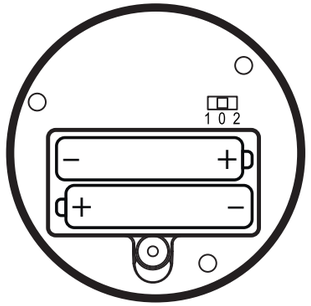
BATTERY SAFETY INFORMATION



- The Chase requires 2 x AAA batteries (not included).
- We recommend alkaline batteries for optimum performance.
- An adult should install the batteries and take note of the following – open the cover on the base of the unit by using a cross head screwdriver. Insert the batteries making sure the + and – signs on the batteries are aligned with the corresponding + and - markings inside the compartment.
- Do not recharge non-rechargeable batteries.
- Different types of batteries or new and used batteries are not to be mixed.
- Rechargeable batteries are to be removed from the game before charging them.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Insert batteries in the correct polarity.
- Remove exhausted (used) batteries from the game.
- Remove batteries from the game if it is not going to be used for a long period of time.
- Do not short-circuit the supply terminals.
- Batteries should be replaced by an adult.
- Do not attempt to power battery products from the mains supply and do not insert connecting wires into electrical socket outlets.
- Dispose of used batteries at a recycling point. Never dispose of batteries in fire.

Disposal of old electrical equipment. This symbol on the product or its packaging indicates that this product should not be treated as household waste. Instead it should be handed over to local Civic Office, your household waste disposal service or the place you purchased this item from.

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Victoria, Australia
www.mjm-australia.com

WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

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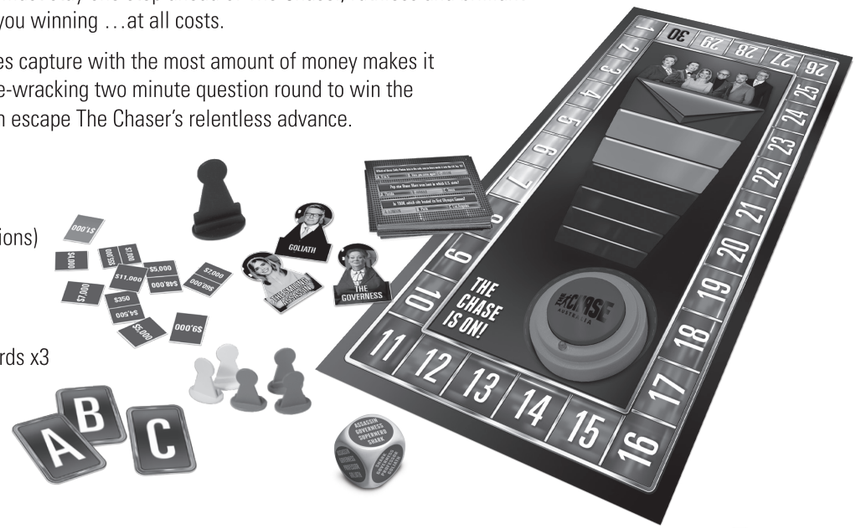
THE CHASE
AUSTRALIA

WELCOME

In this family board game, players must stay one step ahead of The Chaser, ruthless and brilliant quiz geniuses determined to stop you winning …at all costs.

The player who successfully evades capture with the most amount of money makes it through to the Final Chase, a nerve-wracking two minute question round to win the banked cash… but only if they can escape The Chaser's relentless advance.

CONTENTS

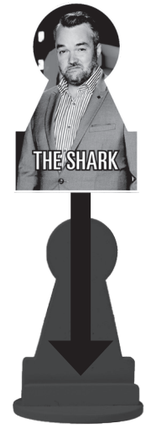


- Electronic Timer unit
- Question Cards x164 (984 questions)
- Contestant Playing Pieces x5
- Chaser Playing Piece (black) x1
- Money Tokens x77
- Double-Sided Chaser Picture Cards x3
- A,B,C Tokens x15
- Gameboard
- Dice x1

OBJECTIVE

To successfully complete The Final Chase and win the prize fund (or) if you get knocked out, to become The Chaser and stop other players from winning.

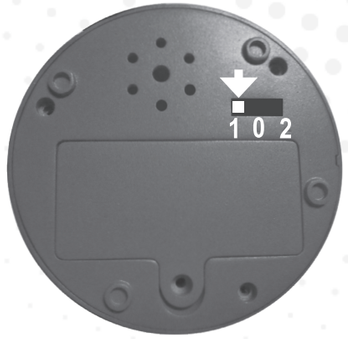
SETTING UP THE GAME



- Add batteries to the Electronic Timer and place it on the gameboard
- Each player selects a coloured Contestant Playing Piece
- Punch out the Money Tokens from the holding material and place them blue-coloured side up on the table showing their money values
- Place the Gameboard where everybody can reach it
- Decide which Chaser you will all play against and slot their cut-out image into the black Chaser Playing Piece
- Place The Chaser Playing Piece onto the picture of the 6 Chasers at the top of the board
- Each Contestant is given an A, B, & C Answer Token
- Nominate one person to be the Question Master for the game

PLAYING THE GAME

The Chase consists of three rounds of play as follows:



ROUND 1 - CASH BUILDER

Each Contestant takes it in turn to answer as many questions as possible against the one minute timer. They score $1000 for each answer they get right.

