

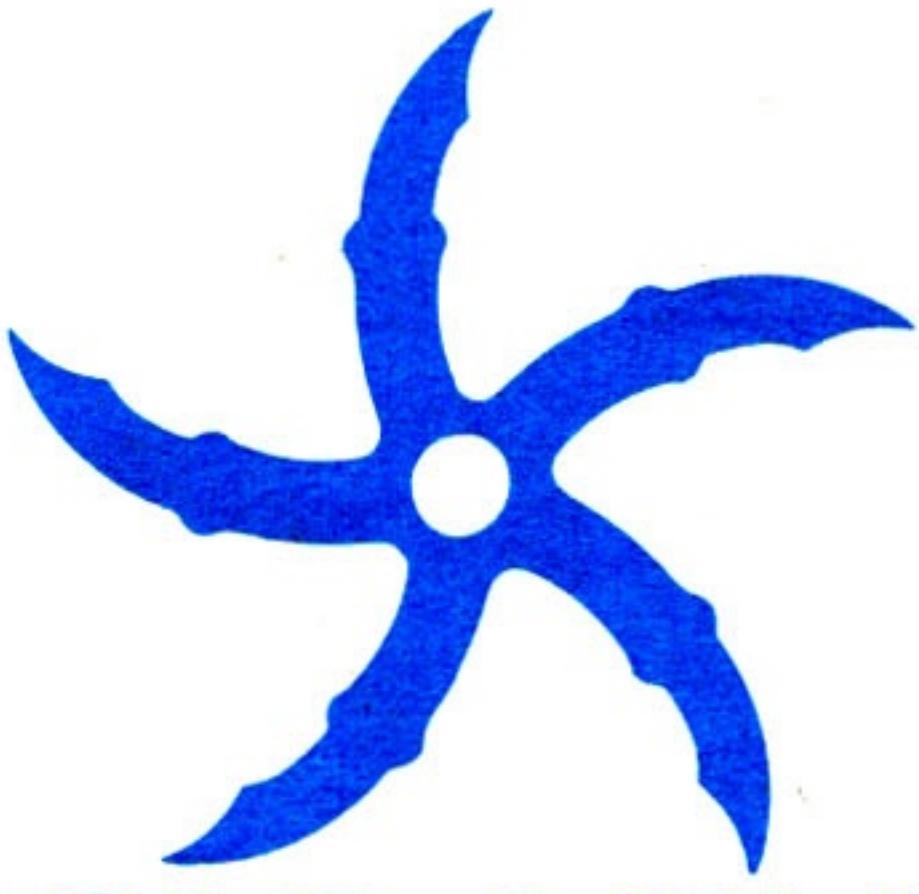
K'RULL

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PARKER BROTHERS
GAME OF HEROES
BASED ON THE
FEATURES COLLECTIBLE 3-D

KRULL™



PARKER BROTHERS GAME OF HEROIC ADVENTURE

Rules © 1983 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

2-4 players/Ages 8-adult

OBJECT

You and your opponents are battling to save Princess Lyssa from the Beast. (He's taken her from Prince Colwyn and carried her off to the Black Fortress!) You must capture the Glaive card. Don't let opponents take it from you! And locate the Black Fortress card, while keeping its whereabouts a secret from others. Once you have the Glaive and can expose the Black Fortress, battle the Beast and try to rescue the Princess. Defeat the Beast and you're the winner!

EQUIPMENT

game board • 4 playing pieces • 1 number die • 1 "Fight" die • 24 Krull cards • 1 Prince Colwyn figure • 1 Beast figure • Black Fortress battle scene board.

SET UP

1. Place the game board in the center of the playing area.
2. Set aside the box bottom with the Black Fortress Battle scene board in it, as well as Prince Colwyn and the Beast, for later use.
3. Choose a playing piece and place it onto a **YELLOW** "Firemare" space near the center of the game board. Only one playing piece per space. These are the *starting* spaces. When using these as starting spaces, do not follow the directions for "Yellow Firemare" spaces.
4. Give each player 1 Krull character card worth 4 strength points. (NOTE: The number on each card represents that character's strength point.) Each player places this card face up in front of him or her.
5. Remove the Black Fortress card from the deck.

