



THE RULEBOOK



KAPLOOM!





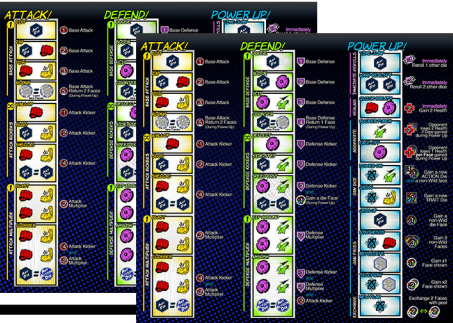
A DICE BUILDING GAME

SO, YOU WANT TO BE A SUPERHERO? OR WAS THAT A SUPER VILLAIN? WELL, HERE IS YOUR CHANCE. TIE ON THAT MASK, PULL UP THOSE TIGHTS, AND GET OUT THERE. THERE'S EVIL TO BE THWARTED OR GOOD TO BE ELIMINATED, DEPENDING ON YOUR PERSPECTIVE...



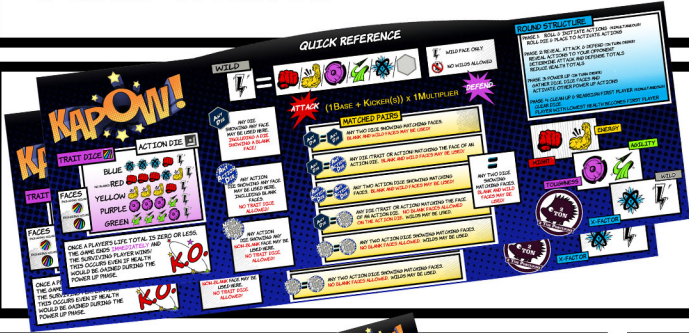
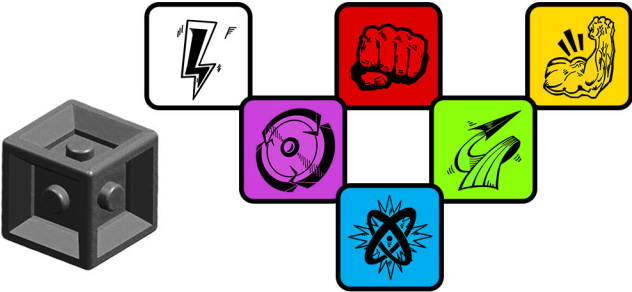
COMPONENTS

2 TRI-FOLD PLAYER ACTION BOARDS



20 TRAIT DICE
4 RED
4 YELLOW
4 BLUE
4 PURPLE
4 GREEN

8 GRAY ACTION DICE
WITH
56 DICE FACES
12 WHITE - WILD
10 RED - MIGHT
10 YELLOW - ENERGY
8 PURPLE - TOUGHNESS
8 GREEN - AGILITY
8 BLUE - X-FACTOR



2 PLAYER
SCREENS WITH
QUICK
REFERENCE
INFORMATION

1 HEALTH TRACK
AND
2 MARKER
TOKENS



1ST PLAYER
TOKEN
& RULEBOOK



2 DOUBLE SIDED
SUPER BOARDS

SETUP

1ST PLAYER TOKEN



VILLAIN'S PLAY AREA

PLAYER BOARD & STARTING DICE

SCREEN

SCREEN

HEALTH TRACKER

FACE & DICE POOLS

PLAYER BOARD & STARTING DICE

HERO'S PLAY AREA

SETUP

PLAYERS MUST DECIDE WHO WILL BE THE SUPERHERO AND WHO WILL BE THE SUPER VILLAIN. FLIP A COIN AS NEEDED.

SUPERHERO vs **SUPERVILLAIN**

EACH PLAYER TAKES:
A PLAYER SCREEN,
STARTING DICE,
A TRI-FOLD PLAYER BOARD
(ATTACK, DEFENSE, POWER UP)

PLACE THE HEALTH TRACK IN VIEW OF BOTH PLAYERS WITH A TOKEN ON 30 HEALTH POINTS FOR EACH PLAYER.

