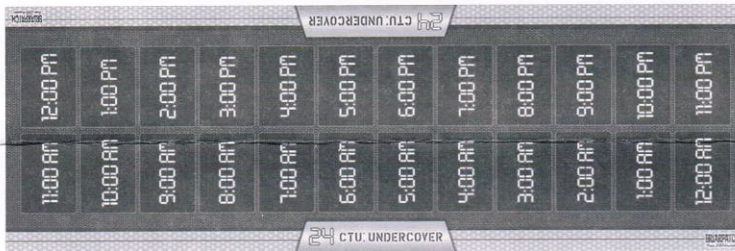


Ages 12+
2-4 Players

24TM CTU: Undercover game

Jack Bauer and CTU have gone undercover to foil yet another terrorist plot. How will the plot be uncovered? It is up to you to spy, interrogate and discover CTU's plans.

CONTENTS:



Card Mat (24 hour clock)

CALL#	ELEMENTS	HOUR	NOTES
#1	Jack Bauer Jesse Sheeler Tommy Platter Sergeant Packer Sergeant Packer Charles O'Brien Sergeant Packer Morgan Sheehan		
#2	Leslie Phillips T. J. Miller Percy Percy		
#3	Michelle P. A. Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer		
#4	Michelle P. A. Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer		
#5	Michelle P. A. Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer		
#6	Michelle P. A. Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer Sergeant Packer		

1 Pad of
PDA Tracker
Sheets

24 CTU Cards:



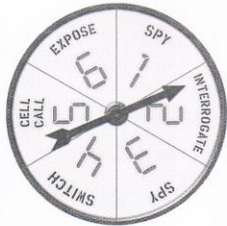
8 Characters
(black)



8 Locations
(green)



8 Technologies
(gray)



Action Spinner



Hour Marker



4 Personal
Digital
Assistants
(PDAs)



6 Die-cut
PDA
Faceplates

OBJECTIVE:

To be the first player to correctly identify another player's hand consisting of a CTU Character, Location, and Technology card.

CTU card locations are revealed throughout the game by Spying on an Exposing CTU cards and by Interrogating and Cell Calling other players (see below). Information that you gather will help you form your Accusations. Keep track of this information on your PDA.

PDA's:

Your Personal Digital Assistant (PDA) is used to keep track of CTU cards: characters, locations and technologies. List information that you gather on your Tracker Sheet (insert one sheet into your PDA)

When you Spy on a card on the gameboard, record the hour that appears underneath the card on your PDA Tracker Sheet. There is an "Hour" column on your Tracker Sheet for this purpose. There is an additional column on the Tracker Sheet for your notes. Keep this information confidential! The only time you should expose your PDA is when another player places a Cell Call to you. Your PDA is also used in making and receiving Cell Calls (see *Cell Calls*).

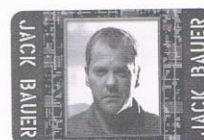
SET UP:

Place the card mat (24 Hour Clock) on the table. Shuffle the 24 CTU cards and place one card (face down) on top of each hour on the clock.

Select one black, green, and gray CTU card from any hour on the card mat to create your hand.

Take one PDA, one Tracker Sheet and one pencil. Cross off the CTU cards that you have in hand on your PDA tracker sheet in the "Notes" column. Place the Hour Marker on any open space on the game board (a space that does not contain a card).

CALL#	ELEMENTS	HOUR	NOTES
#1	KIM BAUER		
	JACK BAUER		X
	NINA MYERS		
	TOMY BLONDI		
	GEORGE MASON	3AM	
#2	SHERRY PALMER		
	COLLE O'BRIEN		
	DAVID PALMER		
	MIDDLE EAST		
	LOS ANGELES	12PM	
#3	CTU		X
	MOSCOW		
	MEXICO		
	KOSOVO		
	AIR FORCE ONE	5PM	
#4	MOJAVE DESERT		
	BIOMETRICS		
	GPS DEVICE		
	PHONE TRAP		
	THERMAL VISION		
#5	MICROCHIP		
	NIGHT VISION	10AM	
	SATELLITE FEED		
	TRUTH SERUM		X



Cross off any cards that you are holding

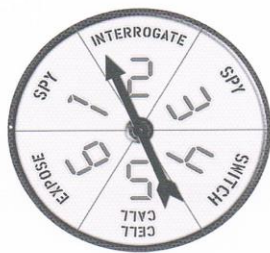
HOW TO PLAY:

The Player closest in age to 24, or any multiple of 24, goes first.

