

Board Game Battle

(based on Nintendo Wii Party: Board Game Island)

Ages: 8+

Players: 4

COMPONENTS:

- 8 x Game Board Pieces
- 4 x Dice
- 4 x Playing Pieces

SETUP

1. Lay out game board
 1. Each piece of the game board has numbers
 2. Place each game board piece according to this diagram

1	2	3	4
5	6	7	8

2. Select a playing piece
3. Place playing piece on the starting icon (Challenge #0)

TO WIN

- The first player to beat Challenge #6 is the winner

PLAY

1. Battle for Placement!

1. **Every round begins with rolling for placement**
2. All players roll dice
 1. 1st place is player with largest number on die
 2. 2nd, 3rd, and 4th place follow from largest to smallest number
 3. If there is a tie, the players that rolled a tie need to roll again for their place
3. 1st, 2nd, and 3rd place are each allowed 2 dice for their turn
4. 4th place is only allowed 1 die for their turn

2. Race Time!

1. Following order of placement, player rolls the dice
 1. For example, 1st place goes first
2. Doubles (matching dice)
3. Add up the total number from the dice. This number represents the total number of moves
 1. Rolling more than 2 dice? Matching dice (doubles)
 1. Roll 1 extra die and add more moves to the original sum
4. Move your playing piece and then take action!
 1. You cannot pass a Challenge, so any remaining moves are lost, and the turn is over

3. Take Action!

1. Challenge Square (Figure 1)
 1. Players can land on a Challenge square, and the turn is over
 2. Players cannot go past a Challenge square
 1. Player loses remaining moves, and is placed on the Challenge square
 2. The player's turn is over
 3. Player must roll a number **equal to** or **greater than** the displayed Challenge number
 1. The turn is over if the player rolls a number **less than** the Challenge number
 2. Players with 2 dice have an advantage of overcoming a Challenge
2. Tiles (Figure 2)
 1. Players can share a tile
 2. Players that are relocated to another tile do not take action
 1. All tile symbols are treated as a blank tile
 3. Once the player has taken action, the player's turn is over

4. Next Round!

1. End of the round once the 4th place player has completed their turn
2. **Repeat Rule #1 Battle for Placement** until Challenge #6 has been beaten

Figure 1

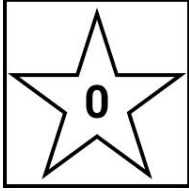
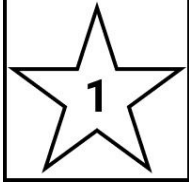
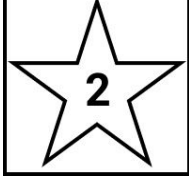
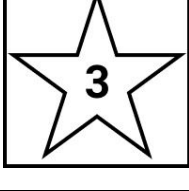
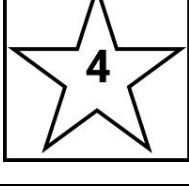
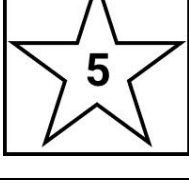

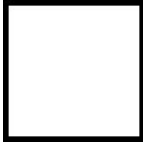
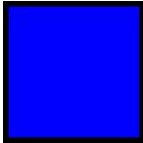
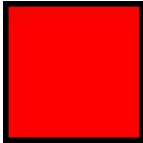




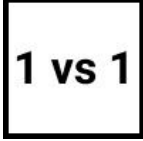








	<p>Start!</p> <ul style="list-style-type: none"> • Place all player pieces here to begin the game
	<p>Challenge #1</p> <ul style="list-style-type: none"> • Roll a 1 or greater, and move your game piece that number of spaces
	<p>Challenge #2</p> <ul style="list-style-type: none"> • Roll a 2 or greater, and move your game piece that number of spaces <ul style="list-style-type: none"> ◦ If not, turn is over
	<p>Challenge #3</p> <ul style="list-style-type: none"> • Roll a 3 or greater, and move your game piece that number of spaces <ul style="list-style-type: none"> ◦ If not, turn is over
	<p>Challenge #4</p> <ul style="list-style-type: none"> • Roll a 4 or greater, and move your game piece that number of spaces <ul style="list-style-type: none"> ◦ If not, turn is over
	<p>Challenge #5</p> <ul style="list-style-type: none"> • Roll a 5 or greater, and move your game piece that number of spaces <ul style="list-style-type: none"> ◦ If not, turn is over
	<p>Challenge #6</p> <ul style="list-style-type: none"> • Roll a 6 or greater and you win!

Figure 2

	Blank Tile <ul style="list-style-type: none"> • Nothing special here
	Blue Tile <ul style="list-style-type: none"> • This is the destination tile of the Boost Tile • This is also a Blank Tile
	Red Tile <ul style="list-style-type: none"> • This is the destination tile of the Setback Tile • This is also a Blank Tile
	+4 Tile <ul style="list-style-type: none"> • Move forward 4 tiles
	+5 Tile <ul style="list-style-type: none"> • Move forward 5 tiles
	+6 Tile <ul style="list-style-type: none"> • Move forward 6 tiles
	-4 Tile <ul style="list-style-type: none"> • Move backward 4 tiles • The destination tile is automatically a Blank Tile
	1 vs 1 Tile <ul style="list-style-type: none"> • Select an opponent (of your choice) to battle • The player and the opponent must each roll a die <ul style="list-style-type: none"> ○ If the player's roll is greater than the opponents: <ul style="list-style-type: none"> ■ Player moves forward 7 spaces ■ Opponent moves backward 7 spaces ○ If the player's roll is equal to or less than the opponents: <ul style="list-style-type: none"> ■ Do nothing, battle is over

	<p>1 vs 3 Tile</p> <ul style="list-style-type: none"> The player and the player's opponents (other 3 players) must roll a die <ul style="list-style-type: none"> If the player's roll is the highest or lowest (not equal to) number than the all 3 opponents: <ul style="list-style-type: none"> Player moves forward 10 spaces and player's turn is over If the player's roll is not higher or lower than the all the opponent's: <ul style="list-style-type: none"> Do nothing, battle is over and player's turn is over
	<p>Switch Tile</p> <ul style="list-style-type: none"> Roll the die <ul style="list-style-type: none"> This selects the opposing player's current placement number Rolling a 5 or 6 <ul style="list-style-type: none"> No switch, and the player's turn is over Switch the playing pieces with each other, and the player's turn is over
	<p>Random Tile</p> <ul style="list-style-type: none"> Roll the die <ul style="list-style-type: none"> This selects the opposing player's current placement number <ul style="list-style-type: none"> Nothing happens if player rolls a 5 or 6 Roll the die again <ul style="list-style-type: none"> This is the number of tiles that the selected player must go back <ul style="list-style-type: none"> The destination tile is automatically a Blank Tile
	<p>Detour Tile</p> <ul style="list-style-type: none"> Place player's piece on the Detour Tile in gray area of the Game Board <ul style="list-style-type: none"> On exit of the detour, player will resume from this tile
	<p>Exit Detour Tile</p> <ul style="list-style-type: none"> Return to the Detour Tile that originally placed you in the Detour
	<p>Boost Tile</p> <ul style="list-style-type: none"> Move forward to Blue Tile, and the player's turn is over
	<p>Setback Tile</p> <ul style="list-style-type: none"> Move backward to Red Tile and the player's turn is over
	<p>50/50 Tile</p> <ul style="list-style-type: none"> Roll an even number to move forward to Blue Tile Roll an odd number to move backward to Red Tile