6. Shuffle the remaining cards. Place any 5 of these cards face down next to the game board. *This is the draw pile.* (NOTE: For a two-player game, place 7 of these cards next to the game board. For a three-player game, 6 cards.)
7. Add the Black Fortress card to the remaining cards and shuffle them. Place one card, face down, onto each of the 15 spaces indicated on the board (NOTE: There are 3 of these spaces next to each "Fight" space on the board.)
8. Each player rolls the number die once. The player with the highest roll goes first. Play then passes to the first player's left.

DURING THE GAME, YOU WANT TO DO THE FOLLOWING AS YOU MOVE ALONG THE SPACES ON THE GAME BOARD:

1. Collect character cards worth various strength points in order to fight the Slayers and Changelings.
2. Find the Glaive and gain possession of it.
3. Locate the Black Fortress while keeping its whereabouts hidden from your opponents.

PLAYING

On your turn, do the following in order:

THIS MAY NOT ALWAYS APPLY TO YOU DURING GAME PLAY. IF IT DOES NOT, YOU MAY BEGIN YOUR TURN BY FOLLOWING DIRECTIONS #2 THROUGH #4 FOUND BELOW.

1. **IF** one of your characters has been caught by a Changeling, roll the "Fight" die in order to try to free him. If you roll a "Glaive," you've saved your character. Place this character face up in front of you. But if you roll "Slayers," then you must place your character card at the bottom of the draw pile. **NOTE:** Roll the "Fight" die once for each character caught by a Changeling.
2. Roll the number die and move, in the direction of the arrows, the number of spaces equal to your roll. **NOTE:** You do not have to land on a "Fight" space by exact count. If you wish to land there, you may stop moving once you've reached it.
3. Play one card, if you wish, at any time during your turn.
4. Follow the directions on the space where you land.

SPACES ON THE BOARD

Yellow Center Spaces. These are the spaces which surround "Dawn" in the center of the game board. They are labeled "Firemare" and "Trade a Card." During the game, when you land on either of these spaces, you must *first* exchange the positions of any 2 cards between any 2 "Fight" spaces before following the directions for each space.

Firemare. Get ready for some fast moves! When you land here, you *must* move to any other space on the game board and follow the directions for that space.

Trade a Card. Gain character cards worth higher strength points. Or maybe capture the Glaive! When you land here,

if you wish, you may trade any one of your cards with another player in exchange for one of his or hers. Choose one of your cards and give it to the player with whom you wish to trade. Then, *before adding this card to his or her hand*, that player shuffles his or her cards and holds them face down. You pick one card and place it *face up* in front of you. (**NOTE:** You may pick a card even if you don't have a card to trade.) **PLAYERS CANNOT TRADE CHARACTERS WHICH HAVE BEEN CAUGHT BY CHANGELINGS.**

Draw a Card. Here's your chance to collect more character cards! Pick a card from the draw pile, if there are any, and place it *face up* in front of you.

Who's a Changeling? Changelings are members of the Beast's army. They can change their appearance to look like anyone they wish. So trust no one! When you land here, test the true identity of any player's character by accusing it of being a Changeling.

Example: If a player has the character, "Nennog," you might say, "I think Nennog is a Changeling!"

Roll the number die to learn the truth. If the number you roll is *equal to or below* that character's strength point, then he *is not* a Changeling. If the number is *higher than* his strength point, he *is* a Changeling. The player who holds this character card must turn it *face down* and wait for his or her turn to roll the "Fight" die to try to save him. (See "Playing #1.")

