

Tornado Rex

For 2 to 4 players / Ages 6 and up

OBJECT

To be the first player to get both your hikers up the Tornado Mountain trail — and land on Lookout Point!

EQUIPMENT

TORNADO REX™ Top and Winder

Tornado Mountain Base in 2 Pieces

8 Hikers and no-slip disks

Deck of 56 Cards

Labels

ASSEMBLY

1. Hikers: Peel and apply a no-slip disk to the base of each hiker.
2. Tornado Mountain: (see illustrations on package)
 - Un-nest the two halves of the mountain and on a flat, hard, level surface, set them side by side so there is a "gulch" between the two parts. Join them by laying the lip of the mountain-top piece over the lip of the mountain-bottom piece; press down on the three oblong bumps to lock the halves together. (To disassemble the game for re-storage, "fold" the two halves up towards one another to break the seal.)
 - Apply "Base Camp" label at the bottom of the trail. This is START.
 - Apply "Lookout Point" label in the scenic overlook next to TORNADO REX's den at the end of the trail. This is FINISH.
 - Apply eyeballs inside each of the six caves along the trail.
3. Top: Apply the "TORNADO REX" label to the flat spot on the side of the mountain-shaped winder.

SETUP

1. Each player selects two hikers of the same color and places them at Base Camp.
2. Shuffle all the cards and put them face down to the side of the mountain.
3. Assemble the "TORNADO REX" winder: Snap the flat side of the top in place in the grooves on the flat underside of the mountain-shaped winder; wind by turning the bottom half clockwise, towards you. WIND ALL THE WAY, BUT DO NOT OVER WIND! Important note: Rex is kind of moody: He likes to be wound about two revolutions (between 13 and 14 "clicks") — just enough so when he tears down the trail, he whistles. If he's moving too slow or too fast, adjust how much you wind him so he whistles just right!
4. When he's wound up, put TORNADO REX in his den at the top of the mountain, matching the location tabs and pointing his label down the path.

GAMEPLAY

On your turn, draw the top card from the deck and move one of your hikers accordingly. You will either move a certain number of spaces (1, 3, 4, 7, or 10) or receive special instructions. You must move the full amount of the card EXCEPT when moving onto Lookout Point (you do not have to go out by exact count). When your turn is over, put your card face up into a discard pile. When all cards have been played, reshuffle.

SPECIAL CARDS

Switch Or Move 11

- **SWITCH** one of your hikers who is already on the trail with any other player's hiker on the trail. Note: You may NOT Switch with a hiker who is on Lookout Point, and you may NOT Switch a hiker out of Base Camp. You may, however, switch places with a hiker in a cave.

Or

- **MOVE** one of your hikers (including one who's still in Base Camp) forward 11 spaces.

Split 8

Split your move between two hikers; the total number of spaces you move must add up to 8. (Move one 2 and the other 6, or 3 + 5, 4 + 4 or 1+7). You may also use the full 8. This is handy when you want to move a hiker into a cave — or move one onto Lookout Point; you must use the remainder of the count to move your other hiker.

Back 5

Move yourself or another player's hiker back five spaces — even back to Base Camp! If the hiker is fewer than 5 spaces from Base Camp, you may move him anyway! Of course that could help him if he draws a Copter card next!

Copter

Airlift your hiker from Base Camp to any space on the trail that is occupied by another hiker. **THIS IS NOT A SWITCH:** Stand the two hikers side by side. (Don't be sneaky: you may NOT join somebody who's already made it to Lookout Point!) If you don't have a hiker in Base Camp, this card is of no use, and your turn ends.

TORNADO REX

Let him loose! Push the button on top of his winder and drop him straight down onto the space below where he's been hanging. With luck, he'll hit everybody else — and leave you upright!

If Rex jumps off the trail, too bad... this counts as your turn. But look at it this way: You're safe... for now!

Caves

When you're hiking UP OR DOWN the trail and you come to a cave by exact count, you may duck in — if it's empty! But watch out, TORNADO REX has been known to blow a few out of their hiding places!

What Happens If You're Knocked Down — Or Off?

If you're knocked down, wait for your next turn to get back up.

Draw a card, stand your man up, and move him along, counting from the very next space.

If you were knocked completely off, it's back down to Base Camp for you! Stand your hiker up at the bottom, and roast some marshmallows while you wait for your next turn. With luck, you'll catch a lift with a Copter card!

If another player uses a SWITCH or Move 11 card or a BACK 5 card to move you, he or she must stand your hiker upright, even if you were knocked down.

A knocked-down hiker who is sprawled across two spaces should stand back up on the space nearest

his feet. If this is unclear, take the space further down the trail.

A hiker knocked off Lookout Point goes back to Lookout Point.

HIKERS TAKE NOTE

Tornado Mountain Rules and Regulations These will be strictly enforced!

1. Always move exactly according to the instructions on the card. Remember, you cannot **SWITCH** out of Base Camp nor can you take a **COPTER** ride with a hiker who is already on the trail.
 2. You may place your hiker anywhere on a trail space, as long as some part of his base is on it.
 3. If you draw a card and can't move at all, your turn ends.
 4. Two or more hikers **MAY** occupy the same trail space at the same time — but only one hiker may occupy a cave at any one time!
 5. Whenever you draw a card that lets you move another player's hiker, you may place that mover anywhere on the space, even right smack dab in the middle of the path!
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WINNING THE GAME

Be the first player to get both your hikers to the top of the trail and onto Lookout Point and you win!