THE VILLAIN WILL BE FIRST PLAYER. PLACE THE FIRST PLAYER TOKEN IN FRONT OF THEM.

PLACE THE UNUSED TRAIT DICE, ACTION DICE AND UNATTACHED DICE FACES IN A POOL CENTRAL TO BOTH PLAYERS. THESE DICE AND FACES CONSTITUTE THE AVAILABLE POOL OF UPGRADES AND WILL BE GATHERED BY THE PLAYERS THROUGHOUT THE GAME. ALL UNUSED GRAY ACTION DICE IN THE POOL SHOULD HAVE NO FACES ATTACHED.

STARTING DICE:

HERO

1 BLUE TRAIT DIE
1 YELLOW TRAIT DIE
1 PURPLE TRAIT DIE
1 GREEN TRAIT DIE
1 GRAY ACTION DIE
WITH 1 WILD FACE
AND 5 BLANK/EMPTY FACES

VILLAIN

1 BLUE TRAIT DIE
1 RED TRAIT DIE
1 YELLOW TRAIT DIE
1 GREEN TRAIT DIE
1 GRAY ACTION DIE
WITH 1 WILD FACE
AND 5 BLANK/EMPTY FACES

SET UP FACING EACH OTHER ACROSS THE TABLE WITH ENOUGH ROOM TO PLACE THE TRI-FOLD ACTION BOARD AND SCREEN IN FRONT OF EACH PLAYER. PLACE THE SCREEN SO IT BLOCKS THE VIEW OF YOUR ACTION BOARDS FROM YOUR OPPONENT.

OPTIONAL SETUP FOR ADVANCED PLAY:

PLAYERS MAY UTILIZE THE SUPER BOARDS. CHOOSE ONE FOR EACH PLAYER. THESE SUPERS ADD EXCITEMENT AND SPECIFIC SUPER POWERS INTO PLAY. REFER TO THOSE BOARDS FOR STARTING DICE AND HEALTH. THE PERSON WITH THE LOWEST HEALTH IS THE FIRST PLAYER. IN THE CASE OF A TIE, THE VILLAIN GOES FIRST.

VICTORY

PLAY PROCEEDS IN ROUNDS UNTIL ONE PLAYER IS ABLE TO DRIVE THE OTHER PLAYER'S HEALTH TOTAL TO ZERO.

NOTE: ONCE A PLAYER'S HEALTH TOTAL IS ZERO THE GAME ENDS IMMEDIATELY AND THE SURVIVING PLAYER WINS. A MID-ROUND VICTORY CAN AND OFTEN OCCURS. MAKE SURE YOU DEFEND JUDICIOUSLY AND SURVIVE TO MAKE THE COUNTERATTACK!

OR LESS!



ROUND OVERVIEW

THE GAME IS PLAYED OVER SEVERAL ROUNDS.
A ROUND CONSISTS OF THE FOLLOWING FOUR PHASES:

PHASE 1: ROLL & INITIATE ACTIONS (SIMULTANEOUS)

PHASE 2: REVEAL, ATTACK, & DEFEND (IN TURN ORDER)

PHASE 3: POWER UP (IN TURN ORDER)

PHASE 4: CLEAN UP & DETERMINE THE FIRST PLAYER

NOTE: PHASES 2 AND 3 ARE CONDUCTED IN TURN ORDER WITH THE FIRST PLAYER ALWAYS GOING FIRST. BOTH PLAYERS COMPLETE A PHASE BEFORE PROCEEDING TO THE NEXT PHASE.




PHASE 1 ROLL & INITIATE ACTIONS


SIMULTANEOUS

BOTH PLAYERS SIMULTANEOUSLY ROLL THEIR DICE BEHIND THEIR SCREEN, AND THEN ASSIGN DICE ON THE POWER BOARDS AS DESIRED.