Cyclops lets you look at 2. Now's your chance to see what lies ahead. You may look at—but not take—any 2 cards next to any of the "Fight" spaces. Return them *face down* to the "Fight" spaces from which they were taken. **REMEMBER. YOU'RE TRYING TO FIND THE GLAIVE AND THE BLACK FORTRESS BEFORE YOUR OPPONENTS FIND THEM!**

Everyone Fights a Changeling. Join the fight against the Changelings! Each player chooses one of their character cards and places it next to the game board. Then, you roll the number die once. If the number you roll is greater than the strength point of any character selected for the fight, the player holding that card must turn it *face down* and wait for his or her next turn to roll the "Fight" die to try to save him. All other characters are safe. (See "Playing #1.")

Fight. (**REMEMBER: YOU DO NOT HAVE TO LAND ON THIS SPACE BY EXACT COUNT.**) Can you defeat the evil Slayers? You decide! When you land on this space, you have the option to fight or not to fight. If you choose not to fight, end your turn.

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FIGHTING

If you decide to fight, you must have at least one character card. Roll the "Fight" die.

- A. If you roll the "Glaive," you do not have to fight. Instead, you may immediately look at 1 of the 3 cards next to the "Fight" space you've landed on. *If it is not the Black Fortress card, you may take it if you wish and place it face up in front of you. End your turn.*
- B. If you roll "2 Slayers," "3 Slayers," or "4 Slayers," then you must fight. Select one of your character cards for the fight and place it next to the game board. Roll the number die as many times as needed to defeat all the Slayers on the "Fight" die. Each time you roll the number die, you must roll a number equal to or less than the strength point of your character in order to win the fight.

As soon as you roll a number higher than the strength point of your character, you automatically lose that character card. Place this character at the bottom of the draw pile. If there are any Slayers (die rolls) left in the amount required to win the fight, you must select another one of your character cards to fight the remaining Slayers. **IF YOU DON'T HAVE ANY CHARACTER CARDS, END YOUR TURN.**

Example: Say you've rolled "3 Slayers" on the "Fight" die and have selected the character "Bardolph" worth 4 strength points for the fight. You must roll the number die 3 times, rolling a 4 or less each time.

Roll #1—you roll a 3 and win.

Roll #2—you roll a 5 and lose.

Place "Bardolph" at the bottom of the draw pile. Two Slayers remain to be beaten. You must select another character card, if you have any, to fight the 2 remaining Slayers. Say you have chosen the character card, "Nennog," worth 3 strength points. You must roll the number die 2 times, rolling a 3 or less each time.

Roll #1—you roll a 3 and win.

Roll #2—you roll a 2 and win.

You have successfully beaten all 3 Slayers on the "Fight" die.

- C. **Winning a Fight.** When you have successfully beaten all the Slayers in a fight, you may look at, and take if you wish, 1 of the cards next to the "Fight" space you've landed on.

KRULL CARDS

Play one card on a turn if you wish.

Glaive. This ancient weapon holds superior powers for anyone who finds it. You must have this card before you can disclose the whereabouts of the Black Fortress card and attempt to battle the Beast.

Black Fortress. This mysterious fort rises in a different location each dawn. You must find it! **REMEMBER: THE BLACK FORTRESS CARD IS NEVER REMOVED FROM THE BOARD DURING GAME PLAY.**

Try to Get the Glaive. If you know where to find the Glaive and have this card, use it to try to capture the Glaive. Roll the "Fight" die once. If you roll the "Glaive," take the Glaive card from the person who holds it or from the board. Use this card on your turn only and discard it to the bottom of the draw pile once it has been played.

Immune from Changelings. This card protects you from having to fight Changelings as long as you have it in your possession.

Immune from Slayers. This card protects you from the attacks of Slayers as long as you have it in your possession. You do not have to fight Slayers when you land on a "Fight" space. Instead, you may draw 1 of the 3 cards next to the "Fight" space you've landed on, if you wish.

Ergo. Poor Ergo. He's such a clumsy magician! You never know how powerful he'll be. When you hold this character card and wish to use it in a fight, you must roll the number die once. The number you roll is Ergo's strength point for that fight. You must also roll the number die once if Ergo is accused of being a Changeling.

