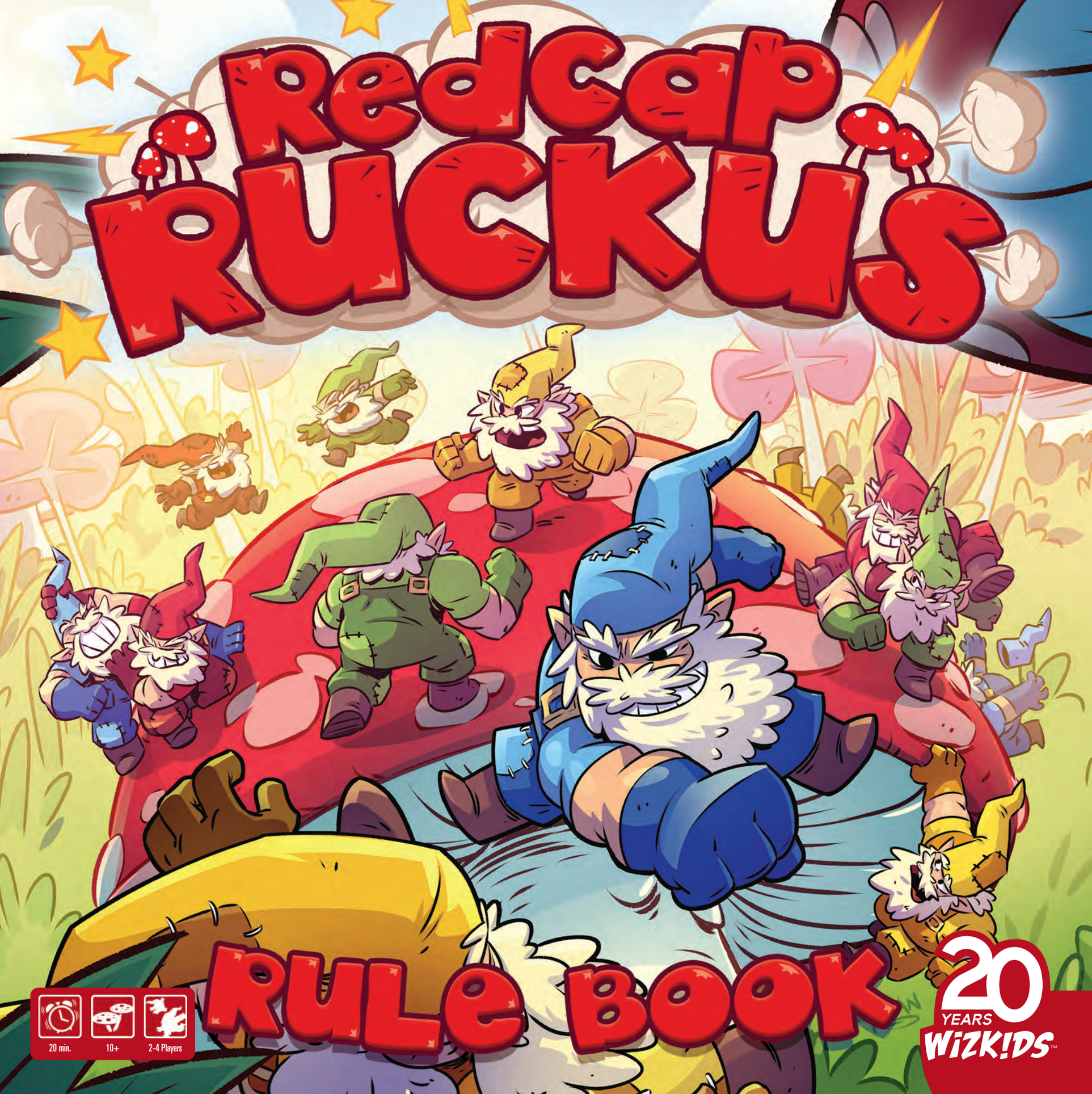
Redcap Ruckus



Rule Book

20 min. 10+ 2-4 Players

20 YEARS WIZKIDS™

STORY & OVERVIEW:

In Redcap Ruckus, you command a horde of Gnomes (known as Redcaps in English folklore) fighting to control the Mushroom Top Battlefield & capture the Great Crystal. Yet the Mushroom is a deadly & dangerous zone. Smoothly slide your Gnomes on to push enemy Gnomes off. When the Great Crystal falls, tally the dead & proclaim the King of the Gnomes.

