



# GAME GUIDE

6+ YEARS

WARNING: CHOKING HAZARD—Small parts. Not for children under 3 years.

SKUs: 547990 / 548003 / 548010 / 548027

## QUICK REFERENCE

1. On your turn, you get four actions.
2. For an action, flick a "March" Slider to move a soldier down the field or flick an "Attack" Slider at an enemy to start knocking them out.
3. Be the first player to flick your "March" Slider and hit the enemy's goal without hitting another soldier in the process.



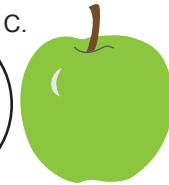
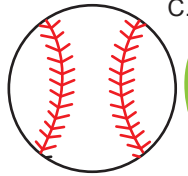
## 1. CONTENTS

- 8 Soldiers
- 8 X's to make 4 Hedgehog Obstacles
- 4 "March" Slider Stickers
- 8 Dog Tags
- 6 Sandbag Obstacles
- 28 Battle Star Stickers
- 1 Chain
- 4 "Attack" Slider Stickers
- 96 Bandage Stickers

## 2. YOUR SUPPLIES

(not included)

- A. 2 Small Coins
- B. 2 Large Coins
- C. 2 Items of Similar Size

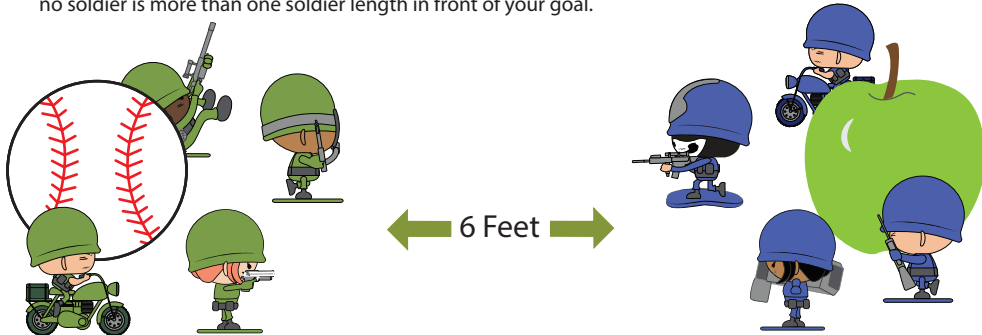


## 3. SET UP

1. Attention! Time to pick your armies, players. This needs to be a fair fight, so add up the power points printed on the bottom of each soldier. Each army needs the same total number of points. One army might look larger, but remember: generals are way more powerful than majors; majors are more powerful than privates. You get it, privates are just plain puny.
2. Next, each player selects a prized possession of equal size to guard as his or her goal. Size matters, cuz it's harder to hit a grain of rice than a watermelon.
3. Place an "Attack" Slider sticker over your small coin and a "March" Slider sticker over your large coin.

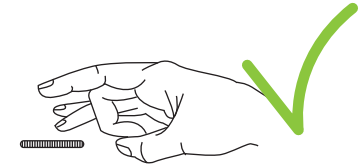
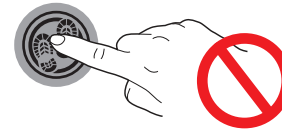


4. Time to hit the battlefield — you'll want a smooth, long surface about 6 feet in length, so a long table or the floor are perfect. Players: set up your army at opposite ends of the battlefield, any way you want, as long as no soldier is more than one soldier length in front of your goal.

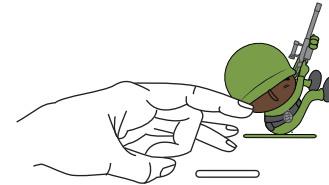


## 4. GAME PLAY

1. The youngest player goes first. Each turn, a player takes four actions. Choose to march or attack.
2. To march, place a "March" Slider on either side of the soldier you want to march down the field. Flick the Slider down the field as shown below. Your soldier marches to where the Slider stops. A flick is a flick. If the Slider barely moves, your soldier barely moves. If you flick the Slider off the table, the soldier stays put. And, be careful not to march into another soldier — you'll take one Hit Point (HP) and have to stay where you started.



3. To attack an enemy, place an "Attack" Slider on either side of your attacking soldier. Aim at an enemy and flick the "Attack" Slider. If you miss, that's one of your four actions. If you hit the enemy, that enemy takes Hit Points (HP) equal to the Attack Strength (AS) of the attacking soldier. See chart for AS stats.



4. Each soldier has a different total amount of Hit Points (HP) they can take. Once a soldier reaches his or her total Hit Points, the opposing army captures that soldier. Keep track of Hit Points by putting one of the bandage stickers on the soldier for each hit they take. See chart for HP stats. An easy way to think about it is that lower ranking soldiers have weaker weapons and shields, while generals are blinged out to the max.
5. Your mission is to capture your opponent's goal. Clear the soldiers in front and then attempt to hit his or her goal with your "March" Slider without hitting an enemy soldier in the process. If the Slider cleanly hits the goal, you've marched in and captured the prized possession — winning a Battle Star, bragging rights, and the admiration of your troops!

