



FAMILY GAMES

Motown Flying Chess

18 pcs

36+
MOS

NO.120435



3. 途中可互相攻击

在途中，若是其他玩家摇到的数字刚好在您棋子所在的格子，那么，您的棋子将打道回府，等待掷到6才能出发，如图C所示：

3. Can attack each other on the way

As shown in the figure C, if the number that other players shake is just in the grid where your piece is, your piece will go back to the "Parking Apron". You can only start again until throwing the number 6.



C



D

还有一种情况，如图D所示，有且仅有粉色棋子刚好落在橘黄色棋子进行飞跃的途中时，粉色棋子会被打回老家。

As shown in Figure D, the pink chess piece will go back to the "Parking Apron" when it falls on the way of orange chess piece's leap. This is for the pink chess pieces only.

如何取得胜利：

How To Win:

如图所示，玩家执橘黄色棋子，上一回合停留在深蓝蓝色格子位置，那么如果玩家投掷骰子大于3则会沿箭头直接进入胜利通道；进入通道后的棋子只能在通道里前进，且只有刚好投掷点数可停留在终点时才可以进入自己的阵营终点，否则需回退多余的步数。四颗棋子均到达终点后即可胜利！

提示：在胜利通道的第四格停留时请小心飞跃途中的异色棋子！

As shown in the figure, the player holds the orange chess piece and stops at the dark blue grid in the previous round, it will enter the victory channel directly along the arrow when throwing the number more than 3, and can only move inside after entering the channel. You can enter the end as long as the piece can stop at the end by the throwing number. Otherwise, you need to roll back the extra steps. You will win after four chess pieces reaching the end point.

Tips: Please be careful to the leap of different colored pieces when you stop at the fourth grid of the victory channel!



鹅棋玩法解析

How To Play

四名玩家分别选择一种颜色做为自己的棋子，每个玩家4颗棋子。将棋子放置“START”上，然后开始轮流投掷骰子，但棋子停留在特定的颜色格子时，会有相应的奖励规则（如下图标解说所示）最后投掷的点数刚好让棋子停留在终点格上方可获胜。

Each of the four players selects one color with 4 chess pieces. Put the chess pieces on the "START" and roll the dice in turn. There are some rules as the list below when the piece stops at the specific grid.

The first one has the piece flying to the end is the winner.



	起点 / Start		终点 / Goal		骰子，可再掷一次骰子 / Dice, throw one more time
	井盖盖，退回至起点 / Manhole cover, back to start				红绿灯，暂停一轮 / Traffic light, pause once
	浅灰色底色的格子均为安全格 / It's safe when stopping at the light gray grid				
	倒退骰子，再掷一次骰子并倒退对应步数 / Backward, throw one more time and fly back according to the number of dice				
	消防车(粉色)棋子走至5、6，可以前进至7 / Fire engine (pink) chess piece can fly to grid 7 when stopping at grid 5 or 6				
	救护车(浅蓝色)棋子走至10、11，可以前进至12 / Ambulance (baby blue) chess piece can fly to grid 12 when stopping at grid 10 or 11				
	校车(橘黄色)棋子走至15、16，可以前进至17 / School bus (orange) chess piece can fly to grid 17 when stopping at grid 15 or 16				
	警车(深蓝色)棋子走至20、21，可以前进至22 / Police car (dark blue) chess piece can fly to grid 22 when stopping at grid 20 or 21				

拍打转盘投掷骰子：转盘可拆卸，拿起棋盘将转盘顶出来或者往四周推按一下即可取出。

Tap the turntable to roll the dice.

The turntable is detachable by pushing up or pressing when picking up the board.



飞行棋面玩法解析

How To Play

如何出发：

How To Start:

玩家依次掷骰子，每位玩家只有掷出数字“6”，才可以出发；即把属于自己颜色的一个棋子放在出发区。例如：玩家选择使用橘黄色棋子，骰子掷出了6，可选择其中一个棋子放在如图的红框内，如图：

The players roll the dice in turn and can only start until throwing the number 6. Then put a chess piece belongs to his own color in the departure area. For example, the player chooses the orange pieces. When throwing the number 6, the player can put an orange piece in the position marked in red circle.