COMPONENTS:

40 Gnome Chips: 10 Gnomes per player (Red, Blue, Green, and Yellow):



1 Champion Gnome



4 Fighter Gnomes



2 Twin Gnomes



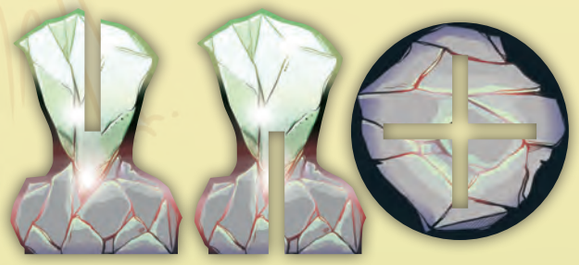
1 Grumpy Gnome



1 Tenacious Gnome



1 Vaulter Gnome



The Great Crystal Standee & Base

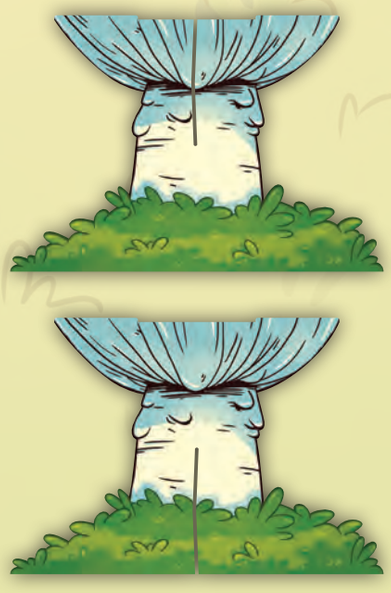


12 Twigs

The colored borders around the edges of the Mushroom Top are the player borders



Mushroom Top Battlefield



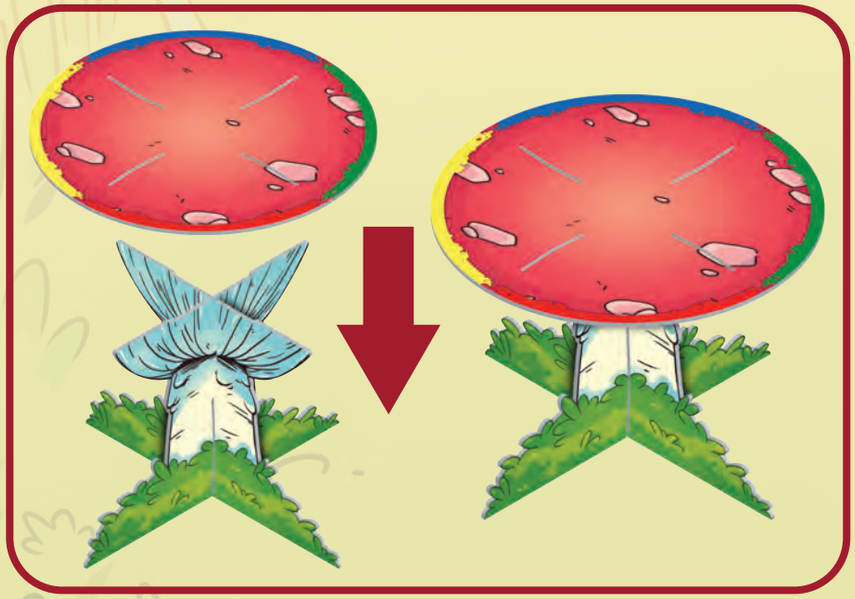
Mushroom Stalk (2 Interlocking Segments)

