

GARGOYLES GAME

INSTRUCTIONS

2 to 4 Players

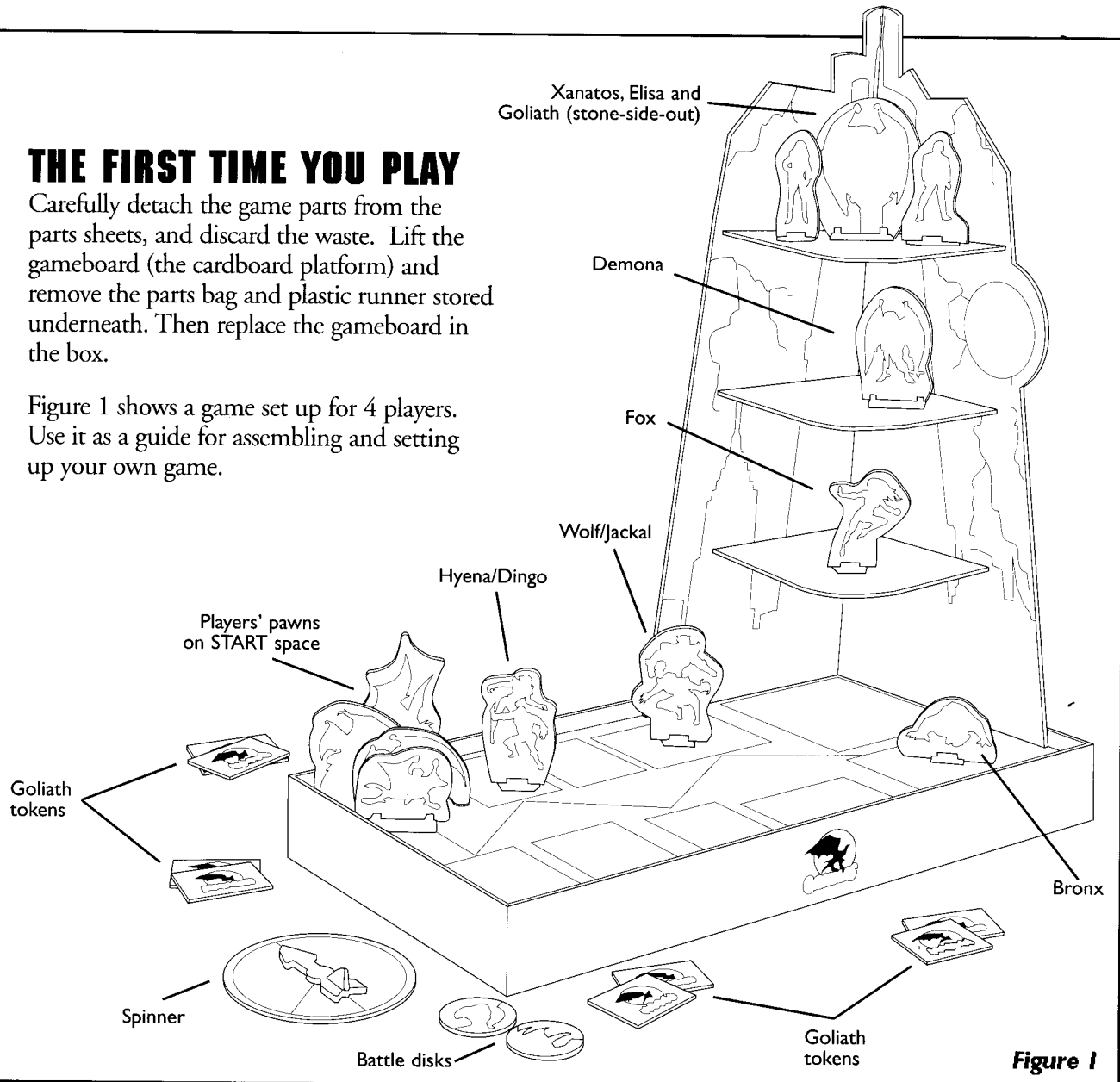
CONTENTS

Gameboard, Spinner with disk and arrow,
Tower, 3 Platform pieces, Castle piece,
8 Inserts, 12 Pawns, 12 Pawn stands,
2 Battle disks, 8 Goliath tokens

THE FIRST TIME YOU PLAY

Carefully detach the game parts from the parts sheets, and discard the waste. Lift the gameboard (the cardboard platform) and remove the parts bag and plastic runner stored underneath. Then replace the gameboard in the box.

