Watch
the rules video!



A GAME BY PAOLO MORI AND ALESSANDRO ZUCCHINI

On land, on sea, in clouds, and even in space,
battles are breaking out between toys: they need you!

Maneuver your troops and strategically use their effects to gain advantage over your opponent.
Your mission? Capture the enemy headquarters or gain as many medals as possible.
Get ready for a ruthless clash!

Contents


48 Troop tiles


4 boards
(8 Terrains)


16 Medal markers


2 racks


2 storage boxes


1 player aid

COLORBLIND FRIENDLY

To accommodate every type of colorblindness, the blue and red Troop tiles have a corresponding shape, repeated on the Medals objectives on the boards. They also have a different symbol on their back.



Setup

1. Choose one of the 8 available **Terrains**.

   Note: *For your first game, we suggest playing with* ***Castle Field*** *(shown below).*

   Place the Terrain between you and your opponent, so that you have one of these symbols in front of you: .
   This determines the Medals objective for the game, as well as the color of your Troops.

2. Place a **Medal marker** on each ★ space on the board. Return any remaining markers to the box.

3. Place a **rack** in front of you.

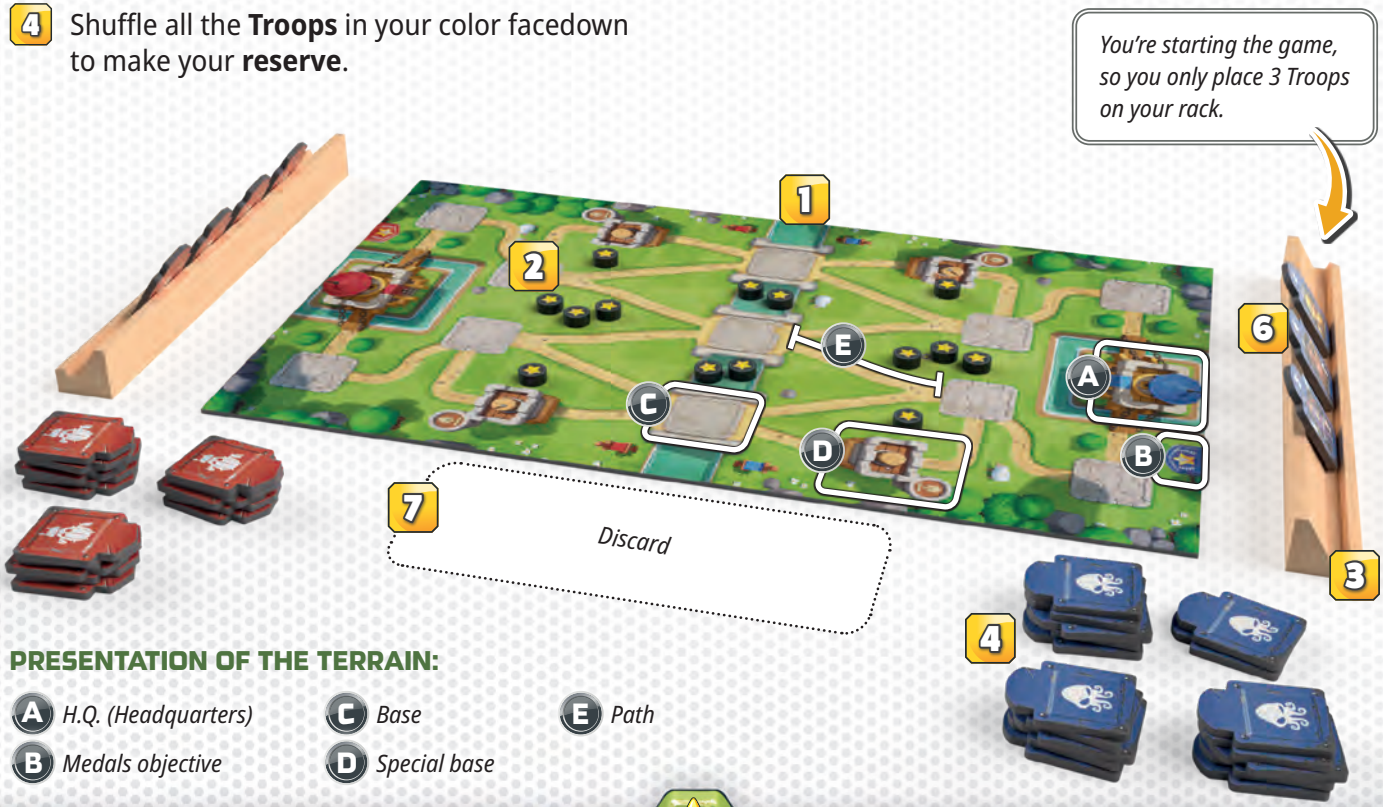
4. Shuffle all the **Troops** in your color facedown to make your **reserve**.