SETUP:

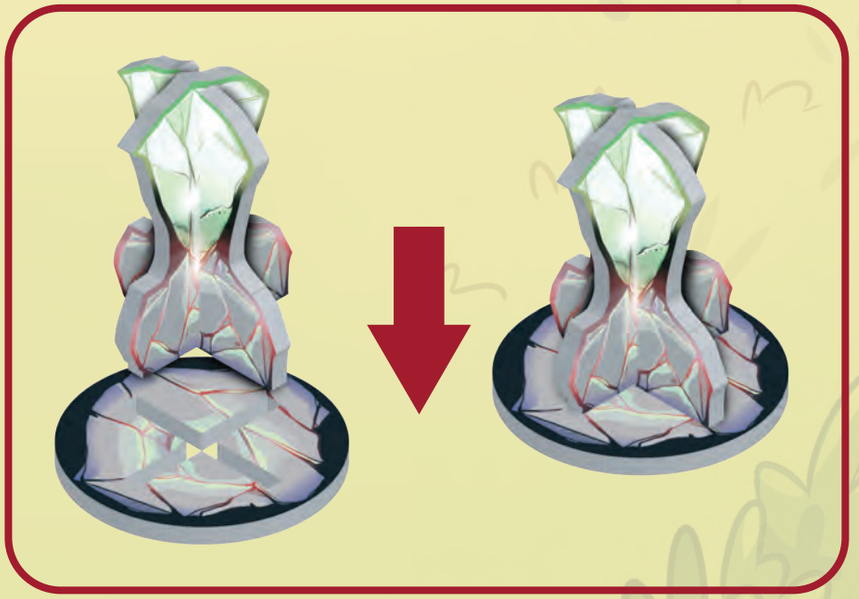
1. Assemble the Mushroom Stalk & the Great Crystal:



2. Attach the Mushroom Top Battlefield to the Mushroom Stalk:



3. Place the Great Crystal on its base in the center of the Mushroom Top Battlefield:



4. Each player takes all pieces of their chosen color along with 3 Twigs:



Gameplay:

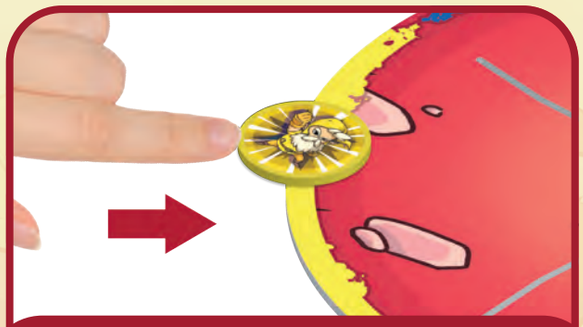
The player who most recently saw a Gnome goes first.

Starting with this first player, take turns clockwise around the table.

On your first turn, slide your Champion Gnome onto the Mushroom Top Battlefield from your edge. On later turns, you may choose any of your other Gnomes. Your goal is to push other Gnomes around, forcing enemy Gnomes and the Great Crystal to fall off the edge.

Throughout play these rules must be followed:

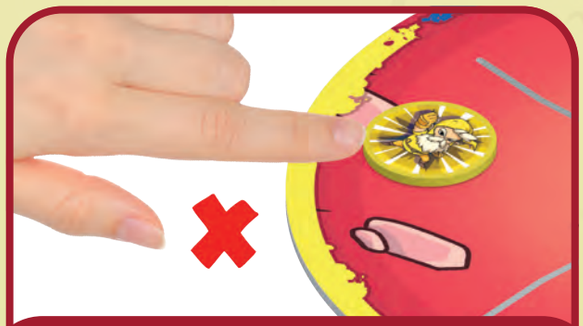
- **The circle of death.** No thumbs, no finger tips, nothing but the game pieces may cross the outer edge of the Mushroom Top Battlefield at any time.
- **Keep off my lawn.** To put a new Gnome in play, it must be slid on from your section of the edge. It may not cross the boundary lines at the sides of the section.
- **Full on.** As you slide on a Gnome, it may not be left hanging over the edge, but must be slid completely onto the Mushroom Top Battlefield.
- **It's not on 'til it's on.** If your entering Gnome falls while you are attempting to slide it on, pick it up and continue. There is no penalty.
- **Finagle and finesse.** As you slide your Gnome, you cannot shove or flick it.



