

# INSTRUCTIONS

**STARTING PIECE PLACEMENT:** Each player use 10 *MegaSpheres*<sup>™</sup> of any one color. Each player places one *MegaSphere*<sup>™</sup> on each of the spaces of the entire last row on the board. (See Board Diagram 1 for player “X” and player “O” piece placement. *MegaSpaces* are the dark squares. Also see “Other Game Options”.)

**PLAY:** The first player is determined by the HIGHEST NUMERICAL TOTAL rolled on the *MegaDice*. The first player starts the game by rolling both of the *MegaDice*. One *MegaDie* (player’s option) will dictate the space movement of ANY ONE *MegaSphere*<sup>™</sup>, while the other *MegaDie* will dictate the space movement of ANY OTHER *MegaSphere*<sup>™</sup>. In other words, each player will be moving TWO *MegaSpheres*<sup>™</sup> per turn. Space movements can be in ANY STRAIGHT DIRECTION! (Either forward, backward, sideways, or diagonally.)

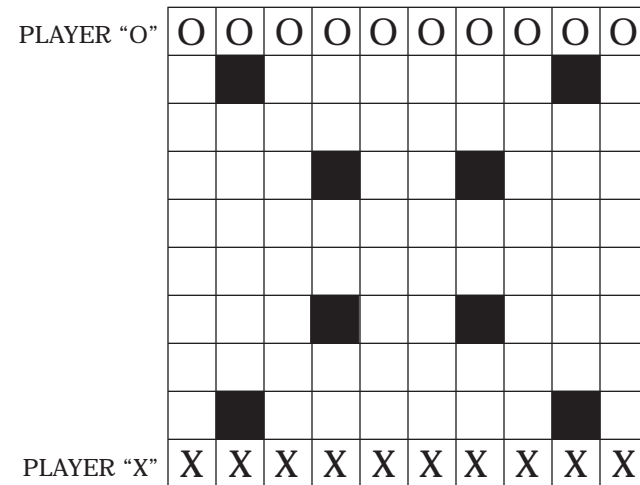
**EXAMPLE:** If a 3 and a 4 are rolled on the *MegaDice*, ONE *MegaSphere*<sup>™</sup> may move THREE SPACES in any straight direction, while ANY OTHER *MegaSphere*<sup>™</sup> may move FOUR

SPACES in any straight direction. (See Diagram 2. Also see “Other Roll Possibilities”.)

If a 3 was rolled on one of the *MegaDice*, player “X” (approximate center of Diagram 2) can move 3 spaces away in any straight direction (see arrows on Diagram 2). Up to 8 possible moves on one *MegaDie*.

**IMPORTANT:** All space movements MUST BE MADE IN ANY STRAIGHT DIRECTION according to the number rolled. You CANNOT split in any way the number rolled on ONE of the *MegaDie*. In other words, if a number 3 is rolled on one *MegaDie*, you MUST MOVE ONE *MegaSphere*<sup>™</sup> ALL 3 SPACES, either forward, backward, sideways or diagonally. You cannot, in this case, move 2 forward and 1 sideways to account for the total of 3 rolled. You cannot combine the numbers rolled on both *MegaDie* onto one *MegaSphere*<sup>™</sup>. You also CANNOT jump over any *MegaSpheres*<sup>™</sup> to get to any space.

**HOW TO MAKE A CAPTURE:** To make a capture, you must be on a DIRECT LINE and roll the EXACT number on one of the *MegaDice* equaling the number of spaces you are away from an opponent. (If you roll a number beyond your opponents *MegaSphere*, you cannot



Board Diagram 1

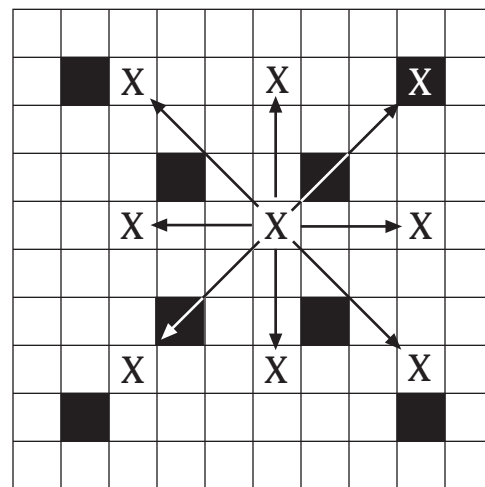


Diagram 2

**OTHER ROLL POSSIBILITIES:** Along with the basic space movements, the special *MegaDice* also dictate other possible avenues of play that occur when the symbols “O” and “X” are rolled!