出发后如果骰子摇到了6，那么你将获得再摇一次的机会。如果仍然还是6，你可以选择顺时针走6步追击对手，也可以再选择一个棋子进入出发区域。

If the dice are shaken to 6 after departure, you will get a chance to shake again. If it is still 6, you can choose to go 6 steps to chase the opponents, or you can choose to put another piece in the departure area.

游戏规则与玩法：

How To Play:

1、遇到相同颜色的格子可跳一次

如图，停至与自己棋子相同颜色的方格内，玩家可以跳跃到下一个同色方格中。

1、Jump once when encountering the grid in the same color.

As shown in the figure, if your chess piece stops at the grid in the same color as your own pieces after departure, the piece can jump to the next grid in the same color.



2、遇到相同棋子图案的格子可直接飞跃

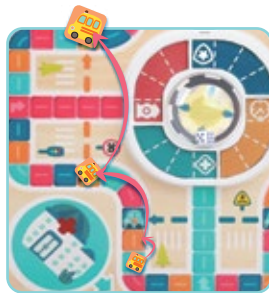
如图A，玩家执橘黄色棋子，假设上个回合已经落在如图箭头所指的浅蓝色格子，此时若摇到1，便到达了橘黄色方格，参照规则1可飞跃到下一个橘黄色格子，下一个还是橘黄色小车图案，可以继续飞跃到下一个橘黄色小车图案的方格上，完成跨越；

若如图B，该轮摇到5直接到达橘黄色小车图案的格子，则按照箭头飞跃到下一个橘黄色小车图案，且可再获得一次飞跃，到达橘黄色小车图案之后的橘黄色格子内。

2、Leap directly when encountering the grid with the same chess piece pattern.

As shown in the figure A. The player holds the orange chess and stops at the light blue grid indicated by the arrow in the previous round. Now the player throws the dice and it stops at the 1 dot side then it reaches the orange grid. According to rule number 1 it can leap to the next orange grid. If the next step still reaches the orange grid then leap again to next orange grid.

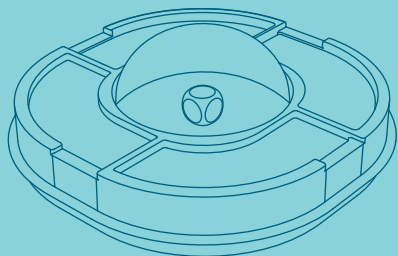
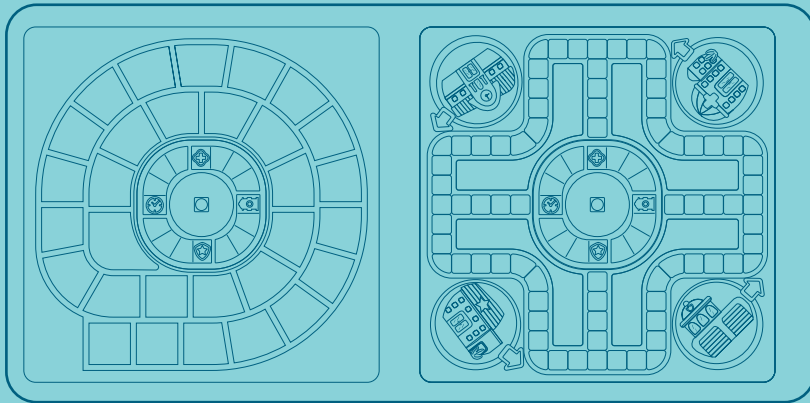
As shown in the figure B. The dice stops at the 5 dots side then it can reach the orange grid and can leap to the next orange grid according to the arrow. Now it can keep leaping to the next orange grid as it stops at the orange grid again.



A



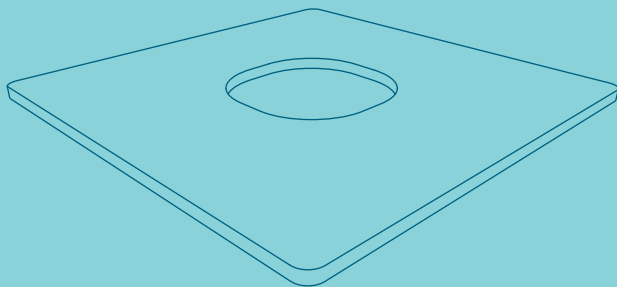
B



X1



X16



X1



⚠ 警告：

不适合3岁以下儿童使用。
内含小零件。

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