Figure 1 shows a game set up for 4 players. Use it as a guide for assembling and setting up your own game.





BUILD THE TOWER

1. Fold the tower wall along its scored line, with the Gargoyles name on the back side. Take the 3 platforms, and fit their tabs into the slots on both sides of the wall. See Figure 2A.

Slide a T-shaped insert through each tab slot in the middle and bottom platform. See Figure 2B.

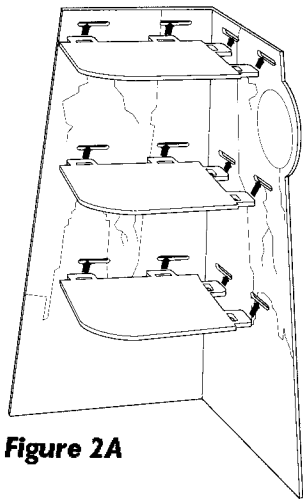


Figure 2A

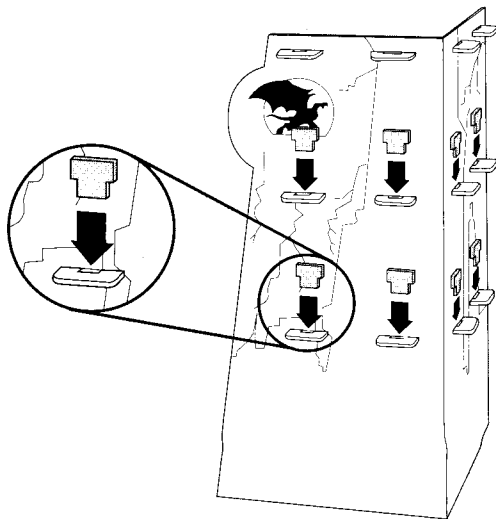


Figure 2B

2. Fold the castle piece along its scored line. Fit the 4 tabs of the castle piece through the 4 tab slots of the top platform, as shown in Figure 2C.

3. Then insert the assembled tower between the gameboard and the box bottom, in the corner with the largest building. See Figure 2D.

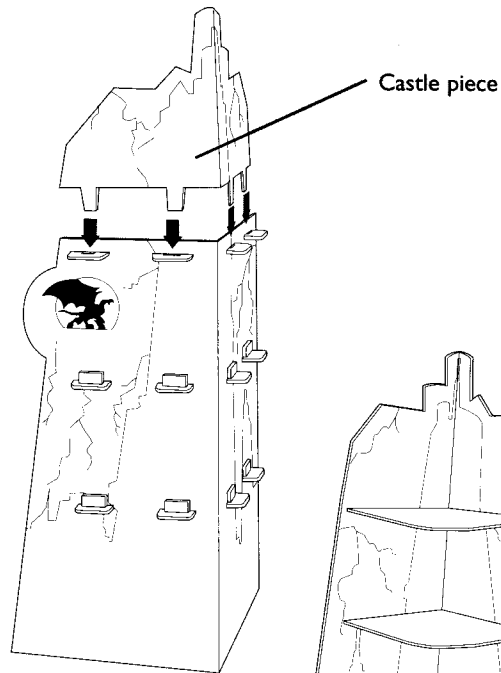


Figure 2C

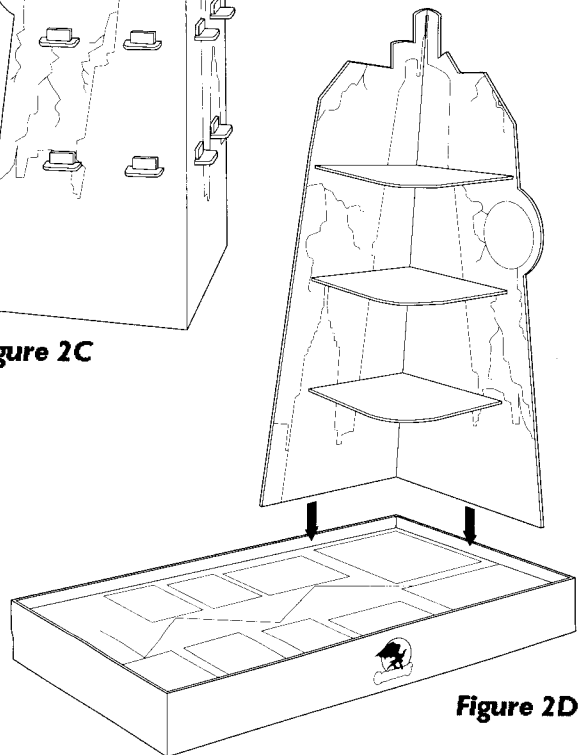


Figure 2D



ASSEMBLE THE SPINNER

Insert the arrow disk upward through the spinner. Then attach the spinner arrow to the disk by snapping it into place. See Figure 3.

