



INSTRUCTIONS

2 to 4 Players

CONTENTS

Gameboard • 4 Pawns • 24 Cards
Fortress • Battle Arena • Lightstar "Crystal"
Baddog Clip • 4 Pawn Stands • 3 Dice • Label Sheet

OBJECT

Be first to collect 4 Skeleton Warriors and defeat Baron Dark.



ASSEMBLY

To see how your game looks completely assembled, see the picture on the bottom of the box. Gently punch out the cardboard pieces as described below. Remove parts from underneath the cardboard platform. Discard waste.

Punch out the 4 pawns from the parts sheet and fit each into a pawn stand.

Assemble Baron Dark's Fortress

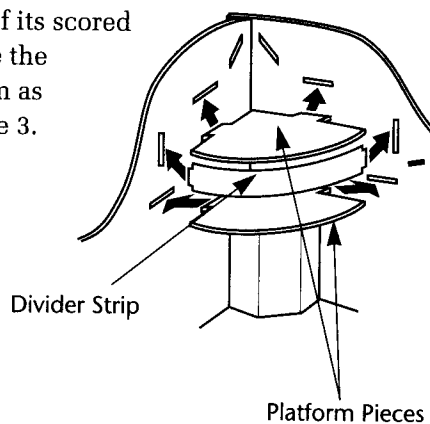
1. Punch out the 2 Fortress backdrop pieces from the parts sheet. Put them together as in Figure 1, fitting slot into notch and tab into slot to form a corner.

2. Punch out the 5 column pieces from the cardboard platform and fold along all of their scored lines. Insert the tabs of the larger column into the center slots of the backdrop as shown in Figure 2.

Attach the 4 smaller columns to the backdrop the same way, matching lettered tabs to slots.

3. Punch out the 4 column tops from the parts sheet. Attach a column top above each smaller column by pushing its tab through the backdrop slot. See Figure 3 for placement.

4. Punch out the 2 platform pieces from the cardboard platform, and the divider strip from the parts sheet. Fold the divider strip along all of its scored lines. Assemble the 3-piece platform as shown in Figure 3.



Fortress Backdrop Pieces

Figure 1

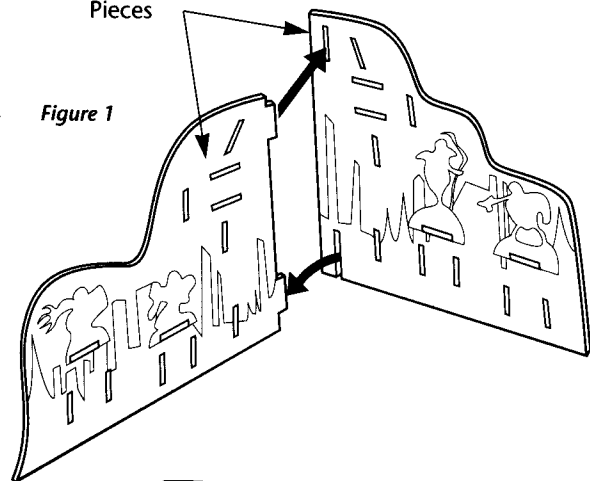


Figure 2

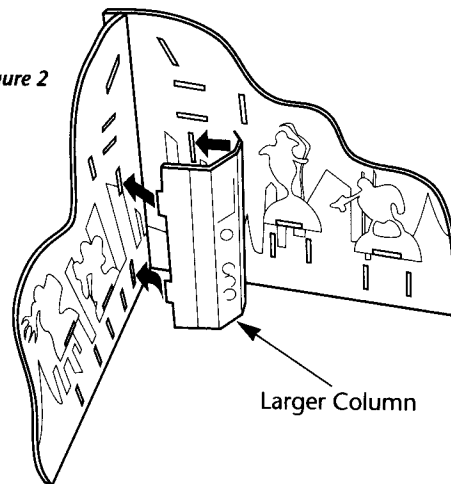
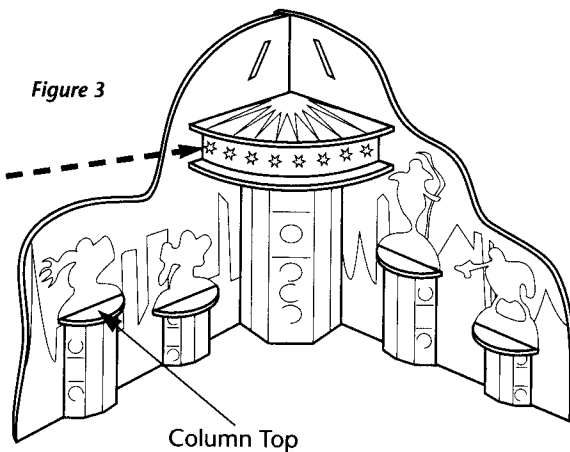


