

# The ALF® Game

(Alien life form)

## RULES OF PLAY

ALF® is trying to find his "ol' buddy" Lucky the cat, so that he can take him out for lunch. Mrs. Ochmonek, the neighbor, has come over to borrow a cup of flour, and is nosing through the whole house. Can you help ALF® avoid Mrs. Ochmonek and find Lucky?

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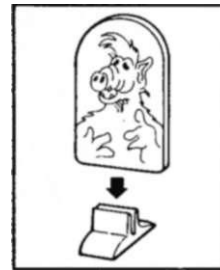
- 1 Game Board
- 2 Dice
- 5 Pawn Bases
- 5 Character Pawns - 1 Mrs. Ochmonek pawn
- 4 ALF® pawns (1 each of ALF® on a red, blue, green, and yellow background)

### OBJECT OF THE GAME

To take Lucky to lunch by being the first player to travel through the house and land on the LUCKY space.

### SETTING UP THE GAME

1. Put together the character pawns by sliding the character pictures into the plastic bases. (See Illustration)
2. Each player chooses an ALF® pawn and places the pawn on the ALF® "START" space.
3. The Mrs. Ochmonek pawn is placed on the space with her picture.
4. The youngest player goes first. Play then passes to the left, clockwise around the board.



### PLAYING THE GAME

1. During your turn you must roll both dice, and move your ALF® pawn **and** the Mrs. Ochmonek pawn.
2. Choose which of the dice you will use to move ALF®, and then move your ALF® pawn forward the number of spaces shown on that die. You then move the Mrs. Ochmonek pawn the number of spaces shown on the other die.

EXAMPLE: You roll a "4" and a "6".

You can move your ALF® pawn 4 spaces and Mrs. Ochmonek 6 spaces, or . . .

You could move ALF® 6 spaces and then move Mrs. Ochmonek 4 spaces.

3. If you wish, you can move Mrs. Ochmonek first, and then move your ALF® pawn.

Moving ALF®

4. You must always move your ALF® pawn forward (clockwise) along the path, unless he goes around the board and passes the LUCKY space. Once ALF® has passed the LUCKY space, he can move back and forth, trying to land on Lucky.

NOTE: Any number of ALF® pawns may occupy the same space.

### MOVING MRS. OCHMONEK

5. You may move the Mrs. Ochmonek pawn either forwards (clockwise) or backwards (counter-clockwise) around the game path. You may **not** move her onto the START space, or a space with a picture of one of the family members.

6. If you move Mrs. Ochmonek onto a space with an ALF® pawn, Mrs. Ochmonek has seen ALF® and he must run **back** to hide behind a family member. This means that the ALF® pawn Mrs. Ochmonek sees must move back along the path, stopping at the first family member space it comes to. If there is more than one ALF® pawn in the space, each ALF® pawn that Mrs. Ochmonek sees must move back to hide behind a family member.

NOTE: If Mrs. Ochmonek lands on an ALF® pawn that is on a space between the START space and the first family member space, that ALF® pawn must return to START.

7. Mrs. Ochmonek can help you to slow down opponents you are racing against and catch opponents who are in the lead. If you are in the lead, moving Mrs. Ochmonek away from you can make it harder for other players to have Mrs. Ochmonek send your ALF® pawn back.

8. After you have finished moving your ALF® pawn and the Mrs. Ochmonek pawn, your turn ends. The player to your left then takes a turn.

### FINDING LUCKY

9. To find Lucky, ALF® must land on the LUCKY space by exact count. (Remember, if you pass the LUCKY space, you can turn around on your next turn and try to go back to it.)

### WINNING THE GAME

The first player to land on the LUCKY space wins the game.

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