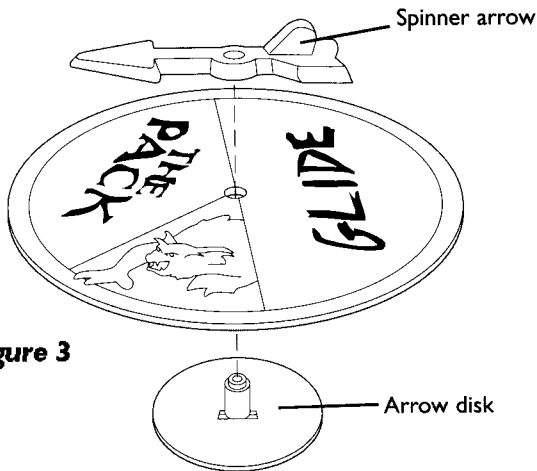


Figure 3

FIT PAWNS INTO STANDS

Fit the Gargoyle pawns into the 7 large pawn stands: Lexington, Brooklyn, Broadway, Hudson, Goliath, Bronx and Demona.

Fit the remaining 5 pawns into the small pawn stands: Xanatos, Elisa, and the 3 Pack pawns (Hyena/Dingo, Wolf/Jackal, and Fox).

GAME SETUP

1. Pawn Placement

THE GARGOYLES: Choose Lexington, Brooklyn, Broadway or Hudson as your pawn, and place it on the START space. All players do the same. Place any extras out of play.

Place Goliath, Demona, and Bronx on the spaces shown in Figure 1. *Note:* Place Goliath stone-side-out.

ELISA AND XANATOS: Place these two pawns on the top tower space.

THE PACK: There are 3 Pack pawns: Hyena/Dingo, Wolf/Jackal, and Fox. Place them on the spaces shown in Figure 1.

2. Place 2 Goliath tokens facedown in front of you. All players do the same. Place any extra Goliath tokens out of play.

3. Place the spinner and the 2 battle disks next to the gameboard.

HOW TO PLAY

OBJECT: Be first to reach the castle above the tower and save Elisa by defeating Xanatos.

The youngest player goes first. Play then continues clockwise.

YOUR MISSION

Elisa is trapped in Xanatos' castle, on top of the tower. To save her, you must glide to the castle and defeat Xanatos. That won't be easy, since you'll have to battle pesky Pack pawns that block your way. But your pal Bronx may protect you – and Goliath can pitch in during extra-tough battles!

ON YOUR TURN

If no Pack pawns are on your Gargoyle's space at the start of your turn, spin the spinner, then do whatever it directs. See **Spinner Directions**.

If one or more Pack pawns are on your Gargoyle's space, you must battle them instead of spinning the spinner. If you defeat the Pack pawn(s), you may then spin the spinner. See **BATTLING**, on page 5.



Spinner Directions



GLIDE: Move your pawn to the next space.

- If there are any Pack pawns on the space you move to, your turn is over. You must begin your next turn by battling the Pack pawn(s).
- If there are no Pack pawns on the space you move to, spin again. You may keep moving to the next space as long as you spin GLIDE, and move to a space without any Pack pawns.

Your Glide Path

On the gameboard, you must glide from space to connected space, always in the direction of the tower. Then glide up the 3 tower spaces to the top, where the evil Xanatos is itching for a fight! Figure 4 shows your Glide Path to the tower top.

Two or more pawns can share the same space.