5. Remove **4 Troops** from your reserve and return them to the box, without looking at them; they will not be used this game.

6. Randomly choose the starting player.
   This player takes **3 Troops** from their reserve and places them on their rack. Their opponent does the same, but with **4 Troops**.

7. Leave an empty space next to the board for the **discard**.

Note: *For your first games, feel free to place the* ***player aid*** *nearby (it outlines all of the descriptions of Troops and Terrains).*



PRESENTATION OF THE TERRAIN:

- A *H.Q. (Headquarters)*
- B *Medals objective*
- C *Base*
- D *Special base*
- E *Path*

Gameplay overview

The game plays over a series of turns, until an H.Q. is captured by a Troop, the Medals objective is reached, or a player cannot perform any more actions.

Important: *In this rulebook and the player aid, the notion of "base" always includes special bases. The H.Q. is* ***not*** *a base.*

TROOP

Each Troop, with 3 copies of each, has a strength (from 1 to 7, or a joker).

Most of them also have an effect.





Turn overview

Starting with the first player, take turns performing **one of the 2 following actions**:

DRAW 2 TROOPS

Draw 2 Troops from your reserve and place them on your rack.

Your rack can hold up to **8 Troops maximum**. Therefore, you cannot perform this action if you already have 8 Troops on your rack.

Note: *If there is only 1 Troop in your reserve* ***or*** *you have only one space left on your rack, you may still perform this action to draw only 1 Troop.*

PLACE 1 TROOP ON THE TERRAIN

Choose 1 Troop from your rack and place it on a slot, following the **placement rules** *(see next page)*. **You now occupy this slot.**

Next, apply the effect of your Troop, if any, **then** the effect of its base, if it is a special base *(see player aid)*.

Note: *For your first games, we suggest playing without special base effects. Treat all special bases like bases with no effect.*

Placement rules

When you perform the **PLACE 1 TROOP ON THE TERRAIN** action, you must follow these 2 rules:

▶ SLOTS

You may place your Troop in one of the following slots:

- An empty base.
- A base occupied by **any** of your Troops.
- A base occupied by an enemy Troop with a **strictly lower** strength than yours.
- Your opponent's H.Q. (you can never place a Troop on your own H.Q.).

When you place a Troop on an occupied base, place it on top of any Troop(s) already there. There is no limit to the number of Troops that can be on a base, but **only the visible Troop** (on top of the stack) **occupies the base**. You may look at the tile stacks on the Terrain, but you may never change the order.

Note: *We recommend that you always orient your Troops so they face you.*

▶ CONNECTION TO YOUR H.Q.

You must always place your Troop on a slot **connected to your H.Q.** This means you must always follow **a continuous path** from your H.Q. (starting point) to the Troop you are placing, passing only through **bases you occupy**.

Important: *Empty bases, or bases occupied by enemy Troops, cut off the connection to your H.Q.*

Example:

*Your H.Q. 1 is **connected** to the base 3 since a path A connects them through the base 2, which you occupy. Therefore, you may place a Troop there.*

*However, your H.Q. 1 is **not connected** to the base 5 since the path B to this base is cut off by the **base 4 occupied by your opponent**. Therefore, you may not place a Troop there.*



Controlling a region



A region is a closed zone, surrounded by paths and bases.

Controlling a region lets you gain Medals.

At any time, as soon as you **occupy all bases** surrounding a region, you take control of this region.

Take **all the Medals** found in the center of this region and set them next to your rack, so your opponent can see them. You will keep them until the end of the game, even if you lose control of the region.

Notes:

- *You may take control of multiple regions on the same turn.*
- *When taking control of a region whose Medals have already been taken, you gain nothing.*

Example:

By placing this Troop 1, you cover your opponent's Troop and now occupy all the bases in a region.

You take the three Medals 2 in the middle of the region and place them next to your rack. You are now closer to achieving the Medals objective.



End of the game

There are two immediate victory conditions that end the game:

CAPTURE ENEMY H.Q.

If you place one of your Troops on the enemy H.Q., you immediately win the game.

Note: *If there are multiple enemy H.Q. on the Terrain, you win by capturing a single one.*

DESCRIPTION OF THE DIFFERENT H.Q.:


Castle Field


Tropical Pool


City of Clouds


Volcanic Jungle


Cursed Cemetery


Caribbean Sea


Station Metal-X


Battlefield

ACHIEVE MEDALS OBJECTIVE



If you gain **the number of Medals** shown on the Terrain's Medals objective, you immediately win the game.

The game also ends if a player cannot draw or place a Troop. In this case, compare your Medals: If you have more Medals than your opponent, you win the game.

In case of tie, the player who ended the game loses and their opponent wins.

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Credits and thanks: **www.rprod.com/en/toy-battle/credits**
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