OFFENSIVE



MIGHT



ENERGY

DEFENSIVE



TOUGHNESS




AGILITY


BLANK



SPECIAL



X-FACTOR



WILD

IN ORDER TO INVOKE AN ACTION, ALL OF THE DICE REQUIREMENTS OF THAT ACTION MUST BE ASSIGNED. ACTIONS REQUIRE ONE, TWO, FOUR, OR SIX DICE.

SOME ACTIONS HAVE THE KEYWORD IMMEDIATELY. THESE POWERS ACTIVATE IMMEDIATELY DURING PHASE 1. ALL IMMEDIATE ACTIONS MUST BE ANNOUNCED TO YOUR OPPONENT WHEN ACTIVATED. YOU MAY NOT MOVE OR REUSE THE DICE USED TO ACTIVATE IMMEDIATE ACTIONS. ONCE PLACED AND THE IMMEDIATE ACTION IS EXECUTED, THE ACTIVATING DICE CAN NOT BE MOVED.

TIME JUMP!

DICE SHOWING A LIGHTNING BOLT ARE WILD AND CAN BE USED IN LIEU OF ONE OF THE OTHER TYPES.



=



ANY DIE SHOWING ANY FACE MAY BE USED HERE, INCLUDING A DIE SHOWING A BLANK FACE!



ANY ACTION DIE SHOWING ANY FACE MAY BE USED HERE, INCLUDING BLANK FACES. NO TRAIT DICE ALLOWED!



ANY ACTION DIE SHOWING ANY NON-BLANK FACE MAY BE USED HERE. NO TRAIT DICE ALLOWED!

PHASE 2 REVEAL, ATTACK, & DEFEND

IN TURN ORDER

ONCE ALL DICE ASSIGNMENTS ARE MADE, BOTH PLAYERS SIMULTANEOUSLY REMOVE THE SCREENS AND REVEAL THEIR CHOSEN ACTIONS. EACH PLAYER HAS THE OPPORTUNITY TO ATTACK THEIR OPPONENT ONCE DURING THIS PHASE, STARTING WITH THE FIRST PLAYER.

TO CALCULATE YOUR ATTACK

$$(BASE + KICKER(S)) \times MULTIPLIER$$

BASE

ATTACKS MUST START WITH A BASE ATTACK. ONE AND ONLY ONE BASE ATTACK CAN BE ACTIVATED PER ROUND. IF THERE IS NO BASE ATTACK ACTIVATED, THEN THE ATTACK DOES NOT OCCUR REGARDLESS OF ACTIVATED KICKERS AND MULTIPLIERS. IF MORE THAN ONE BASE ATTACK IS INADVERTENTLY ACTIVATED, THE HIGHER NUMBER IS USED.

KICKER(S)

ATTACK KICKERS ARE ADDED TO THE BASE ATTACK AND MAY STACK. ONE OR MORE ATTACK KICKERS CAN BE ACTIVE AT ONCE. THE ADDITIONS OF KICKERS APPLY PRIOR TO THE ATTACK MULTIPLIER.

MULTIPLIER

ONE AND ONLY ONE ATTACK MULTIPLIER CAN BE ACTIVATED PER ROUND. IF MORE THAN ONE ATTACK MULTIPLIER IS INADVERTENTLY ACTIVATED, THE HIGHER NUMBER IS USED.

TOTAL ATTACK VALUE CAN ONLY BE USED ONCE PER ROUND AND DOES NOT CARRY OVER BETWEEN ROUNDS.

DETERMINE YOUR TOTAL ATTACK VALUE AND COMMUNICATE TO THE PLAYER BEING ATTACKED.