Figure 3





5. Punch out the Baron Dark stand from the parts sheet and fold along its scored lines. Place it on the platform by inserting its 2 tabs into the backdrop slots as shown in Figure 4.

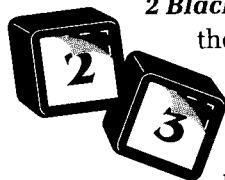
6. Position the assembled Fortress on the gameboard so that the Baron Dark space is in front of the large column (see Figure 4).

Assemble the Battle Arena

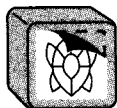
1. Punch out the 3 Battle Arena pieces from the parts sheet and cardboard platform. Fold the Battle Arena railing along its scored line and insert its 4 tabs into the 4 matching lettered Battle Arena floor slots. See Figure 5.

2. Carefully bend the Battle Arena backstop to form a semi-circle and fit its 5 slots onto the 5 tabs in the Battle Arena floor (see Figure 5).

Apply Labels to the 3 Dice and Baddog Clip



2 Black Battle Dice: Carefully place the *black* labels (numbered 1 - 6) on each of the *black* Battle Dice. Make sure there are 6 different numbers (of the same color) per die.



Movement Die: Carefully place the *blue* labels (numbered 2 - 6) and Lightstar Crystal label on the remaining die.

Baddog Clip: Place 2 Baddog labels on each side of the Baddog clip as shown in Figure 6.

