

24™



DVD BOARD GAME INSTRUCTIONS

A NEW TERRORIST THREAT HAS ARISEN. CTU IS ON THE CASE, BUT THE CLOCK IS TICKING. WILL YOU BE THE ONE TO STOP IT IN TIME?

OBJECT:

Playing as CTU agents working with Jack Bauer (Kiefer Sutherland) and his CTU team, uncover clues and neutralize imminent threats to national security before 24 hours are up!

CONTENTS:

○ DVD ○ Game Board ○ Instructions ○ 4 Movers ○ 22 Location Cards ○ 54 Clue Cards ○ Label Sheet

Note: A television and DVD player are required to play this game, but they are NOT included.

SETTING UP:

Set up the board in front of a TV & DVD player so everyone has a clear view of the screen. Have the DVD remote close at hand. The 24 DVD Board Game is designed to be played by 2 to 4 agents.

If it is the first time you are playing the game, place an agent ID label on the face of each mover.

PLAYING:

The 24 DVD Board Game features three unique 24-hour scenarios. In each, you will need to thwart a different terrorist plot. Select the day that you wish to play, shuffle the corresponding clue cards, and place them next to the board. Next, place the corresponding day's location cards on the board's location squares in any order. Cards are labeled for each day.



○ Insert the DVD into your DVD player.

○ To get on-screen instructions, select "How to Play" from the main menu.

○ To start the game, select "Play" from the main menu.

○ You will see a Day Selection Screen. Select the Day that you wish to play. For extended play, refer to Extended Play Instructions below.



○ The agent selection screen will now appear. Each player should select an agent and place the corresponding agent ID card on the board at CTU.



○ Once all the agents have been selected, choose "No Other Agent Needed" on the menu screen and the DVD will reveal the play order.

○ Next, Jack Bauer will brief the players on their mission and launch the 24-hour countdown. The clock will appear intermittently throughout the game to let players know how much time is left.

- The agent location screen will now appear allowing the first agent to choose where they wish to investigate. The player should place their agent ID on the space corresponding to the location selected.



- Locations will have mini-games and challenges ranging from wounding a suspect to decrypting a hard drive. Winning some games

will yield a clue. Some may be useful, while others may be dead ends. If one agent does not succeed in a challenge, the next player may choose to visit that location to finish the job, or investigate another location.



- Players should pay close attention to other agents' turns to learn from clues or mistakes and progress through the game before 24 hours are up.

CLUE CARDS

At points throughout the game the DVD will instruct a player to select a clue card. Most clue cards provide hints that may help thwart the plot. Agents should work independently to determine the value of the information provided. But beware...there is a mole card in the deck.



MOLE CARD

If a player draws the Mole Card, he or she must follow the special instructions on the card. The agent's objective is now to help the terrorists carry out their plot!

WINNING THE GAME

You Are A Good Agent!

In order to win, you must make it to the final location before 24 hours have expired and successfully complete the challenge to stop the terrorists.

You Are The Mole!

Follow the instructions on the mole card to help the terrorists and win the game.

EXTENDED PLAY

When a player successfully completes a Day scenario, the DVD will reveal a portion of a code. Successful completion of all three Days will provide all portions of the code. Players should write these numbers down. Once collected, they can be entered in the Extended Play option from the Day Selection screen.



Once you input the correct code, you will go to the agent selection screen. Choose your agents and receive your play order. Place your piece on the start square corresponding to your agent ID color. Start squares are indicated with colored triangles.

Players now race along their colored path to be the first to reach CTU. Players must complete a randomly selected mini-game to move forward one space on the board. The first agent to CTU wins!

FOR 2 OR MORE PLAYERS

AGES TEEN TO ADULT

Note: Due to some graphic content, player discretion is advised.

We appreciate your comments on the 24 DVD Game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1 800 800-0298.

Visit our website at: www.pressmantoy.com

NOTE: This DVD is engineered to applicable DVD specifications and the highest standards of quality. Its advanced features may not be compatible with all players.

NOTE: DVD-ROM features require a Windows or Mac PC with DVD-ROM drive.

Please visit our website at: www.b1games.com

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