PLAYER 1

**ATTACK
6!**

**PLAYER 2
LOSES
4 HEALTH**

PLAYER 2

**DEFENSE
2**

PHASE 2 REVEAL, ATTACK, & DEFEND

CONTINUED

TOTAL HEALTH LOSS = TOTAL ATTACK VALUE - TOTAL DEFENSE VALUE

TO CALCULATE YOUR DEFENSE

(BASE + KICKER(S)) x MULTIPLIER

BASE

DEFENSE MUST START WITH A BASE DEFENSE. ONE AND ONLY ONE BASE DEFENSE CAN BE ACTIVATED PER ROUND. IF THERE IS NO BASE DEFENSE ACTIVATED, THEN THE FULL ATTACK VALUE IS SUBTRACTED FROM THE DEFENDER'S LIFE TOTAL REGARDLESS OF ACTIVATED KICKERS AND MULTIPLIERS. IF MORE THAN ONE BASE DEFENSE IS INADVERTENTLY ACTIVATED, THE HIGHER NUMBER IS USED.

KICKER(S)

DEFENSE KICKERS ARE ADDED TO THE BASE DEFENSE AND MAY STACK. ONE OR MORE DEFENSE KICKERS CAN BE ACTIVE AT ONCE. THE ADDITIONS OF KICKERS APPLY PRIOR TO THE DEFENSE MULTIPLIER.

MULTIPLIER

ONE AND ONLY ONE DEFENSE MULTIPLIER CAN BE ACTIVATED PER ROUND. IF MORE THAN ONE DEFENSE MULTIPLIER IS INADVERTENTLY ACTIVATED, THE HIGHER NUMBER IS USED.

TOTAL DEFENSE VALUE CAN ONLY BE USED ONCE PER ROUND AND DOES NOT CARRY OVER BETWEEN ROUNDS.

PLAYER 1

DEFENSE
3

PLAYER 1
LOSES
9 HEALTH

PLAYER 2

ATTACK
12!

ONCE A PLAYER'S LIFE TOTAL IS ZERO OR LESS, THE GAME ENDS **IMMEDIATELY** AND THE SURVIVING PLAYER WINS! THIS OCCURS EVEN IF HEALTH WOULD BE GAINED DURING THE POWER UP PHASE.

K.O.

PHASE 3 POWER UP

IN TURN ORDER

SEVERAL ACTIONS ALLOW PLAYERS TO GAIN DICE, GAIN DICE FACES, AND EXCHANGE DICE FACES. THESE ACTIONS TRIGGER IN TURN ORDER WITH THE FIRST PLAYER PERFORMING ALL OF THEIR POWER UP ACTIONS FIRST. A PLAYER MAY ACTIVATE THE ACTIONS IN ANY ORDER THEY DESIRE.

GAINING DICE ALLOWS THE PLAYER TO SELECT DICE FROM THE GENERAL POOL. NOTE THAT TRAIT DICE ARE DIFFERENT FROM ACTION DICE, AND THERE ARE DIFFERENT POWERS TO OBTAIN EITHER.

GAIN HEALTH ACTIONS ALLOW THE PLAYER TO RECOVER LOST HEALTH. THE MAXIMUM HEALTH SET AT THE BEGINNING OF THE GAME MAY NOT BE EXCEEDED.

SOME HEALTH ACTIONS OCCUR DURING THE POWER UP PHASE, BUT THEY DO NOT REVIVE A PLAYER WHO HAS BEEN KO'D IN THE PREVIOUS PHASE.

FACE OFF AND SUCKER PUNCH ARE EXAMPLES OF ACTIONS THAT DEAL HEALTH LOSS DURING PHASE 3. THE PLAYER TAKING THE HEALTH LOSS MAY CHOOSE WHEN, DURING THE PHASE, THE HEALTH IS LOST.

ADVANCED PLAY NOTE: SOME SUPER HEROES AND VILLAINS HAVE ACTIONS THAT ALLOW FOR SELF-INFLICTED HEALTH LOSS THAT GENERALLY OCCUR IN THIS PHASE. USE THESE CAREFULLY AS A PLAYER MAY END UP KNOCKING THEMSELVES OUT OF THE GAME.