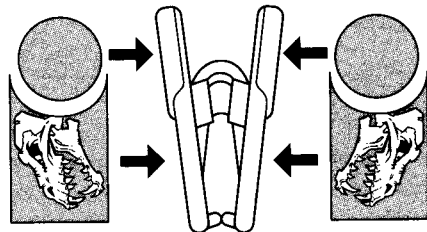


Figure 6

Figure 4

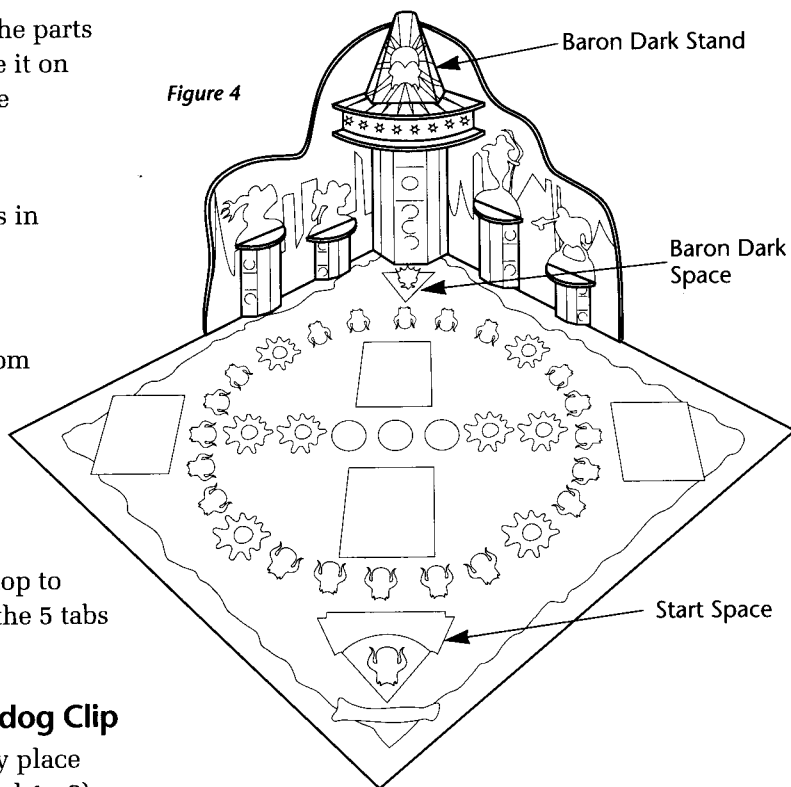
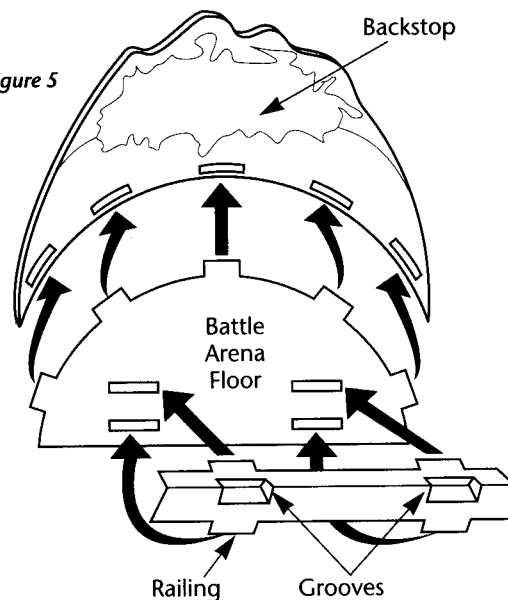


Figure 5





SETUP

1. Shuffle and deal the Skeleton Warriors cards *facedown* on each of the 4 card spaces on the gameboard. There should be 6 cards in each pile.
2. Fit the 2 *black* Battle Dice into the grooves of the Battle Arena railing. Place the Battle Arena near the gameboard, within easy reach of all players.
3. Choose your Legion of Light pawn and place it on the Skeleton Warriors space on the gameboard. This is the START space. All players do the same. Put any extra pawns out of play.
4. Clip Baddog anywhere on the Fortress backdrop and place the Movement Die and the Lightstar Crystal near the gameboard.

READY TO PLAY

Youngest player goes first. Play then moves clockwise (to the left).

YOUR MISSION

Move along the game path and battle opponents to win Skeleton Warriors cards. You must collect one Dr. Cyborg™, one Shriek™, one Aracula™ and one Dagger™ card. After you've collected 4 different Skeleton Warriors cards, you get to battle Baron Dark™ to win!

ON YOUR TURN

On each of your turns, roll the Movement Die and move your pawn the number of spaces shown on the die. You will always end your move on one of 3 spaces. See *The 3 Gameboard Spaces* on page 5 for details.



Rolling the Lightstar Crystal: If you roll the Lightstar Crystal, take the crystal (even from an opponent) and place it in front of you. Your turn is over. (If you already own the crystal, reroll until you roll a number.)

Owning the crystal gives you extra battling power! More about this later.

Movement Rules

- You can move in any direction, from space to adjacent space.
- You must move the full count on your die roll.
- You can't backtrack (move onto the same space twice on your turn).
- Two or more pawns can occupy the same space at the same time.

Landing on an Opponent's Pawn: If you land on an occupied space, you can *either* battle *one* player on that space, or follow the directions on that space. Battling rules are on page 6.





The 3 Gameboard Spaces



Skull Spaces – If you land on a Skull Space, you may get to battle for a Skeleton Warriors card!

The color of the Skull space you're on directs you to its matching color card pile. If there is a *faceup* Skeleton Warriors card that you need next to the pile, you must battle the player to your left for it. Otherwise, turn over the top card of the pile and place it *faceup* next to the pile. What you do next depends on what card you draw. See *Here's what's in a card pile!* at right.

