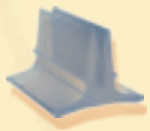
ULTIMATE WARRIORZ

RULES OF PLAY

Contents

8 double-sided cardstock characters representing the "Ultimate Warriorz"



12 clear-plastic bases (1 for each of the 4 smallest Warriorz and 2 for each of the 4 largest)

8 Warriorz Sheets with the Warrior displayed on one side and the Ultimate Warriorz logo on the back

Combat arena Setup:
Turn your closed box upside-down and insert the walls pieces with columns. Be sure to alternate the ones with flames and the ones without.

64 Action Cards Warriorz in action (see page 2) on front side / Name and color of the Warriorz on the back side

Rounds trail

Rounds counter

6 dice

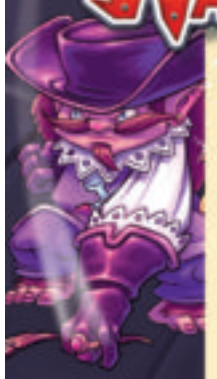
8 cardstock ***Lucky Charm*** tokens (one for each of the Warriorz)

74 cardstock Life points/ Popularity points (LP/PP) tokens ***in 8 different colors*** (including 8 large "First Wound" tokens, one for each of the Warriorz)
Hearts = Life Points (LP)
Laurels = Popularity Points (PP)

8 large plastic bags for easier storage

1 cardstock Skull token (for Baobab) Effect's explanation on the back

2 cardstock Electroshock tokens (for Burdock): one with a +2 and one with a -2



Ultimate Warriorz

1. Goal of the game

Each player plays as one of the "Ultimate Warriorz", ready to do whatever it takes to win the tribal battle known as the "Tribal Rumble" organized at each solar eclipse on the legendary End of the World Island. An atmosphere of "Every man for himself" is guaranteed because, in the end, only one of the Warriorz will remain: The one, the only, the Ultimate Warrior! Unless, of course, the fight runs long, in which case a victor is declared at the end of the 7th round...

2. Ultimate Warriorz Selection

Each player chooses one of the 8 Warriorz Sheets.
The players can also choose to get a Warriorz Sheet at random.

3. Tribal Rumble preparation

With his Warrior Sheet, each player takes:

- The cardstock character of his Warrior
- The Action cards of his Warrior
- A number of LP tokens (Heart side) of his Warrior color and corresponding to the initial number of his Warrior Life Points, which is: 5 for Agaric (purple), 6 for Jojoba (green), 7 for Bonzaï (blue), 8 for Cactus (grey), 9 for Burdock (orange), 10 for Sorgho (black), 13 for Baobab (brown) and 16 for Zamioculcas (red). One of these tokens has to be the large "First Wound" token of the right color.
- His Lucky Charm token

Note: The 8 plastic bags included with the game allow players to gather and store all of the elements for a Warrior (Character, Action cards, LP/PP tokens, Lucky Charm token, and the special tokens for Baobab and Burdock).

Once each player has all of his equipment, take the following steps:

1) Set up the Fighting Arena (see page 1).
2) Beginning with the smallest Warrior and then continuing in ascending Size order (), each player places his Warrior Character on an empty Arena Zone (see box at the top of the page). If the game includes 7 or 8 players, they should fill the 6 outlying zones first (with 8 players, the two tallest Warriorz will be in the central zone).
3) Each player places his Warrior sheet face-up in front of him.
4) Each player places his LP/PP tokens to the right of his Warrior Sheet, Heart (LP) side up.
5) Each player takes his 8 Action Cards in hand.
6) Place the Rounds counter next to the first round of the Rounds trail (see page 1).

You are now ready to begin your "Tribal Rumble"!

Combat Zones

There are 7 "Combat Zones" separated by lines drawn in the Arena's sand - six outlying zones and one massive central zone with a total solar eclipse displayed in the center.

4. Combat progress

Traditionally, the "Tribal Rumble" goes for seven rounds, each of which follows these steps:

1) Action Card selection
2) Initiative
3) Actions
4) End of the round

4.1 Action card selection

Each player secretly chooses one Action card from his hand and places it face-down on the table without covering the previously-played Action card (the active card) to keep his current Defense value visible.

4.2 Initiative

Once each player is ready, begin a countdown aloud, from 8 to 1. When the initiative value (the number in the circle next to the symbol) of the card played is called, the player flips the card and he can take his turn. If multiple players have the same initiative, they take their turn in ascending Size order ().