SIMULTANEOUS

PHASE 4 CLEAN UP & DETERMINE THE FIRST PLAYER

CLEAR ALL DICE FROM THE ACTION BOARDS IN PREPARATION FOR THE NEXT ROUND.


THE PLAYER WITH THE LOWEST AMOUNT OF LIFE, AT THE END OF PHASE 4, BECOMES THE FIRST PLAYER. THEY RECEIVE THE FIRST PLAYER TOKEN. IF BOTH PLAYERS HAVE THE SAME AMOUNT OF LIFE, THE PREVIOUS FIRST PLAYER RETAINS THE FIRST PLAYER TOKEN.

REASSIGN THE FIRST PLAYER!



ADDITIONAL NOTES

PLAYERS MAY INSPECT THEIR OPPONENTS DICE PRIOR TO THE DICE BEING ROLLED AND AFTER THEY ARE REVEALED. THERE IS NO HIDDEN INFORMATION ON THE NUMBER OR TYPE OF FACES USED TO CONSTRUCT YOUR ACTION DICE.

ABILITY LOCKED IN 

SPECIAL SUPER ACTIONS MAY ALLOW LOCKING IN (PERMANENTLY GAINING) AN ABILITY. PLAYERS MUST SHARE WHAT POWERS HAVE BEEN LOCKED IN AT ANY TIME DURING THE GAME WHEN ASKED.

FACES ARE NOT REQUIRED TO BE ATTACHED TO ACTION DICE. PLAYERS MAY STORE UNATTACHED FACES BEHIND THEIR SCREEN. DURING THE POWER UP PHASE, THE EXTRA FACES CAN BE FREELY SWAPPED WITH FACES ALREADY ON ACTION DICE OR ADDED TO NEWLY GAINED ACTION DICE. IN ADDITION, FACES MAY BE SWAPPED BETWEEN ACTION DICE. IF NEW ACTION DICE ARE OBTAINED, YOU DO NOT HAVE TO ATTACH THE UNATTACHED FACES. IN ADDITION, THEY MAY BE USED TO PAY FOR THOSE ACTIONS REQUIRING THE LOSS OF A FACE(S).

ACTION BOARD NOTE = MATCHED PAIRS



ANY TWO DICE SHOWING MATCHING FACES.
BLANK AND WILD FACES MAY BE USED!



ANY DIE (TRAIT OR ACTION) MATCHING THE FACE OF AN ACTION DIE. **BLANK AND WILD FACES MAY BE USED!**



ANY TWO ACTION DICE SHOWING MATCHING FACES.
BLANK AND WILD FACES MAY BE USED!



ANY DIE (TRAIT OR ACTION) MATCHING THE FACE OF AN ACTION DIE. **NO BLANK FACES ALLOWED ON THE ACTION DIE.** WILDS MAY BE USED.



ANY TWO ACTION DICE SHOWING MATCHING FACES.
NO BLANK FACES ALLOWED. WILDS MAY BE USED.

PLAY EXAMPLE

PHASE 1 (SIMULTANEOUS)

AFTER SETUP OUR INTREPID HERO ROLLS THEIR DICE. THEY GET AN X-FACTOR, WILD, ENERGY, AGILITY, AND A BLANK ON THEIR ACTION DIE. THEY DECIDE TO USE THE X-FACTOR AND ENERGY FOR GROW. THEY THEN USE THE BLANK AND THE WILD FOR BLOCK. NOTING THAT THE BLANK CAN BE USED FOR THE ANY TO HELP POWER THIS ACTION. LASTLY, THEY USE THE AGILITY FOR SUCKER PUNCH. HEROES AREN'T ABOVE A QUICK CHEAP SHOT. THEY COULD HAVE USED THE AGILITY AND WILD FOR A FLIP DEFENSE, BUT WHERE'S THE FUN IN NOT ATTACKING A LITTLE?

