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RHINO HERO

SUPER BATTLE



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RHINO HERO SUPER BATTLE

ENGLISH

A turbulent 3D stacking game for 2 to 4 superheroes between 5 and 99 years old.

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Licensor: Excel Global Development
Illustrator: Thies Schwarz
Length of the game: 10 - 20 minutes

Rhino Hero is back on the job! And this time his superhero friends Giraffe Boy, Big E. and Batguin join him. Together the superheroes build a dizzyingly tall skyscraper. Will they manage to climb up the many levels of the skyscraper? Only if if was built carefully, and the heroes have a steady hand. Don't get ahead of yourself; battles can quickly send you back down to the bottom. Secure the superhero medal and stop the mean, hanging spider monkeys from disturbing you – it's the only way to be the winning superhero!

CONTENTS



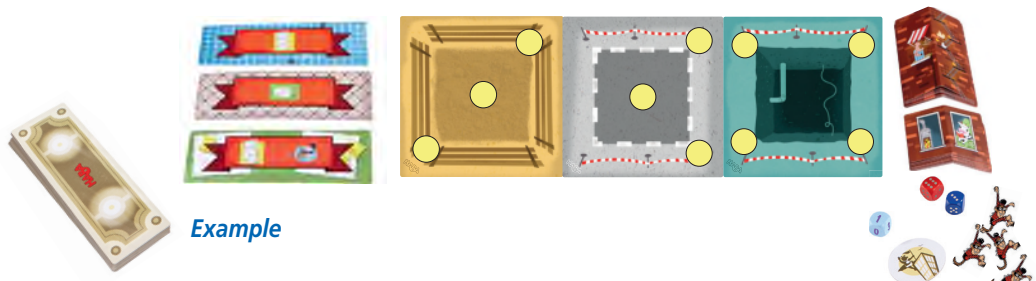
Before the first game: Carefully separate the spider monkeys and the superhero medal.

Anl_RhinoHero_Super-Battle303383_USA.indd 3 19.09.17 17:58

ENGLISH

PREPARATION

Position the three game boards so that the round yellow "build" points are face up. Place the three game boards in any order, in a row in the center of the table. Shuffle the floor cards and deal three cards to each player. Players hold the cards privately in their hands. Place three more floor cards on the table face up and create a face-down draw pile with the remaining floor cards. The short and tall walls are kept handy. Each player chooses one of the superheroes and places it in front of them. Spare superheroes are placed back in the box. Get the dice, spider monkeys and superhero medal ready.



Example

HOW TO PLAY

Play in a clockwise direction. The player who is the best climber can start. A move consists of 6 action points:

1. **Build!**
2. **Spider monkey attack?**
3. **Climb the skyscraper!**
4. **Super battle?**
5. **Superhero medal?**
6. **Draw another floor card**

The individual action points:



Build!

Select one of your floors to add to the skyscraper. The symbols on the top of this floor card show how many and which walls need to be set up in order to balance this floor card face-up on top.



This symbol means: use a short wall.

This symbol means: use a tall wall.





Anl_RhinoHero_Super-Battle303383_USA.indd 4 19.09.17 17:58

Take the corresponding wall or walls and place according to the following rules:

- A wall may only be set up over a build point on the game board. It needs to at least touch the point. Only one wall may be set up on each build point.
- Later on in the game walls can be set up on already placed floors where there is no restriction on placement. You are also allowed to mix the walls up (e.g. use one short and one tall wall with one wall card set up on the game board and the other on an already constructed floor).
- You must place all of the walls shown on the symbols in such a way that your floor card may be placed **horizontally** on top of these walls.
- Floors can be aligned in any direction; they do not need to be parallel to an edge of the game board.
- Later on in the game the floors might overlap slightly. This is permitted as long as another floor is not used as a support.
- You must set up the wall/walls in such a way that they are accessible to all figures.
- Players may use both hands for building – while doing so they simply place the other floor cards face-down in front of them.

Example:

A floor with these two symbols cannot be placed like this:



Here's how:



A floor with this symbol can be set up like this:



Did you manage to set up the wall/walls and floor without any part or the whole skyscraper collapsing ?

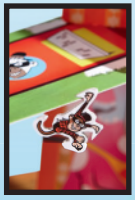
Then it's time for point 2:



2. Spider monkey attack?



Does the floor you set up have a spider monkey symbol on it?