1. If 0 and 0 are rolled, the player has NO space movement for any *MegaSphere*<sup>™</sup> for that turn.
2. If 0 and ANY NUMBER are rolled, the player has NO space movement for ANY ONE *MegaSphere*<sup>™</sup> but ANY OTHER *MegaSphere*<sup>™</sup> may move in ANY direction the number rolled.
3. If ANY NUMBER and “x” are rolled, the player may move ANY ONE *MegaSphere*<sup>™</sup> in ANY direction the number rolled while the symbol “X” means that the player also receives an EXTRA TURN! (Also see “ATTACKING STRATEGIES”.)
4. If a “0” and “X” are rolled, the player has no space movement but still receives an EXTRA TURN.
5. If “X” and “X” are rolled, the player has NO space movement but as a *MegaBonus*, the player may move ANY ONE *MegaSphere*<sup>™</sup> to any UNOCCUPIED *MegaSpace* BEFORE their EXTRA TURN.

**MEGASPACE:** Act as “TEMPORARILY SAFE ZONES” on the board. You CANNOT capture ANY *MegaSphere*<sup>™</sup> that is on one of these zones. However, there is ONE EXCEPTION to this rule. If “DOUBLES” are rolled on the *MegaDice* (1 and 1, 2 and 2, 3 and 3, 4 and 4), all *MegaSpaces* are now considered NO LONGER SAFE FOR THIS ROLL ONLY and the player can capture an opponent’s piece that may be on a *MegaSpace*, providing he is the appropriate number of spaces away according to the numbers he rolled. The *MegaSpaces* become safe again on the next player’s turn. When “DOUBLES” are rolled, you can even be on a *MegaSpace* and take an opponent’s *MegaSphere* that is on another *MegaSpace*.

Example: If a player is on a direct line and is exactly two spaces away from an opponent’s *MegaSphere*<sup>™</sup> that is on a

*MegaSpace*, the player MUST ROLL EXACTLY 2 and 2 (doubles) on the *MegaDice* to make a capture. In this same situation,

if a player rolls a 3 and 3 on the *MegaDice*, a capture cannot be made. It is possible to capture 2 of an opponents *MegaSpheres*<sup>™</sup> when “doubles” are rolled (each *MegaDie* can take one *MegaSphere*<sup>™</sup>) providing they are the exact number away on each *MegaDie*.

**ATTACKING STRATEGIES:** Each player should attempt to position their *MegaSphere*<sup>™</sup> game piece just out of reach (on no direct line) from their opponent (See Diagram 3, player “O”). For example, if “1” and “X” are rolled, the player now has the

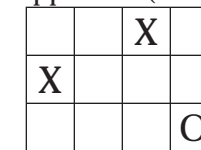


Diagram 3

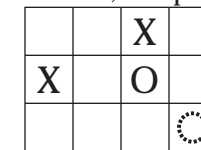


Diagram 4

Another attacking strategy is to try to attempt to position your *MegaSpheres*<sup>™</sup> on the *MegaSpaces*. In this way, the *MegaSpheres*<sup>™</sup> can be on a direct line from an opponent but they will be on a “temporarily safe” position, unless “DOUBLES” are rolled. Note: A player can even land on a direct line from an opponent and CHALLENGE the opponent into rolling the appropriate number!

GOING OUT: If a player is down to ONLY ONE *MegaSphere*<sup>™</sup>, that player can only use the space movement of ONE of the *MegaDie* that were rolled (player's option). (In this case, if "X" is rolled, other roll possibilities No. 3, No. 4, and No. 5 are still in effect. Also in this case, if "0" is rolled on one of the *MegaDie*, the player MUST MOVE according to the number rolled on the other *MegaDie*.

OVERALL WINNING: The overall winner is determined by THE LAST PLAYER LEFT WITH ANY *MegaSpheres*<sup>™</sup>.

