



SETUP – Place your Choppers and Jeeps anywhere in the back row of the game board and the upper level.

GAME TURN: Roll both (the **RED** and the **BLACK**) dice. The **BLACK** die shows the number of vehicles that MUST be moved this turn. The **RED** shows the number of spaces each piece MUST move (orthogonally).



Example: A player must now move 3 vehicles (Jeeps, Choppers or both) 6 spaces each.

- Choppers can move anywhere. Jeeps cannot move over hills or lakes.
- Choppers can jump over other Choppers. Jeeps cannot move over other Jeeps.

ATTACKS

Chopper vs. Chopper – Jumping over an enemy Chopper destroys it. Jumping over friendly Choppers do not destroy them. If a Chopper ends its movement value adjacent to an enemy, it may jump the enemy with a final free movement. Choppers may destroy multiple enemy Choppers in a single move.

Chopper vs. Jeep – If a Chopper ends its move directly over a Jeep, it may destroy the Jeep, but only if the player announces “HIT” at the end of the move. Otherwise the Jeep is not destroyed.

Jeep vs. Chopper – A Jeep that ends its movement directly under a Chopper may destroy it by announcing “HIT”. Otherwise the Chopper is not destroyed.

If either player did not remember to announce “HIT” on their turn, the opposing player may announce it at the beginning of their turn to destroy the piece instead!

Jeep vs. Jeep – A Jeep may destroy another Jeep by ending his movement on top of another Jeep.

WINNING – Be the first to destroy all of your opponents Choppers OR Jeeps