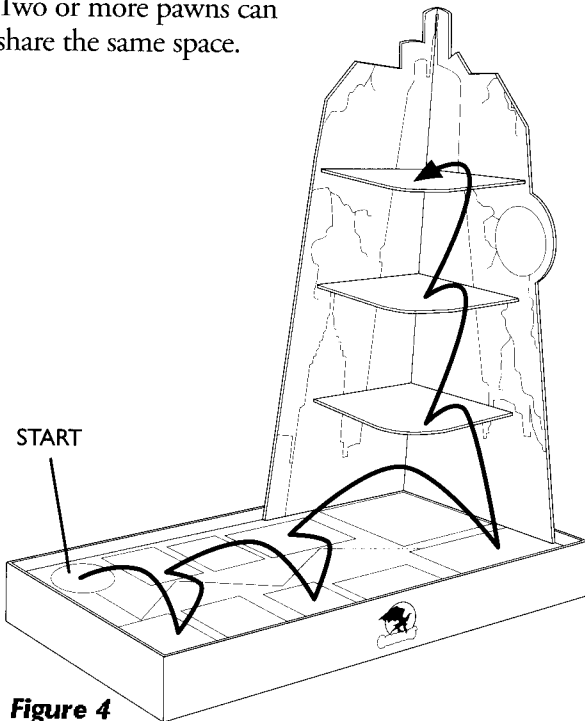


Figure 4



BRONX: Bronx protects his Gargoyle friends.

If you spin Bronx, you may move the Bronx pawn to any gameboard space that does not have a Pack pawn on it — including the START space. *Exception:* Never move Bronx onto a tower space. No Pack pawns can be placed on the space occupied by Bronx. It's good strategy to move Bronx onto your own space!

After you move Bronx, your turn is over.



THE PACK: You must move one of the 3 Pack pawns to any space, including the START space.

Exception: Never place a Pack pawn on the space Bronx occupies.

Moving Pack Pawns Back Onto the Board: If a Pack pawn is defeated in battle, it is placed off the gameboard. (More about this later.) If there are any off-the-board Pack pawns when you spin THE PACK, you must move one of them onto a space (instead of moving an on-the-board Pack pawn).

Pack pawns attack any Gargoyle pawns that occupy their space. *Exception:* Demona is never attacked by Pack pawns. (For more about Demona, see the box below.)

After you move a Pack pawn, your turn is over.

Demona and Xanatos: Special Pawns

DEMONA, THE EVIL GARGOYLE: As Xanatos' partner in crime, Demona tries to block the Gargoyles' progress to the castle. Never move Demona from the middle platform until you defeat her in battle. Once she is off the gameboard, she stays off.

XANATOS, THE CRIMINAL MASTERMIND: He's got Elisa in his clutches in the castle. Like Demona, he stays where he is until one lucky player defeats him in battle. That player wins the game!



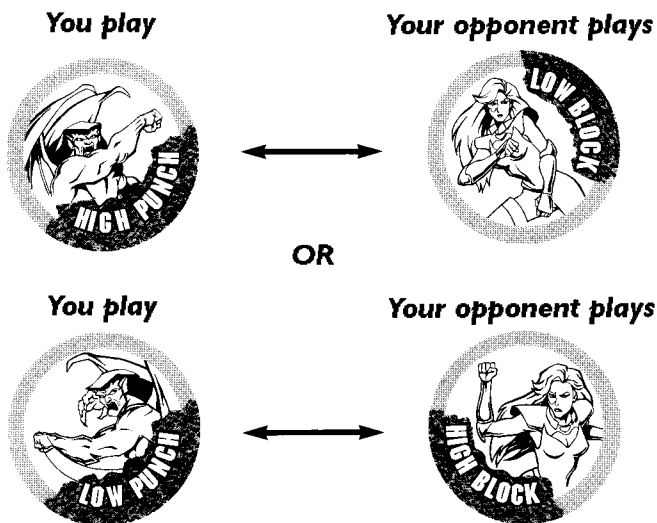
BATTLING

If any Pack pawns occupy your Gargoyle's space at the beginning of your turn, you must battle them. Battle each Pack pawn (in any order) – unless you decide to call Goliath for extra help! See **CALLING GOLIATH**, below.

Here's how to battle each Pack pawn:

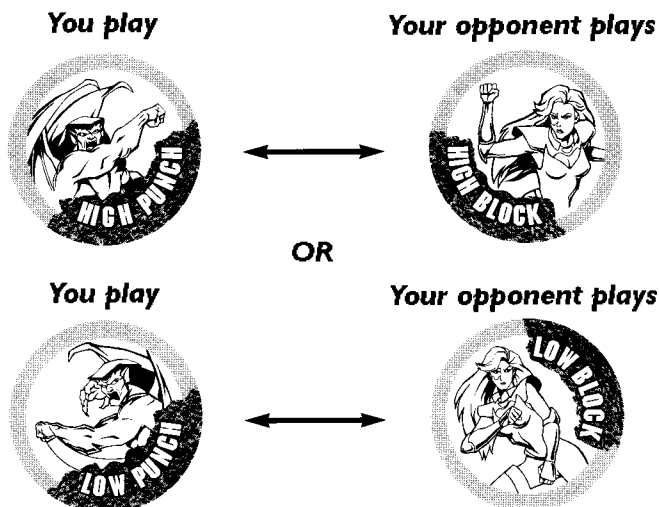
1. Take the PUNCH battle disk. The player to your left takes the BLOCK battle disk.
 2. Secretly decide which side of your disk to play. Place the disk with your chosen side up in front of you, and cover it with your hands. Your opponent does the same.
 3. At the same time, you and your opponent uncover your disks.
- *You win the battle if your punch is not blocked.* That is, you win if your disk says *High Punch* and your opponent's disk says *Low Block*, or if your disk says *Low Punch* and your opponent's disk says *High Block*. Remove the Pack pawn from the space and place it next to the gameboard.

You win the battle if:



- *You lose the battle if your punch is blocked.* That is, you lose if your disk says *High Punch* and your opponent's disk says *High Block*, or if your disk says *Low Punch* and your opponent's disk says *Low Block*. Leave the Pack pawn on the space.

You lose the battle if:



After you have battled each Pack pawn on your space, do the following:

- If you defeated all Pack pawns on your space, continue your turn by spinning the spinner.
- If you did *not* defeat all Pack pawns on your space, your turn is over.



CALLING GOLIATH

If you are battling several Pack pawns, you may decide to summon Goliath for some powerful assistance. *Goliath gets 2 chances to defeat all Pack pawns on that space at once.* If he wins, they're all removed from the space! *Note:* Goliath also can be called to battle Demona or Xanatos, along with any Pack pawns that occupy their spaces.



Call Goliath only at the start of your turn. Here's how:

1. Turn one of your Goliath tokens faceup. Goliath now transforms from stone to flesh! Place the Goliath pawn on your space, with his flesh side facing the battle.
 2. You and the player to your left battle by the normal battle rules. If you lose the first battle, try a second time.
- If you win the battle, remove all Pack pawns from the space, and place them next to the gameboard. Return Goliath to the top tower space with his stone side facing out. Then continue your turn by spinning the spinner.
 - If you lose both battles, return Goliath to the top tower space with his stone side facing out. Leave your pawn and the Pack pawns where they are. Your turn is over.

Once you use a Goliath token, it's out of the game. So save your Goliath tokens for when you need them most!



BATTLING DEMONA

Battle Demona (and any Pack pawns on her space) according to the battle rules.

No player can advance to the top tower space until Demona has been defeated. *Once she is defeated, Demona stays off the gameboard.*

HOW TO WIN

Glide to the top of the tower and battle Xanatos according to the battle rules. (If any Pack pawns are on the space, you must battle them first.) If you defeat Xanatos, you win the game!

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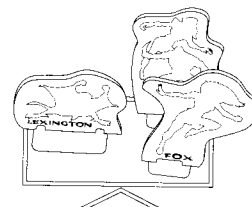
WARNING:

CHOKING HAZARD-Small parts.
Not for children under 3 years.

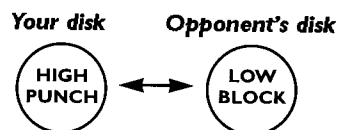
TURN EXAMPLE

Below is an example of one player's turn in a game. It illustrates gliding, battling and moving a Pack pawn.

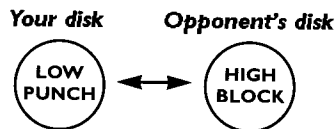
You have the Lexington pawn. Start your turn by battling the 2 Pack pawns on your space, one by one.



You defeated one Pack pawn! Remove it from the gameboard. Now battle the remaining pawn.

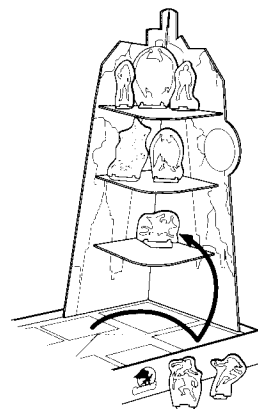


You defeated the other Pack pawn. Remove it from the gameboard. Now spin the spinner.



You spin GLIDE and move to the next space. Spin again!

You spin GLIDE again, and move to the bottom tower space. Spin again!



You spin THE PACK. You decide to move Fox (from off the gameboard) to the middle tower space, with Demona and an opponent's pawn. Your turn is over.