Then you **must** take a spider monkey out of the stockpile and carefully hang it on this floor by its tail or its hand. If it falls down try again until the Spider monkey hangs securely. Later in the game the stockpile of spider monkeys may be empty. In this case take one that is already hanging on the building and hang it on the floor just placed. If nothing collapses then move on to phase 3:



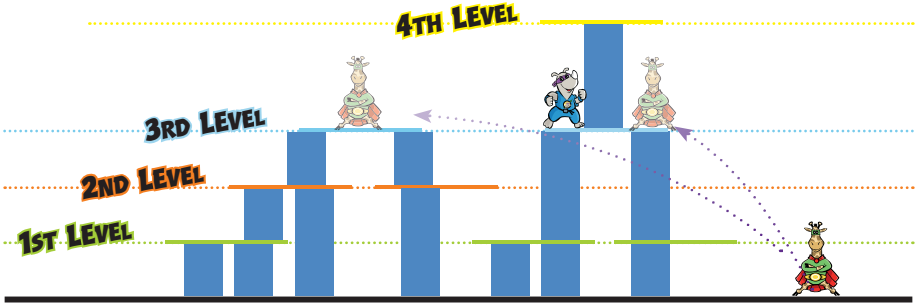
Anl_RhinoHero_Super-Battle303383_USA.indd 5 19.09.17 17:58

ENGLISH

3. Climb the skyscraper!

Now roll the light blue die. It tells you how many levels your superhero can climb up or (if the die shows -1) must move down.
This is based on how many levels the skyscraper has when looked at from the side.
All floors that are at the same height count as one level. One level can consist of multiple floors (close to each other or far apart), or just a single intermediate floor.

Example:



Max rolled a three and can move his Giraffe Boy from the bottom to the third level. It doesn't matter which of the floor cards on the third level he chooses to place the Giraffe Boy superhero on.

Important:

- Regardless of where the figure stands the entire level of the skyscraper is viewed as a whole.
- If there are multiple floor cards on one level then you can freely choose where to place your superhero.
- If your hero reaches the top level then the remaining die movement is not used.
- If your superhero is all the way at the bottom and you roll a -1 then your superhero remains where he is.

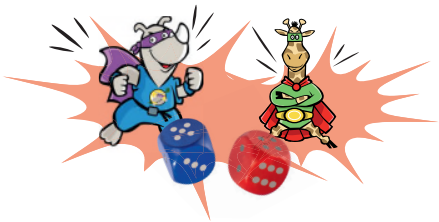
4. Super battle?

Did you place your superhero on a new level? Now look closely – is there another superhero already on the same level? Check the full width of the skyscraper! If the answer is yes, then it's time for a superhero battle. As a new arrival to this level you are the attacker:

1. As the attacker you receive the red die; the defender receives the blue die.
2. Both roll at the same time. The player who rolled the higher number wins and stays where they are, the other must move down one level.
3. If the loser ends up on a level that already has another superhero there is another battle! And so on ... The new arrival is always the attacker.

Anl_RhinoHero_Super-Battle303383_USA.indd 6 19.09.17 17:58

Example:
In the example shown Giraffe Boy battles against Rhino Hero. Max is the attacker and uses the red die, Felix, who is playing with Rhino Hero is the defender and uses the blue die.



5. Superhero medal?



Is your superhero the furthest up just before the end of your turn? Then take the superhero medal. At the start of the game you take it out of the stockpile, later on in the game the superhero medal moves from player to player.

6. Draw another floor card!

At the end of your turn draw another floor card so that you once again have three in your hand. You can either draw a floor card from the pile or choose one of the three cards that are lying face up. If you choose to draw a face up card then immediately fill up the free space with another floor card from the draw pile; place the floor card face up.

The next player takes their turn.

END OF THE GAME

The game ends immediately ...
... if a player causes the skyscraper to partially or completely collapse, regardless of when. The player who has the superhero medal at the time wins the game. **But:** if the player with the superhero medal is the one to collapse the skyscraper then **all the other** superheroes win the game together.

or

… once there are no more floors left to draw, all floors in a player's hand have been used or cannot be used. The last turn is completed and the winner is the player with the superhero medal.

FAQ &TIPS ➤



Anl_RhinoHero_Super-Battle303383_USA.indd 7 19.09.17 17:58

FAQ:

What happens if a player can't use any of their floors because the walls required don't fit anywhere?
The player misses a turn and instead they can exchange their floor cards by placing one, two or all of their floor cards at the bottom of the draw pile. The player then draws the corresponding number of floor cards from the draw pile or the face-up options. In the latter case fill the display up again by placing one to three floor cards from the draw pile face-up**.**

What happens if one or more spider monkeys accidentally fall off the skyscraper during building?
The player whose turn it is must hang the spider monkeys that fell down back somewhere on the skyscraper, and continue their turn.