Example : Burdock plays his card with 7 , Baobab the card with 1, Cactus the card with 4 and Jojoba also plays his card with 4. The actions will be taken in this order:

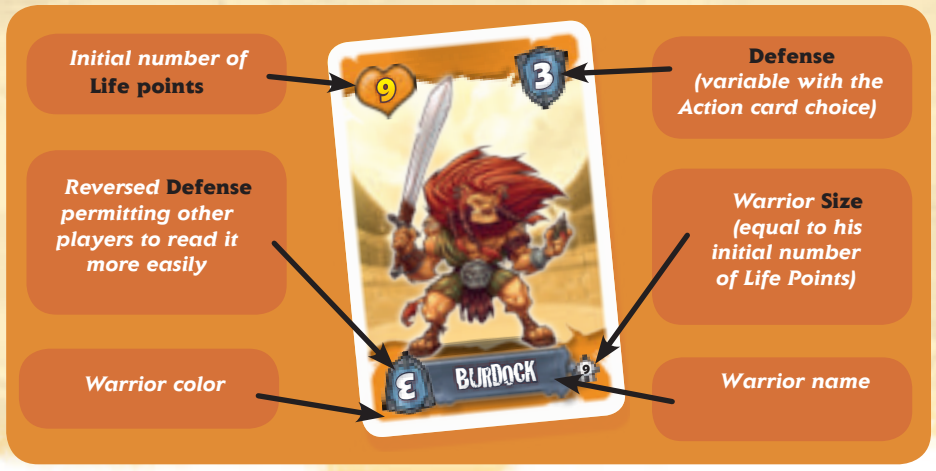
1) Burdock (Initiative 7) *2) Jojoba (Initiative 4)* *3) Cactus (Initiative 4)* *4) Baobab (Initiative 1)*

Cactus and Jojoba have the same initiative, but Jojoba acts earlier because he is smaller with a Size of 6 (versus Cactus' Size of 8).

4.3 Actions

On his turn, the first thing a player should do is cover this previous Action Card (or his Warrior Sheet during the first turn of the game) with the one chosen for this round. It becomes his new active card. Then the player needs to perform ALL of the actions on the card (Movement, Hand-to-Hand and/or Shooting) in the order of his choice.

Warrior Sheet



Action Card

MOVEMENT: For each Movement point, the player must move his character one Zone (crossing a line on the board). A Warrior cannot return to the Zone where he started the turn. A player must use all Movement points indicated on his Action Card.

HAND-TO-HAND: A value greater than 0 in this characteristic indicates that the player must attack a warrior who is in the same zone. He can do this before, after, or during (meaning between two movements) his movements this turn.

SHOOTING: A value greater than 0 in this characteristic indicates that the player must perform a Shooting attack against a Warrior in a zone other than the one in which he is placed. He can shoot at an adjacent zone or towards a further zone (in which case he uses the Distant Shooting rule, see below). He can do this before, after, or during his movements this turn.

COMBAT RESOLUTION

A combat resolves the same way for Hand-to-Hand or Shooting.

Attack

The attacker rolls as many dice as the value indicated beside the combat symbol (or), then compares the result of each die to the Defense of the target. Each die result equal to or higher than this Defense value causes 1 Wound to the target.

Distant Shooting: If the attacker decides to target a Warrior at a distance of 2 Zones, he removes 1 from the result of each die rolled before comparing them to the Defense of the target.

LUCKY CHARM

Each Warrior has a "Lucky Charm" token which he can use once per game when he is the target of an opponent's attack to either:
- "Flip" one of the attacker's dice to its opposite side (for example, changing a result of 6 into a result of 1).
- or force the attacker to re-throw up to 3 dice. The new results cannot be changed and are the final results of the dice.

Wounds

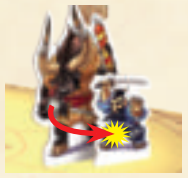
For each wound he has caused, the attacker takes from the target one LP token. He flips this token to the laurels side (PP) and places it to the left of his Warrior sheet (LP's are to the right of the sheet). They are now Popularity Points.

Life points, elimination and rock throwing

When a warrior loses his FIRST Life Point, his opponent should take his big LP/PP token, which corresponds to his "First Wound" and is worth 3 PP.

When a warrior loses his LAST Life Point, he is eliminated. The player responsible for the elimination takes the standee of his victim and places it in front of him as a trophy (which is used as a tie-breaker at the end of the game, see "Victory").

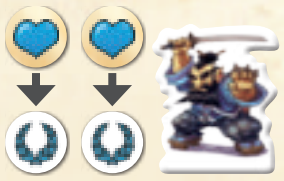
Elimination example :



During round 3, Sorgho attacks Bonzaï who has only 2 LP left.

Sorgho has 4 dice in Hand-to-Hand against Bonzaï's defense of 5.

Sorgho obtains 4, 5, 6, 6.



Bonzaï loses his last 2 LP. These tokens become 2 PP for Sorgho, who also wins Bonzaï's standee.

Be careful! If there is an elimination during the first 3 rounds, the audience shows their discontent and throws rocks at the Warrior who eliminated an opponent so early.

