yellow arrow on the board, if the eye shows blue, he must follow the blue arrow, and so on. If the space in Mr. Machine's eye shows white, the player can choose any direction he wishes.

Then he moves the Big Mr. Machine's arm to find out how many spaces to move in that direction.

### *Three-arrow crossroads*



Some crossroads have only three arrows. If a player lands on a three-arrow crossroad and a color comes up in the Indicator eye that is *not* on the crossroad, the player must move the Indicator head again, until he gets a color he can use. (Example: crossroad shows red, yellow, blue; if black appears in Indicator eye—move head again.)

## **SPECIALLY MARKED SPACES**

All players must follow the directions printed in the spaces on which they land.

"Move ahead—" means: continue in the same direction in which you have been going.

"Go back..." means: go back exactly the way you came.

"Go to Nut & Bolt Shop" (for example) means: place your playing piece directly on the picture of the Nut & Bolt Shop.

## **LEAVING SMALL SHOPS**

When a player has been sent to one of the small shops, (Example: Nut & Bolt Shop) he can leave the shop in any direction he chooses, on his next turn.

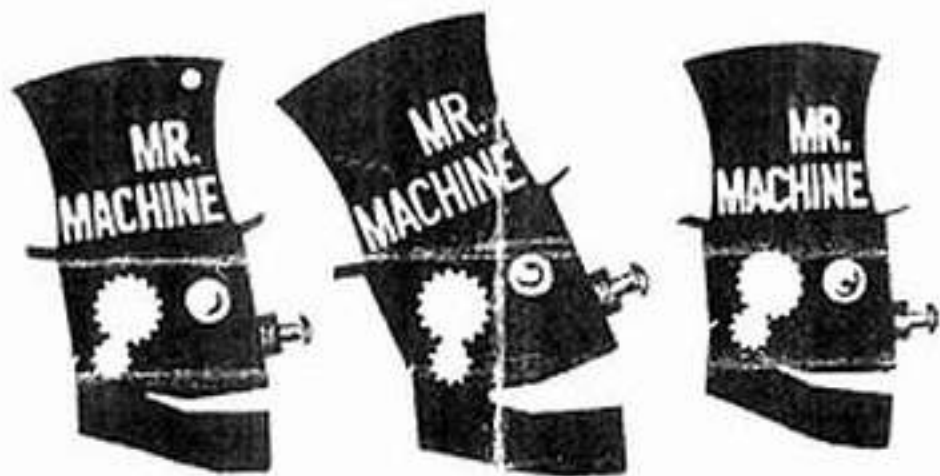
The colored space in front of the shop counts as the first space.

## **OCCUPIED SPACES**

A player landing on a space already occupied by another player is allowed to take an extra turn immediately.

## **THE WINNER**

The player whose playing piece first enters Mr. Machine's Factory at the top of the board wins the game. He may enter the Factory by either of the two entrances. However, to enter the factory, the player must get the exact number of moves. If he does not get the exact number of moves, he must wait until he does.



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