Do I lose the medal if my figure is on the first floor and I roll a -1?
Yes, then you need to move your figure down and place the medal back in the stockpile.

What happens in the rare case that no player has a medal at the end of the game?
Then unfortunately you have all lost. Pull all your superhero strength together and start another game right away!

Tips:

When playing with younger players you can ...
... take out the floor cards with these two symbols before the game and play without spider monkeys.



... ignore the minus sign on the die and move your superhero up one floor with the die roll -1.

The game can be made more difficult ...
... by having the game board show less than 10 build points. At the start of the game place the three base pieces next to each other however you want. If only the red starting points are shown then there are only 5 points and you have chosen the most difficult starting setup.
... and/or by only allowing only one hand to be used for building. And it's even more difficult if players are only allowed to use their less dominant hand!

The game is more varied ...
… if you combine it with the game "*Rhino Hero*" (item no. 004789).
The walls from this game can be used as short walls. And if you use the additional Rhino Hero figure you can play with 5 players.





Anl_RhinoHero_Super-Battle303383_USA.indd 8 19.09.17 17:59







Dear Children and Parents,
After a fun round, you suddenly discover that a part of this HABA game is missing and is nowhere to be found. No problem! At **www.haba.de/Ersatzteile** you can find out whether this part is still available for delivery.

亲爱的孩子和家长，
经过一轮的乐趣，你会突然发现，缺少的这个HABA游戏的部件，无处可寻。没问题！**在www.haba.de/ Ersatzteile**，你可以找出这部件仍然可发货。

Liebe Kinder, liebe Eltern,
nach einer lustigen Spielerunde fehlt diesem HABA-Spiel plötzlich ein Teil des Spielmaterials und es ist nirgendwo wiederzufinden. Kein Problem! Unter **www.haba.de/Ersatzteile** können Sie nachfragen, ob das Teil noch lieferbar ist.

Chers enfants, chers parents,
Après une partie de jeu amusante, vous vous rendez compte qu'il manque soudain une pièce au jeu HABA et vous ne la trouvez nulle part. Pas de problème ! Vous pouvez demander via **www.haba.de/Ersatzteile** si la pièce est encore disponible.

Queridos niños, queridos padres:
Después de una entretenida ronda de juego se descubre repentinamente que falta una pieza del material de juego que no se puede encontrar en ninguna parte. ¡Ningún problema! En **www.haba.de/Ersatzteile** podrá consultar si esta pieza está disponible como repuesto.

아이들과 부모님들께,
즐거운 게임이 끝난 후 갑자기 HABA 보드게임의 부품 일부를 어디에서도 찾을 수 없다면. 문제 없어요! **www.haba.de/Ersatzteile** 에서 부품을 찾아 보세요.

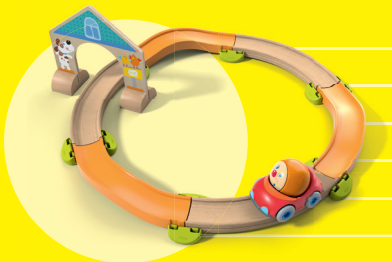






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아이 방

Children are world explorers!
We accompany them on their journey with games and toys that challenge and foster new skills, as well as being above all lots of fun. At HABA you will find everything that brings a special glint to your child's eyes!

孩子们通过玩耍
了解世界。 HABA使得他们很容易由游戏和玩具唤起好奇心，富有想象力的家具，愉快的饰品，珠宝，礼品和更多。HABA鼓励我们身材矮小的探索者的大思路。

Kinder sind Weltentdecker!
Wir begleiten sie auf all ihren Streifzügen – mit Spielen und Spielsachen, die fordern, fördern und vor allem viel Freude bereiten. Bei HABA finden Sie alles, was Kinderaugen zum Leuchten bringt!

Les enfants sont des explorateurs à la découverte du monde !
Nous les accompagnons tout au long de leurs excursions avec des jeux et des jouets qui les invitent à se surpasser, les stimulent et surtout leur apportent beaucoup de plaisir. HABA propose tout ce qui fait briller le regard d'un enfant !

¡Los niños son descubridores del mundo! Nosotros los acompañamos en sus exploraciones con juegos y juguetes que les ponen a prueba, fomentan sus habilidades y, sobre todo, les proporcionan muchísima alegría. ¡En HABA ustedes encontrarán todo eso que pone una lucecita brillante en los ojos de los niños!

아이들은 세계의 탐험가입니다!
새로운 기술을 향한 도전과 육성을 위한 게임과 장난감으로 즐거운 여행을 떠납니다.
아이의 눈빛에 특별한 반짝임을 가져다주는 모든 것을 하바에서 발견 할 것입니다!

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

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