The rocks thrown are equal to a Shooting attack of 3 dice during the first round, 2 dice in the second, and 1 die in the third. These attacks cease at the beginning of the fourth round. The dice are thrown by the player eliminated, and the LP lost by the target are given to no-one and are discarded.

Sorgho eliminated Bonzaï on turn 3. One die of rocks is rolled (result 4).

He has a defense of 4, so he loses 1 LP which is discarded.

4.4 End of the round

Once all players have taken their actions (which means once all of the action cards of this round have been played in descending Initiative order), a new Combat round begins.

Advance the Rounds counter one step on the trail.

Each player prepares one new Action card from those still in hand (the cards stacked in front of him cannot be used anymore), and a new initiative countdown begins, the players each take their actions, and so on until all surviving Warriorz have played their second-to-last Action card during the 7th round. At the end of this round, regardless of what happens, the final gong will sound.

5. Victory

If a Warrior stands alone before the end of the 7th round, he is declared great champion and becomes the Utimate Warriorz... until the next "Tribal Rumble" of course! If more than one Warriorz are still in play at the end of the 7th round, each survivor counts the PP earned during the Tribal Rumble. The Warrior with the most PP is declared the winner! If multiple Warriorz are tied in Popularity, the warrior who has eliminated the most opponents (the one with the most trophies) is the winner. If there is still a tie, then the smallest Warrior from amongst the tied players (by comparing their Size value) is declared the winner of this "Tribal Rumble"!

Whatever happens, there is only ONE winner at the end: The one, the only, the Ultimate Warrior!

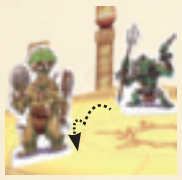
Combat examples:

Baobab attacks Cactus who is in the same Zone.

Baobab has 3 dice in Hand-to-Hand against Cactus's defense of 4.

Baobab rolls the dice and obtains: 2, 4, 5.

Cactus loses 2 LP, including his big token because it's his first wound. These tokens become 4 PP for Baobab.

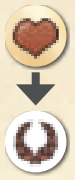


Then Baobab moves 2 Zones away.

On his action turn, Cactus makes a Distant Shooting action against Baobab.

Cactus has 4 dice in Shooting against Baobab's defense of 4.

Cactus rolls the dice and obtains: 1, 4, 4, 5, which becomes 0, 3, 3, 4 due to the Distant Shooting rule.



Baobab loses 1 LP, which became 1 PP for Cactus.

• TEAM SPIRIT

You can also play *Ultimate Warriorz* in teams. Below, find some possible team combinations that you can use. You are free, of course, to create your own teams. An atmosphere of "All for one and one for all" is guaranteed (a team spirit and willingness to sacrifice is required), because only the team's victory matters!

▷ **With 2 players:** Each player manages a team of 2, 3 or 4 Warriorz (depending on the desired game length) and tries to eliminate all members of the opponent's team.

[Agaric + Zamioculcas] VS [Jojoba + Baobab]
[Bonzaï + Sorgho] VS [Cactus + Burdock]
[Agaric + Bonzaï + Baobab] VS [Jojoba + Burdock + Sorgho]
[Agaric + Bonzaï + Burdock + Zamioculcas] VS [Jojoba + Cactus + Sorgho + Baobab]

▷ **With 3 players:** Each player manages a team of 2 Warriorz and tries to eliminate the other two teams in order to win.

[Agaric + Baobab] VS [Bonzaï + Sorgho] VS [Cactus + Burdock]

▷ **With 4 players:** Each player only manages one of the Warriorz but they are teamed with a "brother in arms" whose help he will need to eliminate the opposing pair and claim the win.

[Agaric + Baobab] VS [Cactus + Sorgho]
[Burdock + Baobab] VS [Jojoba + Zamioculcas]

▷ **With 6 players:** Each player controls only one Warriorz, teamed with a "brother in arms", and both players has to eliminate the opposing two teams of Warriorz to claim the victory.

[Agaric + Sorgho] VS [Jojoba + Burdock] VS [Bonzaï + Cactus]

▷ **From 5 to 8 players:** Each player manages one Warriorz, but he is part of a team. The primary goal is to eliminate the entire opposing team.

At 5 : [Agaric + Jojoba + Bonzaï] VS [Cactus + Zamioculcas]
At 6 : [Agaric + Bonzaï + Baobab] VS [Jojoba + Burdock + Sorgho]
At 7 : [Agaric + Bonzaï + Cactus + Baobab] VS [Burdock + Sorgho + Zamioculcas]
At 8 : [Agaric + Bonzaï + Burdock + Zamioculcas] VS [Jojoba + Cactus + Sorgho + Baobab]

All of the Victory Conditions of the "Tribal Rumble" apply to this "Team Spirit" mode of play, you just need to add all of the PPs and trophies won by the members of a team to determine a winner at the end of the game. This only applies if more than one team has Warriorz still standing at the end of the 7th round.