OTHER GAME OPTIONS: For quicker games, players may use 8, or even 6, *MegaSpheres*<sup>™</sup> each, simply center the *MegaSpheres*<sup>™</sup> on each side in the last row of spaces as in Diagram 1.

You CAN play teams with Mega Moves<sup>™</sup>: Center 4 *MegaSpheres*<sup>™</sup> (same color) across from each other on each side of the game board (see Diagram 5). When it becomes a player's turn (rotating clockwise for turns), players may move any of their team color. In other words, either player can move ANY of the team's 8 *MegaSpheres*<sup>™</sup>.

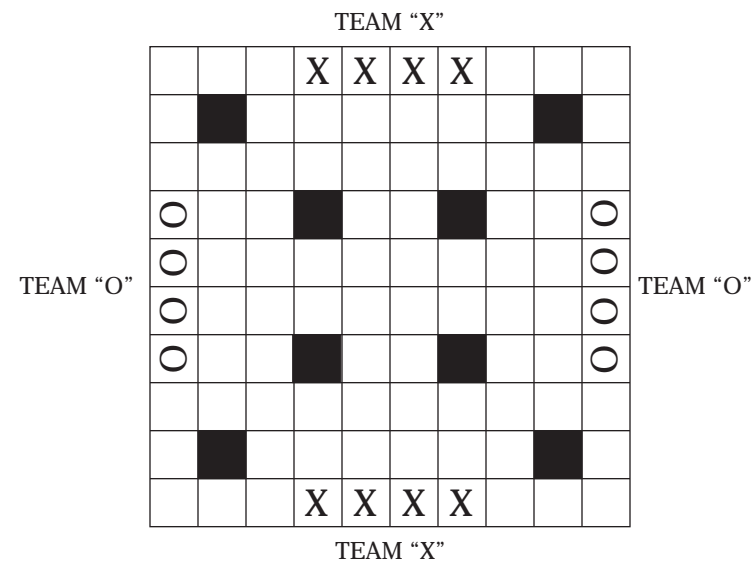
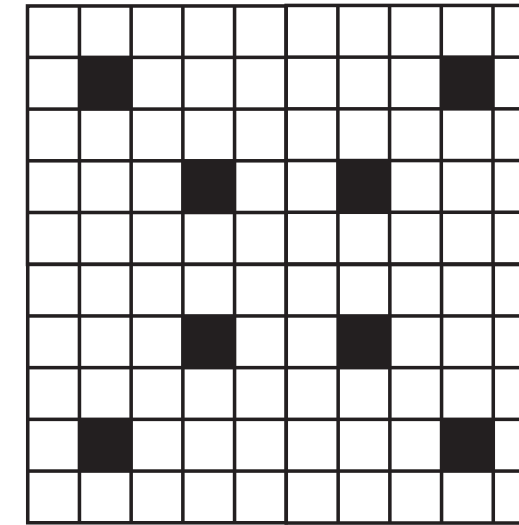


Diagram 5



Copyright 1984-1988-1991-2013  
 TEEGEE TOYS  
 54 N. Cadillac Dr.  
 Youngstown, Ohio 44512

# MEGA



# Moves<sup>™</sup>

*Mega Moves*<sup>™</sup> is the fascinating grid game of attacking strategies! The many avenues of *Mega Moves*<sup>™</sup> create a unique type of "wide open" play never before experienced in any other board game, yet it is still simple enough for the entire family to enjoy. Add to this the unpredictable roll of the special *MegaDice* and you will soon see that "Mega Moves is MEGA FUN!"

PLAYERS: 2 (Also see Team Play).      Ages 7 to adult.

OBJECT & SUMMARY OF PLAY: To capture opponent's *MegaSpheres*<sup>™</sup> (game pieces) by landing on the respective space occupied by those pieces. Space movements evolve from the numbers rolled on the special *MegaDice*. Once a player captures all of the opponents *MegaSpheres*<sup>™</sup>, that person is declared the winner of the game.

PIECES: 20 *MegaSpheres*<sup>™</sup> (10 each per player of any one color.)

DICE: 2 Special *MegaDice* each marked as follows: 0,1, 2, 3, 4, and the symbol "X" for an extra turn.

BOARD: Contains 100 spaces/squares with 8 designated *MegaSpaces* (red spaces).