## 5. VETERANS ONLY

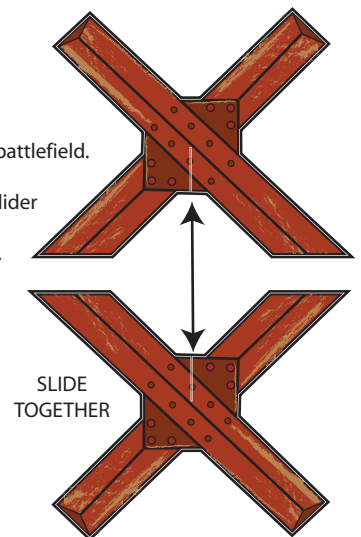
Add challenge to The Battle Game with obstacles!

1. Each player gets the same obstacles to place on his or her half of the battlefield.
2. Soldiers behind the obstacles don't take hits.
3. If a soldier is on either end of an obstacle, you can place the "Attack" Slider beside the obstacle and attack enemy soldiers behind cover.
4. You can't move through obstacles either. You must flick around them. Marching into one is the same as marching into another soldier.



FOLD

FOLD



SLIDE TOGETHER



# GAME GUIDE

6+ YEARS



## QUICK REFERENCE

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2. For an action, flick a "March" Slider to move a soldier down the field or flick an "Attack" Slider at an enemy to start knocking them out.
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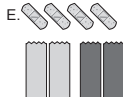
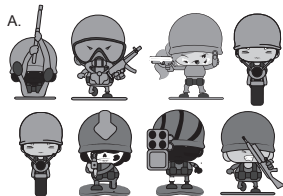
## YOUR SUPPLIES

(not included)

- A. 8 Soldiers (4 per player)  
B. 2 Small Coins

- C. 2 Large Coins  
D. 2 Items of Similar Size

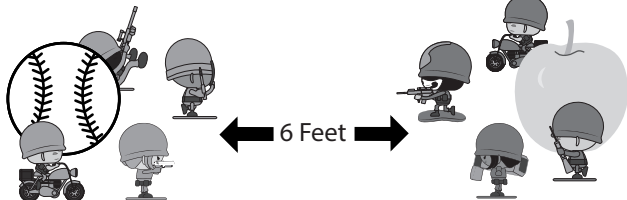
- E. Bandage Stickers (sold in Battle Pack) or Colored Tape



## SET UP

- 1 Pick your armies. Add up the power points printed on the bottom of each soldier. Each army must have the same total power points.
- 2 Next, each player selects a prized possession of equal size to guard as his or her goal.
- 3 Your battlefield should be a smooth, long surface about 6 feet in length, so a long table or the floor are perfect. Set up both armies at opposite ends of the battlefield. No soldier should be more than one soldier length in front of their goal.

POWER POINTS

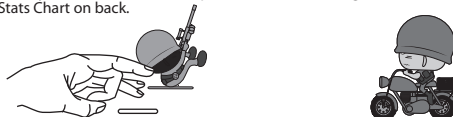


## GAME PLAY

- 1 The youngest player goes first. Each turn, a player takes four actions. Choose to march or attack.
- 2 To march, place a "March" Slider (larger coin) on either side of the soldier you want to move. Flick the Slider down the field as shown below. Move the soldier to where the Slider stops. A flick is a flick. If the Slider barely moves, your soldier barely moves. And, be careful not to march into another soldier — you'll take one Hit Point (HP) and have to stay where you started.



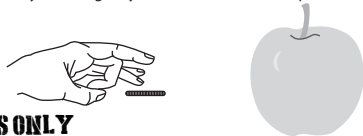
- 3 To attack, place an "Attack" Slider (smaller coin) on either side of your attacking soldier. Aim at an enemy and flick the Slider. If you miss, that's one action. If you hit the enemy, that enemy takes Hit Points (HP) equal to the Attack Strength of the attacking soldier. See Stats Chart on back.



- 4 Each soldier has a different total amount of Hit Points (HP) they can take. Once a soldier reaches his or her total Hit Points, the opposing army captures that soldier. Keep track of Hit Points by putting one of the bandage stickers (or piece of colored tape) on the soldier for each hit they take. See Stat Chart for HP.

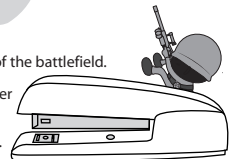


- 5 Your mission is to capture your opponent's goal. Clear the soldiers in front and then attempt to hit his or her goal with your "March" Slider without hitting an enemy soldier in the process. If the Slider cleanly hits the goal, you've marched in and captured the prized possession. You win!






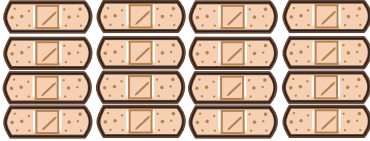



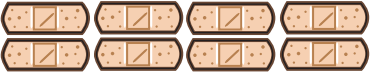







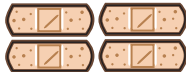





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  4. You can't move through obstacles. You must flick around them. Marching into one is the same as marching into another soldier.



# STAT CHART



		 HIT POINTS (HP)	 ATTACK STRENGTH (AS)
 GENERAL		 16	 6
 MAJOR	 COLONEL	 8	 4
 2ND LIEUTENANT	 CAPTAIN	 6	 3
 SERGEANT	 SERGEANT MAJOR	 4	 2
 PRIVATE	 CORPORAL	 2	 1

## IMPORTANT INFORMATION

- Only apply stickers on characters and coins as stickers may not be completely removed from all surfaces.
- Do not aim Sliders at the eyes or face when shooting.
- Illustrations are for reference only. Styles may vary from actual contents.
- Please keep this manual as it contains important information.



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