Push a chip onto the Mushroom Cap from your border.



Push the chip until it is flush with the edge of the Mushroom Cap.



You may NOT have your finger go over the edge onto the Battlefield.



The roles of the Gnomes:

The Champion Gnome must be played first. A captured Champion Gnome is worth 5 points.

Your 4 Fighter Gnomes are your basic troops. Use them well.

Twin Gnomes must be played on successive turns. They are worth no points alone, but if you capture both Twin Gnomes of the same opponent color, they are worth 6 total points. Push your own Twin Gnomes off, lose 3 points for each!

Better not to push the Grumpy Gnome off. Anyone who pushes him off loses 1 point. Whether he's your opponent's or your own Grumpy Gnome!

If you push **any** Tenacious Gnome off it's worth no points, but immediately take it & slide it on from your own side as a bonus play.

After you slide on your Vaulter Gnome, push him further with your 3 Twig tokens. Slide on 1, 2, or all 3 Twigs one after another, pushing against the Vaulter Gnome or the other Twigs. Once on the Mushroom Top Battlefield, all Twigs remain as neutral pieces worth no points.

Any opponent Gnomes that fall from the Mushroom Top Battlefield during your turn are captured, and are placed on the table in front of you to be scored at the end of the game. Any of your own Gnomes that fall during your turn are also put with your captured Gnomes and score negative points at the end of the game.

The player that causes the Great Crystal to fall will capture it and end the game.



Game End & Scoring:

Play ends immediately when the Great Crystal falls from the Mushroom Top Battlefield, or when all players have played all of their Gnomes. You will then score everything in your captured pile according to the chart on the right.

Highest score wins & is proclaimed King of the Gnomes.

In the case of a tie:

All tied players add 1 point to their score for each of their Gnomes (5 for Champions) still on the Mushroom Top Battlefield. If any ties still exist, those players share the win.

Tally scores for captures:

The Great Crystal	**6 Points**
Champion Gnomes	**5 Points**
Fighter Gnomes	**1 Point**
One Twin Gnome	**0 Points**
Pairs of Both Twins (same Color)	**6 Points**
Vaulter Gnomes	**1 Point**
Grumpy Gnomes	**-1 Point**
Your own Champion Gnome	**-5 Points**
Your own Twin Gnomes	**-3 Points**
Your own other Gnomes	**-1 Point**

The Solo Challenge:

Scatter all of the Twigs on the Mushroom Top Battlefield. Entering from one section only, see how many of the Twigs you can push off before your first Gnome falls. If you use all of the Gnomes of one color add another color. There is no limit to the number of Gnomes you can use.

Two Player Ruckus Royale:

In this Ruckus Royale, play with two colors of Gnomes: one will be your main color that you start with, and the other, your backup. Each player will push their Gnomes from the opposite side of the board. If you use all of the Gnomes in your main color before the Great Crystal falls, bring in your backup Gnomes. Begin again with this color's Champion Gnome.

Here are 2 other border options for the Ruckus Royale:

Halfsies:

You each use two adjacent sections composing a full half of the edge of the Mushroom Top Battlefield.

Cross Roads:

You each use two opposite sections. So one player may enter from the north & south while the other player may enter from the east & west.

Credits:

Design - Kevin Ude
Artist - Derek Laufman, Gong Studios
Graphic Design - Richard Dadisman

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