Slide the switch on the bottom of the Electronic Timer to 1 – this sets one minute of countdown time. Decide who will go first.

The Question Master takes the Question Cards and, when everybody is ready, pushes the large start button on top of the Electronic Timer, then starts reading out the questions and multiple choice answers in order from the card.



The Electronic Timer will beep every ten seconds. When the time is nearly up it will beep more quickly followed by a final long beep when the one minute has elapsed.

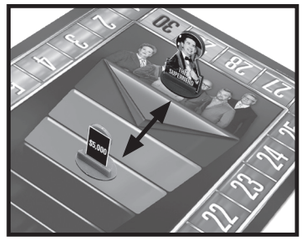
The Contestant earns $1000 for every question they got right. They take one of the corresponding value printed Money Tokens and place it into the groove on their Playing Piece.

The next Contestant takes their turn to answer one minute of Cash Builder questions until everybody has answered one minutes' worth of questions.

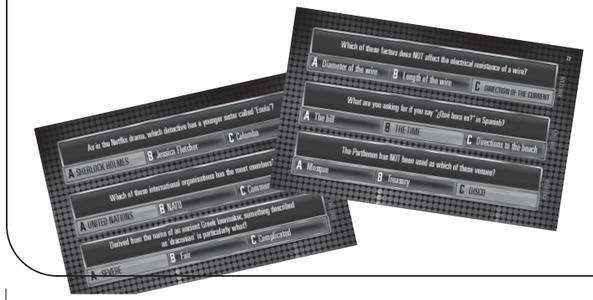
ROUND 2 - THE CHASE IS ON

All players play this round at the same time. Each Contestant places their Contestant Playing Piece on The Chase ladder in the middle of the Gameboard, 3 steps away from The Chaser Playing Piece.

Each Contestant now looks at the money offer statement printed on the red-coloured reverse side of their Money Token. There will be two figures. The Contestant can decide to leave their playing piece where it is on the board and continue to play for the money value on the blue side of the Money Token; OR they can move one further step away from The Chaser… but play for the lesser amount of prize money shown on the red side of the Money Token; OR move one step closer to The Chaser to play for the higher amount of money shown. Position the Money Token in the playing piece so it shows the cash prize fund each Contestant is playing for.



3 steps away



To play this round, the Question Master reads out a multiple choice question, along with the three possible answers: A, B or C.

Each Contestant chooses an answer and places the corresponding A, B or C Token face-down in front of them. The Question Master then reveals what the actual correct answer is (i.e. the answer highlighted in green).

The Contestants reveal their A, B or C Answer Token. They stand still on the board if they get the answer wrong, but move one space closer to the end of the board for a correct answer.



The Question Master now rolls the dice to reveal how The Chaser answered. If The Chaser in play's name is rolled, they answered correctly and the Question Master moves The Chaser's Playing Piece one step forward.

If The Chaser in play's name is not rolled, they answered incorrectly and The Chaser's Play Piece does not move.

The Question Master now asks the next question. If The Chaser answers enough questions correctly to land on the same space as a Contestant Playing Piece then that Contestant is out of the game. If however a Contestant makes it all the way to the end and off of the ladder without being caught they have successfully made it through this part of the game.

ROUND 3 - THE FINAL CHASE

The Player who made it through The Chase (round 2) with the HIGHEST amount of money can now compete in The Final Chase.

Note: if two or more players make it through with the same amount of money, they should continue to answer questions using their Answer Tokens until only one Contestant is left standing.

For The Final Chase the Contestant selects two other people to become The Chaser (if only playing with three people The Chaser role would be fulfilled by just one person).

Around the outside of the Gameboard is a track of thirty spaces. Slide the switch on bottom of the Electronic Timer to the "2" mark which selects two minutes of countdown time. The Question Master should now start the Electronic Timer and asks the Contestant as many questions as possible before the time runs out. The Contestant must always attempt to answer a question; they cannot simply say "pass" to move on.

For each question the Contestant answers correctly, they move their playing piece one space around the track.

Now The Chaser has their turn answering questions against the two minute timer. For each correctly answered question The Chaser moves their piece one space closer towards the Contestant. Once again The Chaser must always attempt to answer the question; they cannot simply say "pass". If they get an answer wrong, the timer is paused by pressing the button and the Contestant gets a chance to answer the same question. If the Contestant answers correctly they push The Chaser back one space on the track. Press the button on the timer to resume the countdown.

WINNING THE GAME

If The Chaser catches the Contestant within the two minutes they win. If the Contestant avoids being caught within the two minutes they win and take the winnings shown on their Money Token.