**Game Manual**

**Objective** – The objective of the game is to get to the end of the level and defeat the boss.

**Contents** – 2 dice, 14 pegs( 1 blue is player, 3 blue are boss health, 4 red enemies, 3 green player health, 3 yellow enemies), and game board, game manual.

**Set-Up** – Place pegs on associated colored circles on the board.

**Scoring** – 5 points for each red enemy defeated. 10 points for each yellow enemy defeated. 30 for defeating the boss at the end of the level, and once the boss is defeated 10 points for each health point the player has left.

**Game Play** – Player rolls one die to move around the board. All blue/green colored spaces are moveable spaces. When the player is within 2 spaces of an enemy the player goes into battle. The player can regain health by landing on green squares. The yellow spaces are elevator tiles, once a player lands on the elevator they are taken directly to the top. Once the boss is defeated the player needs to go to the purple square to move on to the next level.

**Battle** - The player has to roll one die for him/herself and one die for the enemy. If the rolls for the enemy and player are the same re-roll. If the roll of the enemy is higher than the players the enemy moves one square closer to the player, if the enemy reaches the player the player loses one health. If the players roll is higher than the enemies the enemy dies. The boss has 3 health and the rules for dealing damage are the same, except the boss does not move and the player will receive damage whenever the player roles less than the boss.