

HOW TO PLAY - BATTLE FOR THE ISLAND

Each player starts the game with ten characters the battle ends after a player has lost all ten of their characters the other player is declared the victor and new ruler of the island

How to setup: You and your opponent sit facing each other with the Island in the middle. Then place all ten obstacle blocks aside showing the tops of the obstacle block only. You can decide who will play first or you can roll the dice to decide who will play first with the highest number playing first. Then take turns to place one obstacle block at a time onto the Island. Both players must not look at the underside of the obstacle blocks. (Please note no more than one obstacle block is allowed in any one grid row or column). Place your carrier pad in front of you to the back edge of the Island (not on the Island) aligned with the first five squares to the left of the Island lining up the missile on the carrier pad with the missile on the Island. Then using any five of your characters still taking turns each player places one character each onto the Island facing any direction using the first two rows in front of you only. Then in any order place your remaining five characters onto the carrier pad, (one character in each column). And then the player to play first will roll the dice to start their turn.

How to move a character: All characters move around the Island in the same manner by the roll of a six sided dice that starts from zero and ends at five. All characters can only move in a straight line. All characters can only move forward, turn left or turn right. (Please note moving forward is the direction that character is facing at that moment in time). You cannot move backwards, sideways or diagonally. If you roll a one you have one option only, to move forward one square. If you roll any other number higher than a one you have three options of movement THE THREE OPTIONS OF MOVEMENT ARE: **1st.** Move forward the same number of squares matching the number on the dice. **2nd.** Change direction by turning left. **3rd.** Change direction by turning right. (Note you can only change direction once by turning at the end of your count using the last number on the dice only) **Example:** You roll a three you can move forward three squares or move forward two squares then change direction by turning your character left or right remaining on that second square.

When a zero is rolled: If you roll a zero you will get another turn but before you roll the dice again you must choose one of the three options available to you before you can proceed. The three options are: **1: BRING ON REINFORCEMENTS** Select any character from your carrier pad then advance the selected character onto the Island using the first square directly in front of that character (Only if unoccupied by another character) facing forwards only. Then roll the dice again to determine the number of moves moving that character only. (Unless you roll another zero then the three options would start again) **2: MOVE YOUR CARRIER PAD** you have nominated to move your carrier pad. Then roll the dice again to determine the number of moves then move the carrier pad along the edge of the Island the relevant number of squares matching the number just rolled on the dice counting from the centre missile square that's on your carrier pad this will then end your turn of play. (You cannot move the carrier pad around the corners of the Island and the center missile square must always remain in contact with the bottom edge of the Island). **3: CHANGE DIRECTION OF YOUR CHARACTER** Choose to turn left or right remaining on the square that you're located on. (Do not move your character forward) Once you have done this, roll the dice again to determine the number of moves as normal moving that character only. (Unless you roll another zero then the 3 options would start again)

How to shoot a target: Each player has a combat unit consisting of three different types of characters and these characters have different shooting ranges of which they can shoot another character or obstacle block. Soldiers have a shooting range of 2, Jeeps have a shooting range of 3 and Tanks have a shooting range of 4. All the characters in your combat unit shoot in the same manner by the use of the correct shooting range for that character being used note that the shooting range has to be exact in order to shoot another character or to activate an obstacle block. Your character must also be facing forward toward your intended target. (Your character cannot shoot from the sides or shoot from the back). On your turn of play once an exact hit has been established on a character you simply just pick up the intended target and remove it from the island. On your turn of play once an exact hit has been established on an obstacle block check the underside to determine if it's live or safe before removing it from the island.

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About the obstacle blocks: There are ten obstacle blocks in total six are live blocks and four are safe blocks. They are placed onto the Island at the beginning of the game by each player, taking it in turns with neither player knowing which are live or safe. The obstacle blocks remain inactive until activated by a character. You can use any of your characters to activate an obstacle block. To do this your characters shooting range has to be an exact hit on the obstacle block. You can also activate an obstacle block by landing your character directly on top. To do this you must have the exact number on the dice (You cannot land on an obstacle block then turn left or right). When an obstacle block is activated that obstacle block is turned over to reveal if it's live or safe, if the obstacle block is marked with skull & bones its live then the obstacle block must be removed from the island, along with any characters that are on any of the eight adjacent squares around the obstacle block. If the obstacle block revealed is blank then it's safe and would be removed from the island. Then all the characters on or around the eight adjacent squares around the safe obstacle block are safe to remain on the Island. Obstacle blocks also act as barricades when not activated, you cannot shoot anything that's beyond an obstacle block and you cannot move through an obstacle block that's in your path of movement. A live obstacle block can also activate another obstacle block if it happens to be situated around one of its eight surrounding squares but only if the obstacle block was initially activated by a character

How to play a turn: The dice is only for the movement of your characters and you must always move a character if possible before you can end your turn of play. Whatever number is rolled you have the option to shoot and remove anything on the Island before you move one of your characters and as many times as you would like providing that you have an exact hit on an obstacle block or character. Now you can move anyone of your characters matching the number that you have just rolled on the dice. Once you have moved one of your characters you have the option again to shoot and remove any obstacle block or character on the Island as many times as you would like providing that you have an exact hit. Once you're finished pass play over to your opponent.

GENERAL RULES

1. When you roll the dice you must always use all of the units on the dice.

1a. If all your characters are blocked from movement and you're unable to move any character on the Island without using all the units on the dice. Then your opponent may remove any one of your characters from the

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Island for free and this would end your turn of play.

- 1b.** If you have no more characters remaining on the Island and on your turn the characters on your carrier pad cannot be advanced onto the Island, then in this situation your opponent can remove one of your characters for free from your carrier pad and this would end your turn of play
- 2.** After a zero is rolled you always get another roll of the dice and you must choose one of the three options available to you before you roll the dice again. 1: Bring on reinforcements 2: Move carrier pad 3: Change direction
- 2a.** Please note that the last character played after a zero is rolled is the only character that you're allowed to play after you have rolled the dice again. (Unless you roll another zero then the three options would start again)
- 3.** On your turn of play you can choose to shoot anything on the Island before the movement of your character and after and as many times as you wish providing that you have an exact hit on your intended target
- 4.** If all of your characters have been removed from the Island but some still remain on your carrier pad this is the only time you may advance a character from your carrier pad onto the Island without rolling a zero then roll the dice to continue as normal.
- 5.** Obstacle blocks also act as barricades when not activated
You cannot shoot anything that's beyond an obstacle block and you cannot move through a obstacle block that's in your path of movement.
- 6.** Your characters must leave the carrier pad in the positions of which you first placed them at the start of the game.
- 7.** All characters are safe from an exact hit whilst on the carrier pad.
- 8.** No character can shoot from the carrier pad onto the Island
- 9.** You can only change direction by using the last unit on the dice
- 10.** Any characters caught in crossfire from an exact hit either on another character or live obstacle block will also be removed from the Island.
- 11.** Two characters cannot occupy the same square.
- 12.** You can only shoot and remove another character and activate an obstacle block on your turn of play.
- 13.** If you have an exact hit on either a character or obstacle block it is not compulsory to take your shot at that moment in time you can wait for another turn of play
- 14.** You cannot move over the top of another character or obstacle block that's in your path of movement.
- 15.** If it is possible to move one of your characters then you must make that move.

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