HERO



OUR VILLAIN FAIRED WORSE ON THEIR DICE ROLL. THEY ROLLED 2 BLANKS, MIGHT, AGILITY, AND AN ENERGY. EMBRACING VILLAINY, THEY DECIDE TO FOCUS ON ATTACK AND PLACE THE MIGHT AND ENERGY ON POW. THEN THEY USE ONE BLANK ON TIME JUMP TO RE ROLL THE OTHER BLANK. AS WITH ANY IMMEDIATE ACTION, THEY CALL OUT "TIME JUMP" AND RE-ROLL, GETTING AN X-FACTOR. THE NEW X-FACTOR GETS PAIRED WITH THE REMAINING AGILITY FOR POWER ON.

VILLAIN



PHASE 2 (IN TURN ORDER)

THE VILLAIN, BEING THE FIRST PLAYER, WILL ATTACK FIRST. THEIR POW ACTION GIVES THEM A TOTAL ATTACK OF 3. THE HERO HAS A TOTAL DEFENSE OF 2 FROM THEIR BLOCK. SO THE HERO IS ABLE TO STOP 2 OF THE INCOMING DAMAGE. THE HERO LOSES 1 HEALTH AND NOTES IT ON THE HEALTH TRACKER. THE HERO DID NOT ATTACK BACK. SO THIS PHASE ENDS WITHOUT THE HERO'S ATTACK.

PHASE 3 (IN TURN ORDER)

THE VILLAIN IS THE FIRST PLAYER FOR THIS ROUND, SO THEY WILL POWER UP IN THIS PHASE FIRST. THE POWER ON ABILITY ALLOWS THEM TO GATHER ONE NEW ACTION DIE, PLUS A NON-WILD FACE OF THEIR CHOICE. THE HERO CALLS OUT A SUCKER PUNCH FOR GAINING DICE AND DEALS 2 DIRECT HEALTH LOSS TO THE VILLAIN. THE HERO THEN GATHERS ONE NEW TRAIT DIE OF A COLOR OF THEIR CHOICE FOR THEIR GROW ACTION. THE HERO IS GRATEFUL THE VILLAIN DIDN'T PLAY SUCKER PUNCH AS WELL!

PHASE 4 (SIMULTANEOUS)

THE HEALTH TOTALS ARE NOW HERO: 29 AND VILLAIN: 28. SO, THE VILLAIN HAS THE LOWER HEALTH AND THEY WILL RETAIN THE FIRST PLAYER MARKER FOR THE NEXT ROUND. BOTH PLAYERS NOW GATHER UP ALL THEIR DICE, PLUS THE NEW DICE THEY GAINED AND PROCEED TO THE NEXT ROUND BY ROLLING BEHIND THEIR SCREENS TO CONTINUE THE BATTLE. REMEMBER, THE PLAYER WHO LOSES ALL THEIR HEALTH FIRST IS KO'D AND THEIR OPPONENT WINS!

HEROES & VILLAINS

TOUGH NUT



TOUGH NUT CAME IN TO THIS WORLD AS A 25 POUND BABY. HE FIGHTS FOR THE COMMON MAN, WITH SUPER-DURABILITY AND LEGENDARY WELDING SKILLS.

LIKE METAL, I AM EASY TO DENT BUT HARD TO BREAK!

LIKES: MIG WELDING, HAMBURGERS, DRUM SOLOS, THE GOONIES
DISLIKES: SMALL ANIMALS IN DISTRESS, FRAUD, THUNDERSTORMS

BEING PURE EVIL IS EASY WHEN YOU ARE SMARTER THAN EVERYONE ELSE. VICTOR KANE CRUSHES AND TORMENTS ANYONE HE FINDS BENEATH HIM, WHICH IS EVERYONE.

I WILL START BY PUNISHING YOU. AND WHEN I GAIN MORE POWER, I WILL PUNISH YOU MORE.



