



Tillie Versus the BEAR

When your little brother falls into the cave, you're annoyed. Why can't he ever take care of himself? Then you hear the roar. There's a bear down there! All you have is your slingshot and wits, can you scare the bear away before it hurts your brother?

How to Play: You play as Tillie. Each turn, roll two dice. Choose one and then give the bear the other one. Put each die on the action corresponding to the number on the die, then do both actions. If you damage the bear, slide it's action bar one space to the left. After each turn, you may move your action bar one space to the right or left. If you get a Reroll or a Dodge, use the pieces at the bottom of the page to keep track of them.

Object of the Game: Scare the bear away by dealing it six damage. If you take three damage, you lose. Use a pencil to cross off  or  to track damage if you'd like.

THE BEAR

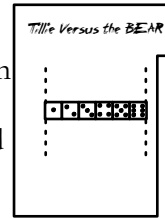



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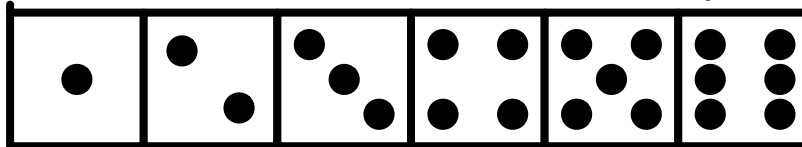
Assembly Instructions
Use scissors and follow these three steps, although you can tear the paper in a pinch.

1

Cut out the action bars for Tillie and the Bear.

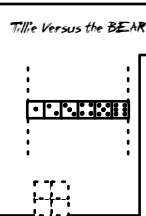


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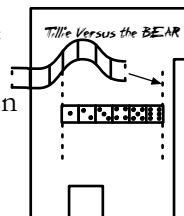
2


Cut out the ability tokens.



3

Slide each action bar into the slots.



Cut Here 

Tillie



Tillie's Abilities

Use these markers to keep track of when you can use Tillie's ability to **Reroll** and **Dodge**. They begin face-down. When you get an ability, turn the marker face-up. Reroll lets you reroll any die. Dodge lets you avoid taking damage for one turn. Using these abilities doesn't cost your turn. When you use an ability, turn the marker face-down again. **Enraged** and **Extra Damage** help you keep track of what's happening.


ENRAGED!

EXTRA DAMAGE

EXTRA DAMAGE

REROLL

DODGE

The bear starts with this on 

DEAL 1 DAMAGE

IF THE BEAR DEALS DAMAGE NEXT TURN, IT DEALS ONE MORE

SWITCH AND THE BEAR'S DICE

TAKE NO DAMAGE THIS TURN

NEXT TURN, THE BEAR GETS THE LOWER ROLL

ENRAGED! CAN'T BE HURT UNTIL THIS IS ROLLED AGAIN OR IS HIT BY DOUBLE SHOT

DEAL 2 DAMAGE


DEAL 1 DAMAGE

TAKE NO DAMAGE THIS TURN

GAIN 1 LIFE

REROLL THE BEAR'S DICE

DOUBLE SHOT! DEAL 2 DAMAGE EVEN IF BEAR IS ENRAGED

Tillie starts with this on 

DEAL 1 DAMAGE

IF YOU DEAL DAMAGE NEXT TURN, DEAL ONE MORE

TAKE NO DAMAGE THIS TURN

DEAL 1 DAMAGE UNLESS YOU TAKE DAMAGE

GET THE BEARROLL OR LOSE IF IF YOU HAD IF

GET THE DODGE OR LOSE IF IF YOU HAD IF

NEXT TURN TAKE BOTH DICE