Note: If there are no cards in the pile or next to it, your turn is over.



Transport Spaces – If you land on any one of these spaces, you may move your pawn to any other path space.

Follow the rules for the space you land on.

You may transport to a space occupied by another player and battle for one of his or her cards.

Note: If you have collected 4 different Skeleton Warriors cards, you may transport to the Baron Dark space and battle Baron Dark.



Blast Spaces – Sorry! Your turn is over.



SPECIAL SPACE

Baron Dark Space – You may move onto this special space only if you have collected 4 different Skeleton Warriors cards. You may either move onto this space from an adjacent space, or transport to it from a Transport space. On this space, you will battle Baron Dark. See *The Final Battle* on page 6.

Once you have reached the Baron Dark space, your 4 Skeleton Warriors cards are safe — no one can take them from you.

Here's what's in a card pile!

- **Skeleton Warriors** – If you draw one of these cards, place it *faceup* next to the card pile. If you already have that card, your turn is over. If you don't have that card, you must battle for it!

IMPORTANT: You can't collect more than one card of each character.

- **Baddog** – Oh, no! If you draw a Baddog card, take the Baddog clip (from the Fortress backdrop or from an opponent) and clip it to your pawn. Place the card out of play — your turn is over. You can't move until you defeat Baddog in battle on your turn. But players can still battle *you* on *their* turns.



Baddog

- **Baron Dark** – If you draw the Baron Dark card, lean it against the Baron Dark stand. It will stay there for the rest of the game. If you have 4 different Skeleton Warriors cards, immediately move your pawn to the Baron Dark space and battle Baron Dark. See *The Final Battle* on page 6. If you haven't collected 4 different Skeleton Warriors cards, your pawn stays where it is — your turn is over.



Baron Dark™



BATTLING

There are 3 battle situations:

- **Landing on an Opponent:** In this situation, you battle an opponent you landed on. If you win the battle, take any *one* of your opponent's cards and place it *faceup* in front of you, if you need it. If you don't need *any* of your opponent's cards, take any *one* card and place it *faceup* next to any card pile. (This is a good way to slow your opponent down!)

If you lose the battle, your turn is over.

- **Landing on a Skull Space:** If you need a card next to the matching pile, or the card you turned over, battle the player to your left for it. If you win the battle, take the card and place it *faceup* in front of you. If you lose the battle, your opponent takes the card if he or she needs it. (If your opponent doesn't need the card, it stays where it is.)
- **Trying to Get Rid of Baddog:** If Baddog is on your pawn at the beginning of your turn, you must battle the player on your left to try to get rid of it. If you win, take Baddog off your pawn, clip it to the Fortress wall, then take your normal turn. If you lose, your turn is over. Try again next turn!

Note: You can also get rid of Baddog if an opponent draws a Baddog card!

How to Battle

Each player in the battle rolls one *black* battle die into the Battle Arena. (Reroll any die that lands outside the Battle Arena.) The player who rolls the higher number wins. In case of a tie, both players reroll.

The Power of the Lightstar Crystal: If you own the Lightstar Crystal, add **1** to your die roll in battle. For example, a roll of **4** becomes a **5**, and a roll of **6** becomes a **7**!

THE FINAL BATTLE

When you have collected 4 different Skeleton Warriors cards, you must begin moving your pawn toward the Baron Dark space on your turns.

Once you reach the Baron Dark space (you do not have to land there by exact count), you must try to defeat him by rolling **6** on the Movement die. Add **1** to your die roll (if needed) if you have the Lightstar Crystal.

If you roll the crystal on the die, take the crystal if you don't already have it. Your turn is over. If you do have it, roll again until you roll a number.

- If you roll less than **6**, your turn is over. Keep your pawn on the Baron Dark space and try again next turn!
- If you roll **6**, you've defeated Baron Dark! Congratulations — you've won the game!

HOW TO WIN

The player who defeats Baron Dark wins the game!



WARNING:

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

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