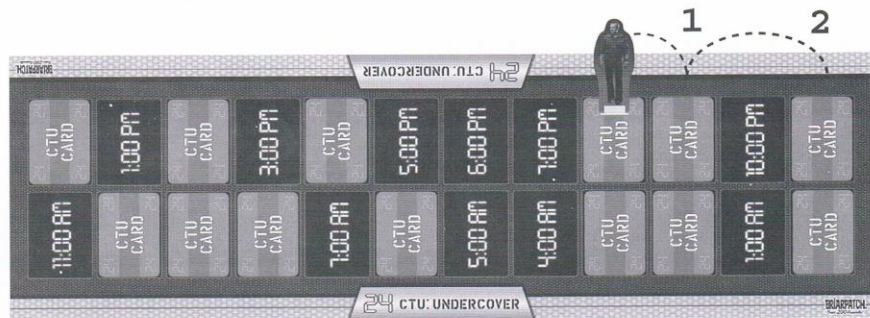
Spin the Action Spinner:

Move the Hour Marker around the game board the number of spaces indicated on the Spinner, counting only the spaces covered by a card. Perform the Action indicated on the Spinner, as follows:

EXAMPLE:



You spin a "2" on the Action Spinner



Move the Hour Marker forward 2 card-covered spaces. Perform the Action on the Spinner ("Interrogate").

Y: Peek at the card under the hour marker. Don't show anyone else and leave the card on the Mat. Write the hour (e.g. 8AM) in the hour column that corresponds to that card on your PDA Tracker Sheet and cross off the card. **IMPORTANT:** You must write the correct hour beside the card, as this is needed for Cell Calls.

POSE: Turn over the CTU Card on the Card Mat so that all players can see it. Cross off the card on your PDA Tracker Sheet.

ITCH: Switch the Card on the Mat with any card of the same category in your hand. Place the card that you have switched on the Card Mat, face up, so that all players can see it. Cross off the card on your PDA Tracker Sheet.

CELL CALL: Call a player of your choice and view his/her PDA Tracker Sheet. Select one PDA Faceplate #1-#6 that you believe will reveal information that you need to form your accusation and hand it to the player that you desire to call. The player called places the faceplate over his/her PDA and hands it back to you. If an hour appears next to the name of a character, location, or technology, no one is holding the corresponding card so cross off the card(s) on your PDA. Hand the PDA back to your opponent, who removes the faceplate.

nt: Choose a faceplate that reveals a CTU card category that you need to finalize your accusation.

Continued on next page...

INTERROGATE: This card gives you an opportunity to guess an opponent's hand, without penalty. Formulate an accusation that will give you needed information. *e.g. "Are you JACK BAUER, located on AIR FORCE ONE using NIGHT VISION GOGGLE technology to thwart the terrorist?"*) The player being interrogated must show you (not the other players) any CTU cards that match your accusation. Cross off the cards on your PDA. Your turn is over.

Making An Accusation:

You may make an accusation at the conclusion of your turn (unless you have already interrogated a player), although you are not required to do so.

.Pick any opposing player.

.Using the notes on your PDA, formulate your accusation.

e.g. "You are CHLOE O'BRIAN in KOSOVO using a MICROCHIP to thwart the terrorist.")

.Your opponent must reveal any cards that match your accusation, so that all the players can see them. Note those cards on your PDA.

.If all three cards the player is holding match the cards you have called out, the accused player exclaims, "CTU UNCOVERED" and shows his cards. The game is over. **You win!**

.If your accusation is incorrect (one or more cards the player is holding does not match the cards you have called out), the Accused player asks you to reveal one of your CTU cards. Show your card to all the players and then put it back into your hand.

note: If all of the cards on the Card Mat are removed before the game ends, then each player must make an Accusation on his/her turn.

WINNING THE GAME:

You win the game when your accusation correctly identifies all three CTU cards held by another player.

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Based on the series created by Joel Surnow and Robert Cochran
Game Inventor: P. Joseph Schumaker, Jr.

