

DangerBalls 1 - 4 players 20 - 45 minutes Ages 10+

## GAMEPLAY INSTRUCTIONS

- Each player takes turns moving their DangerBall pieces along the outer and inner paths of the board to reach their FINAL BATTLE ZONE. Each player has 7 DangerBalls drawn from their teams colored bag and use 1 four-sided die to roll moves with. Each player chooses either the RED TEAM, GREEN TEAM, BLUE TEAM or PURPLE TEAM DangerBall playing pieces.
- Each player rolls 1 Four-sided die to move their DangerBall. Draw 1 DangerBall from your teams bag per turn. NORMAL SPACES are not special. If your DangerBall lands on another players DangerBall in a NORMAL SPACE then their DangerBall is sent back to that players HOME area. DangerBalls can be played in ANY ORDER from the HOME area. ANY SINGLE ONE of the player's DangerBalls can be MOVED on the OUTER AND INNER PATH per rolled move.
- Your DangerBall can JUMP ANY OTHER DangerBall along the path. If you cannot move your DangerBall the number of moves that you rolled then you lose your turn. You cannot willingly forfeit a turn if you have a legal move. You cannot split your dice roll between DangerBalls.
- GAME PLAY SET UP - During a players starting turn draw a new DangerBall from the Team Color bag - Any NEW DangerBall put in play is placed in the HOME space before rolling. DangerBalls that are sent HOME during gameplay can be played next in any order. If you are playing in DANGER MODE with DANGER TOKENS then draw DANGER TOKENS from the WHITE TOKEN BAG and display them facedown in your corner before using. Each player will use 1 four-sided die to roll for moves. 4 dice per person may be rolled for battles.
- TO START THE GAME Team Colors are numbered and turns are in this order - RED : 1 GREEN : 2 BLUE : 3 PURPLE : 4  
For 3 to 4 Players, To start the game, One person rolls 1 four-sided die to see which numbered team goes first. Follow the next numbered team color in numbered order.  
For 3 Players, place a DangerBall from the unplayed Team in the FREE ZONE 4 spaces from that unplayed teams HOME where they must remain.  
For 2 Players both players must play opposite positions on the board. Flip a DangerBall to call heads or tails. Winner moves first.
- GREEN SAFE ZONES protect your DangerBall and NO OTHER DangerBall can land on it while your DangerBall occupies this tile. It also gives you 1 FREE NON-ATTACK ROLL to MOVE ANY of your DangerBalls on the board. Only one DangerBall can occupy a SAFEZONE at a time and no other DangerBall can land on that occupied space.
- YELLOW DEFEND ZONES protect you from Enemy DangerBalls NOT in an ATTACK ZONE. If you are in a DEFEND ZONE, on your next roll, you can enter an EMPTY ORANGE ATTACK ZONE leading to the inner path and on to your FINAL BATTLE ZONE. If you are in a DEFEND ZONE an enemy DangerBall in the ATTACK ZONE may only ATTACK you during their turn. Your DangerBall can only use DEFEND BONUS in the DEFEND ZONE. You CANNOT start an attack from the DEFEND ZONE.
- ORANGE ATTACK ZONES are for COMBAT ROUNDS. UNLESS you are playing in a DANGER MODE You CANNOT ATTACK ON FREE MOVES. In DANGER MODE If your DangerBall LANDS in an ATTACK ZONE you may CHOOSE to immediately ATTACK any

enemy DangerBall in the surrounding DEFEND Zones, If your DangerBall is ALREADY in the ATTACK ZONE INSTEAD OF MOVING you may ATTACK ON YOUR TURN. You MUST ATTACK an enemy DangerBall that rolls a move landing in the SAME ATTACK ZONE after you but they cannot use ATTACK or DEFEND BONUS. The DangerBall controlling the ATTACK ZONE USES ATTACK BONUS. DangerBalls in the DEFEND ZONE USE DEFEND BONUS.

- ATTACK ZONE BATTLE -

Step 1: ATTACKING DANGEROBALL rolls 4 four-sided dice ONCE for DAMAGE. ADD ATTACK BONUS.

Step 2: DEFENDING DANGEROBALL rolls 4 four-sided dice ONCE for DAMAGE. ADD DEFEND BONUS.

BATTLE WINNER HAS THE LARGEST FINAL DAMAGE POINTS TOTAL

- BATTLE RESOLUTION - The DEFEATED DangerBall goes into that teams GRAVEYARD. WINNER pulls an available DangerBall from their GRAVEYARD and places it in their HOME. From either DEFEND or ATTACK ZONE the WINNER of the battle may move their WINNING DangerBall into the NEXT ORANGE EMPTY ATTACK ZONE on the path if they CHOOSE to AND get a FREE NON-ATTACK ROLL to IMMEDIATELY MOVE any of their DangerBalls before the next persons turn. If they roll and land on a FREE MOVE SPACE they IMMEDIATELY use that free roll before the next persons original turn. Keep track. It can get complicated.

- IN THE EVENT OF AN ATTACK ZONE TIE both DangerBalls go HOME where on their next turn they can be played in any order.

- GRAVEYARD - If all your DangerBalls are in the GRAVEYARD your team loses. If you don't have enough DangerBalls to have 3 DangerBalls for FINAL BATTLE your team loses. Don't forget to rescue a DangerBall from the GRAVEYARD after you win a battle OR use a RESCUE TOKEN if you are playing in DANGER MODE!