Emerald Seer, Titch, Widow of the Web and Ynyr. Possess any one of these character cards when you win a fight and you may look at 1 additional card next to the "Fight" space you've landed on. With any of these character cards, you may also look at 1 additional card when you land on "Cyclops lets you look at 2." However, you may not take more than 1 card from the "Fight" space and may not look at more than 3 cards at a time. **THESE CHARACTERS MAY ALSO BE USED IN A FIGHT.**

ALL REMAINING CHARACTER CARDS VARY IN STRENGTH POINTS AND MAY BE USED TO FIGHT SLAYERS AND CHANGELINGS.

GETTING THE GLAIVE

You may try to get the Glaive in any one of the following ways:

- A. By landing on a "Draw a Card" space and picking the Glaive from the draw pile if it's the top card.
- B. By landing on a "Fight" space, winning the fight and drawing the Glaive from one of the cards next to that "Fight" space.
- C. By using a "Try to get the Glaive" card and taking the Glaive from another player or from the board. (See "Try to get the Glaive".)
- D. By landing on a "Trade a Card" space and trading with the player who holds it.

PREPARE TO BATTLE THE BEAST

When you think you know the location of the Black Fortress card and you have the Glaive card, you're ready to challenge the Beast.

Continue playing until you are able to land on the "Fight" space where you believe the Black Fortress card is located. Then, fight in the usual manner. If you lose, end your turn. If you win, turn the card you believe to be the Black Fortress face up. If the card you turn over is not the Black Fortress, you may either keep the card or turn it face down and end your turn. If the card you turn over is the Black Fortress, then get ready to battle the Beast.

Battling the Beast

Place the box bottom with the Black Fortress battle scene board in it next to the game board. Set the Beast on the eye-shaped space and Prince Colwyn on the largest blank space at the other end of the board. Princess Lyssa is pictured in the middle space on the board.

OBJECT. Move Prince Colwyn to the middle space and save Princess Lyssa before the Beast reaches her.

Roll the "Fight" die and the number die together:

- A. Roll an odd number and a Slayer, the Beast moves ahead 1 space.
- B. Roll an odd number and the Glaive, Prince Colwyn and the Beast each move ahead 1 space.
- C. Roll an even number and the Glaive, Prince Colwyn moves ahead 2 spaces.
- D. Roll an even number and a Slayer, you must fight the number of Slayers indicated. (NOTE: "Immune from Slayers" card does not apply here.)

Prince Colwyn has a strength point of 5. You must roll the number die as many times as the number of Slayers

on the "Fight" die, rolling a 5 or less each time you roll.

- Defeat all the Slayers and Prince Colwyn moves ahead 1 space. • Lose and Prince Colwyn moves back 1 space. (Do not move back from the starting space.)

NOTE: Should the Beast and Prince Colwyn reach Princess Lyssa at the same time, both must move back 1 space. You must roll again.

WINNING THE GAME

Move Prince Colwyn to the space where Princess Lyssa is waiting before the Beast reaches her and you're the winner! But if the Beast reaches her first, then you must end your turn. Keep the Glaive card, but turn the Black Fortress card face down in the same space where it was found. Return to the game board (where play then passes to your left), and continue playing until someone gets the Glaive, finds the Black Fortress and successfully battles the Beast.

STRATEGY HINTS

- It may be best not to take the Glaive from a "Fight" space until you know the location of the Black Fortress card. Otherwise, another player may try to take it from you.
- When you know the location of the Black Fortress card and have a "Try to Get the Glaive" card, wait to land on a "Fight" space next to the Black Fortress card before trying to take the Glaive from another player. By doing this, you can get the Glaive and uncover the Black Fortress on the same turn.
- Sometimes, you may wish to look at, but not take a card next to a "Fight" space. Other players may believe you've found the Black Fortress card or the Glaive card even if you haven't found it!
- Landing on a "Trade a Card" space does not mean you must trade a card. Trade only if you can weaken your opponent or strengthen yourself.
- Accumulate as many character cards as possible before you fight. The more characters you have, the better your chances for winning. Get them by landing on "Draw a Card" or "Trade a Card" spaces.



We will be happy to answer your questions about KRULL. Contact the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester LE6 2DE England.