SECRET TECHNIQUES AND MAGIC ITEMS

Each of the Warriorz has two Special Action cards (one secret technique and one magic item), both with an explanation box at the bottom.

AGARIC THE COOK HAND MUSKETEER

The explosive "Gun Powder Barrel"
This explosive Shooting attack has a power value of 3 dice and targets EACH Warriorz in the target Zone (one roll is applied to all targets)!

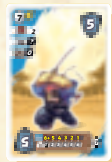
The Ghostly Ring "Where Did He Go?"
As long as this card is active, no one can attack Agaric with a Shooting attack. Hand-to-Hand attacks are still possible.

JOJOBA THE INDIAN GOBLIN

The outstanding "Archery Shot"
Jojoba makes 2 Shooting attacks from the same Zone but at 2 different targets.

The Shaman Peace Pipe "Leave me alone!"
As long as this card is active, no one can attack Jojoba with a Hand-to-Hand attack. Shooting attacks are still possible.

BONZAÏ THE SAMURAI DWARF



The dreadful "Kamikaze Attack"
The more hurt Bonzaï is the more dangerous he becomes. He rolls 1 to 6 dice depending on the number of LPs he has (see the explanation box on the Action card).

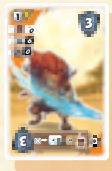
The Vampiric Sticks "Let us build strength up!"
LP tokens an opponent loses with this attack keep their Heart side face-up and are added to Bonzai's LP total (no PPs are won from this attack). If Bonzai loses these tokens later in the game, they are given to the attacker and flipped to the PP side as usual.

CACTUS THE GLADIATOR ORK

The vicious "Spiked Epaulet Strike"
Cactus can strike at one opponent with his trident (3 dice) and perform an epaulet strike against another opponent (2 dice). These two attacks can be done separately (before and after movement, for example), but are always against 2 different opponents.

The Evil Net "Don't move!"
Before rolling the dice for the Hand-to-Hand attack for this action card, roll 3 dice: If the sum of these dice is equal to or greater than the Size of your target, his Defense for this attack is reduced by 2. Otherwise, the attack proceeds normally.

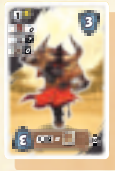
BURDOCK THE HIGHLANDER LION



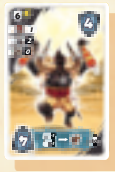
The powerful "Electroshock"
If this attack inflicts at least one Wound on the target:
- The adversary places the -2 "Electroshock" token on his Warrior Sheet. The initiative for his next action is reduced by 2 (it can drop below 0 and then he acts after all other players).
- Burdock places the +2 "Electroshock" token on his Warrior sheet. The Initiative for his next action is increased by 2 (it can exceed 8 and then he acts before all other players).
Then both tokens are discarded.

The Electric Claymore "Light your face!"
Before resolving this Shooting attack, Burdock rolls a die to set the attack power (which then varies between 1 to 6 dice).

SORGHO THE MATADOR MINOTAUR

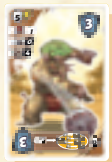


The awesome "Terminotaur-Style Killing"
The more actions Sorgho has taken before this one, the more effective it will be. He rolls a number of dice equal to the number of Action cards he has already played in front of him (including this one).

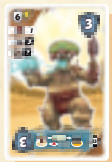


The Ultra Bright Outfit "Try to touch me!"
The light of Sorgho's outfit blinds each opponent who tries to attack him. Opponents roll 1 fewer die for their attacks against Sorgho for as long as this card is active.

BAOBAB THE BARBARIAN MAN-TREE



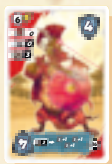
The dreaded "Strike"
Baobab can hit multiple targets with one bullet. If there are more than one Warriorz in the target Zone, Baobab indicates one as the primary target which suffers a normal Shooting attack (4 dice). Then he can redirect each die's score to other Warriorz in the same zone (with a limit of one die per Warriorz). Some dice cannot affect any Warriorz and will have no effect.



The Mystical Skull "I am your friend"
Baobab gives the "Skull" token to another Warriorz within the range of a Shooting attack. This Warriorz cannot attack Baobab during his next action. Remove this token at the end of this opponent's next action or as soon as Baobab attacks him.

ZAMIOCULCAS THE SPARTAN RED DRAGON

The spectacular "offensive/defensive turning spear"
Zamioculcas can make 2 Hand-to-Hand attacks this turn (2 dice each). They can be made separately (before and after movement, for example), but must be made against two different opponents. In addition, as long as this Action card is active, Zamioculcas rolls one die to set his Defense value for each attack against him.



The Energy Armor "Laser targeting engaged!"
Zamioculcas adds 1 to the value of each of the 3 dice he rolls for his Shooting attack.