- FINAL BATTLE ZONE ENTRY - YOU ONLY NEED TO ROLL A HIGH ENOUGH NUMBER OF SPACES TO ENTER THE FINAL BATTLE ZONE. Once each player has their final 3 DangerBalls in the FINAL BATTLE ZONE all REMAINING DANGEROBALLS on the PATH are placed in their teams colored bag.

- FIRST PLAYER into the FINAL BATTLE ZONE may call FINAL BATTLE. You can wait to get up to 3 of your preferred DangerBalls into your FINAL BATTLE ZONE before calling FINAL BATTLE. With all 3 positions filled you MUST CALL FINAL BATTLE. The next player to reach the Final Battle Zone may call Final Battle if the first player who could have called Final Battle has not. All players DangerBalls NEXT IN LINE on the path will fill the empty slots in their FINAL BATTLE ZONE. For 4 PLAYERS keep track of who enters 2nd, 3rd and 4th. This will determine who battles who first. Place all other unused DangerBalls in their teams colored bag.

- FINAL BATTLE ZONE BATTLE PLAY ORDER - The player who calls FINAL BATTLE is the ATTACKER. For 4 PLAYERS the ATTACKER CHOOSES between the 3rd and 4th player to enter the Final Battle Zone. 1st WINNER battles the 2nd player who entered the Final Battle Zone. NEXT WINNER battles the remaining player. FOR 3 PLAYERS the ATTACKER battles the last player in line to enter the Final Battle Zone. Remaining players then battle each other. For 2 players, simply battle.

- FINAL BATTLE ZONE BATTLE -

All DEFENDING DangerBalls are flipped to DEFEND.

ATTACKER flips their DangerBalls to ATTACK and rolls 4 four-sided die ONCE for DAMAGE. Add ATTACK BONUS of ALL 3 DangerBalls for TOTAL DAMAGE.

DEFENDING player rolls 4 four-sided die ONCE for DAMAGE. Add DEFEND Bonus of all 3 DangerBalls for TOTAL DAMAGE.

HIGHEST DAMAGE SCORE WINS

- DANGER MODE RULE OPTION FOR ULTIMATE DANGER -

WARNING!!! Recommended for EXPERIENCED PLAYERS ONLY!

Use the DANGER TOKENS and You MAY ATTACK on FREE MOVES! Be sure to keep track of FREE moves from winning battles and remember players original turn sequence. Use the DANGER MODE TOKEN provided and place it in the middle of the FINAL BATTLE ZONE AREA as an indicator that you are playing in DANGER MODE if so desired.

- DANGER TOKENS - These tokens are OPTIONAL and intended for advanced gameplay IF everyone chooses to play in DANGER MODE. DRAW 1 DANGER TOKEN from the WHITE TOKEN BAG when you land in a GREEN SAFE ZONE. KEEP THEIR VALUE SECRET but display how many you have face down until played. Each DANGER Token is played once then RE-BAGGED in the WHITE TOKEN BAG.

DANGER TOKENS with DAMAGE BONUS POINTS can be spent as wanted per ANY battle. DAMAGE BONUS POINTS are used when a Player LOSING a BATTLE declares using DAMAGE BONUS POINTS TOKENS and places the number of DAMAGE BONUS POINTS TOKENS they choose face down. Opponent then chooses to play any or all of their DAMAGE BONUS POINTS TOKENS. Once players have made their final choices all placed DAMAGE BONUS POINTS TOKENS are flipped to reveal total points. Add Bonus Points to Players Battle Damage Totals. HIGHEST DAMAGE SCORE WINS

- BASIC MODE

ROLL 1 DIE for MOVES.

First player to FINAL BATTLE ZONE CALLS FINAL BATTLE.

NO DANGER TOKENS.

NO ATTACKS on FREE MOVES.

- DANGEROUS MODE

ROLL 1 DIE for MOVES.

First player to FINAL BATTLE ZONE CALLS FINAL BATTLE.

DRAW A DANGER TOKEN IN FREE ZONE.

ATTACKS on FREE MOVES. Be sure to keep track of original player turns during battle won FREE ROLL sequences!!!

- FAST & FURIOUS MODE

ROLL 2 DICE for MOVES. DRAW DANGER TOKENS on rolling DOUBLES. LOSE TURN if you roll 3 doubles in a row.

Player must have 2 DANGEROUSBALLS in their FINAL BATTLE ZONE to CALL FINAL BATTLE.

DRAW A DANGER TOKEN IN FREE ZONE.

ATTACKS on FREE MOVES. Be sure to keep track of original player turns during battle won FREE ROLL sequences!!!

- INSANE MODE - WARNING!!! Recommended for EXPERIENCED PLAYERS ONLY!

ROLL 2 DICE for MOVES. DRAW DANGER TOKENS on rolling DOUBLES. LOSE TURN if you roll 3 doubles in a row.

Player must have 3 DANGEROUSBALLS in their FINAL BATTLE ZONE to CALL FINAL BATTLE.

DRAW A DANGER TOKEN IN FREE ZONE.

ATTACK on FREE MOVES. Be sure to keep track of original player turns during battle won FREE ROLL sequences!!!

NEED TO SPEED UP OR SLOW DOWN?

For Quicker Gameplay use 2 dice to roll moves and Call Final Battle when 1 DangerBall reaches the Final Battle Zone.

For Longer Gameplay use 1 die to roll moves and Call Final Battle when 2 or 3 Final Battle Slots are filled.

FEEL FREE to adapt or modify these rules but be sure to agree upon final rules as gameplay may become DANGEROUS!!!