Victor Kane

LIKES: LAUGHING AT OTHERS' MISFORTUNE, MAKING HIS STAFF WORK ON FRIDAY NIGHTS AND WEEKENDS
DISLIKES: WALKING, CHARITY EVENTS, PUPPIES

TIMEOUT!

TOP OF HER CLASS, HEIGHTENED ATHLETIC ABILITY, AND THE INNATE ABILITY TO SKEW PERCEPTION OF TIME. SHE'S THE MODEL SUPERHERO, ALWAYS ON THE PATH OF VIRTUE.

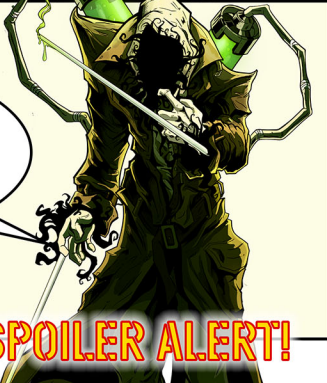


LIKES: JUSTICE, TROPHIES, GETTING INTERVIEWED ON TV AFTER A WIN
DISLIKES: PIRATED VIDEOS, TAKING BREAKS, HIGH FRUCTOSE CORN SYRUP

I RUN A BATTLE LIKE I RUN MY DAY. QUICKLY POWERED UP, BALANCED, AND EFFICIENT.

WHERE DID HE COME FROM? HE JUST SORT OF ... EMERGED. SPOILER ALERT IS THE REASON YOU AVOID THE DARK ALLY.

IF IT APPEARS I'M ON THE DEFENSIVE, IT ONLY MEANS I'M WAITING FOR THE GOOD STUFF TO KICK IN.



LIKES: UNKNOWN
DISLIKES: UNICORNS, SENTIMENTAL MOMENTS, GREETING CARDS

SPOILER ALERT!

2 VS. 2 RULE ADDITIONS & CHANGES

PLAYING 2 VS 2 REQUIRES:
2 COPIES OF THE BASE GAME
2 COPIES OF THE DUO BOARD &
4 POINTERS, ONE FOR EACH PLAYER

EACH TEAM OF 2 ALLIES SITS NEXT TO EACH OTHER,
AND ACROSS FROM THE OTHER TEAM.

SETUP

SET UP THE NORMAL TRI-FOLD
ACTION BOARDS FOR EACH PLAYER.
GATHER YOUR STARTING DICE AND
SET YOUR BEGINNING HEALTH.

PLACE THE DUO BOARDS BETWEEN
ALLIES. THIS BOARD WILL PROVIDE
ADDITIONAL ACTIONS AND ALLOW
ALLIES TO SWAP DICE DURING PLAY.

OPTIONALLY EACH PLAYER MAY CHOOSE A SUPER HERO/VILLAIN BOARD.

PHASE 1: ROLL & INITIATE ACTIONS

EACH PLAYER HAS ONE POINTER. THIS IS USED
TO SECRETLY CHOOSE WHICH OPPONENT ON
THE OPPOSITE TEAM THEY ATTACK THIS
ROUND. ALLIES MAY COORDINATE ATTACKS
ON THE SAME OPPONENT.

DURING PLAY, EACH PLAYER
ROLLS THEIR OWN DICE AND
PLACES THEM ON THEIR BOARDS,
OR THE DUO BOARD.

PHASE 2: REVEAL, ATTACK, & DEFEND

TURN ORDER DURING THIS PHASE IS
DETERMINED BY HEALTH. THE PLAYER
WITH THE LOWEST HEALTH GOES
FIRST. THE PLAYER WITH THE
HIGHEST HEALTH GOES LAST.

A PLAYER'S TOTAL DEFENSE VALUE DOES
NOT RESET AFTER AN ATTACK. ANY
REMAINING DEFENSE AFTER THE FIRST
ATTACK CAN CARRY OVER TO DEFEND
AGAINST A SECOND ATTACK.

PHASE 3: POWER UP

USING THE SAME TURN ORDER
AS PHASE 2, EACH PLAYER
PERFORMS ALL OF THEIR
POWER UP ACTIONS BEFORE
THE NEXT PLAYER.

THE POWER UP PHASE OCCURS PER NORMAL
WITH ONE EXCEPTION. EACH DICE USED ON
THE DUO BOARD MAY GO TO **EITHER** ALLY.
IN THIS WAY, YOU MAY MOVE AND/OR SWAP DICE
BETWEEN ALLIES.

VICTORY

WHEN A PLAYER IS KNOCKED OUT, THEY
RETAIN ALL OF THEIR DICE, EXCEPT FOR
ANY THAT ARE ON THE DUO BOARD. THOSE
GO TO THE SURVIVING ALLY DURING
POWER UP.

A KO'D ALLY CONTINUES TO ROLL AS
NORMAL, BUT THEY MAY **ONLY** PLACE DICE
ON THE DUO BOARD. IF THE ALLY IS ABLE
TO BE RESURRECTED, THEY MAY REJOIN
THE GAME.

THE FIRST TEAM TO KO BOTH OF THEIR OPPONENTS WINS!



A brilliant designer and his equally brilliant co-designers! Together they braved the unknown terrors of self-publishing and were changed by the cosmic waves of fate into something more than merely human!

They are now 2 Ton Porcupine!

LARRY BOGUCKI



THE WAR PARTY

DOUG HETTRICK



GATUCA-BOY

CARL VAN OSTRAND



SUPER OPHIDIAN



PART
ONE

After years of hard fought battles against the evils of **Work**, our fearless heroes have accomplished amazing feats of brilliance. They have been able to form a **Company** dedicated to the pursuit of the **Game**. And after the **Company** was formed, they faced challenge after challenge from the likes of slothfulness, **China Manufacturing**, inconsistent **Graphical Design**, and the all powerful nemesis **Kickstarter**. But they prevailed to bring to life the **Game** for the betterment of mankind and for the enjoyment of all.

DOUG
HETTRICK
LEAD DESIGNER

LARRY
BOGUCKI
CO-DESIGNER

CARL
VAN OSTRAND
CO-DESIGNER

KEITH
HINMAN
ARTIST

DAWSON
HETTRICK
LEAD TESTER

KEITH
BLUME
KS PROJECT LEAD



ACTION DIE



TRAIT DIE



NONWILD FACES



ALL FACES
(INCLUDING WILD FACES)



QUICK REFERENCE GUIDE

ROUND STRUCTURE

PHASE 1: ROLL & INITIATE ACTIONS (SIMULTANEOUS)
ROLL DICE & PLACE TO ACTIVATE ACTIONS

PHASE 2: REVEAL, ATTACK, & DEFEND (IN TURN ORDER)
REVEAL ACTIONS TO YOUR OPPONENT
DETERMINE ATTACK AND DEFENSE TOTALS
REDUCE HEALTH TOTALS

PHASE 3: POWER UP (IN TURN ORDER)
GATHER DICE, DICE FACES AND ACTIVATE OTHER POWER UP ACTIONS
CHECK FOR SUCKER PUNCH AND FACE OFF ACTION ACTIVATIONS

PHASE 4: CLEAN UP & DETERMINE THE FIRST PLAYER (SIMULTANEOUS)
CLEAR DICE
PLAYER WITH LOWEST HEALTH BECOMES FIRST PLAYER

(BASE + KICKER(S)) x MULTIPLIER



ANY TWO DICE
SHOWING
MATCHING FACES.
BLANK AND WILD
FACES MAY BE USED!

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MIGHT



ENERGY

DEFENSIVE



TOUGHNESS



AGILITY

SPECIAL



X-FACTOR



WILD

BLANK



**ANY
DIE**

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