

A MILTON BRADLEY GAME

# INSTRUCTIONS



*For 2 to 4 Players*

## *Contents*

Gameboard, Battle arena (3 parts), General Ivar pawn, 3 VR Trooper pawns, 13 Skug pawns, 3 Double Skug pawns, 18 Power chips, 17 Black pawn stands, 1 Red pawn stand, 1 Green pawn stand, 1 Yellow pawn stand, 5 White dice, 4 Black dice, Label sheet.

## *Object of the Game*

Be the first player to defeat Grimlord's General Ivar.

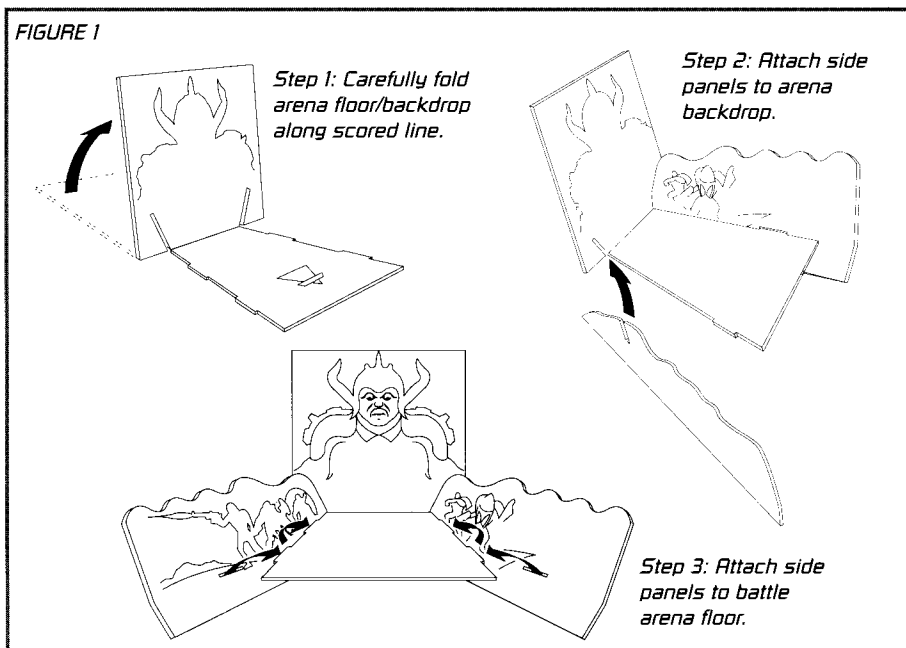
## *Assembly*

Carefully remove all parts from the cardboard platform and parts sheet. Discard waste.

### ***BUILD THE BATTLE ARENA***

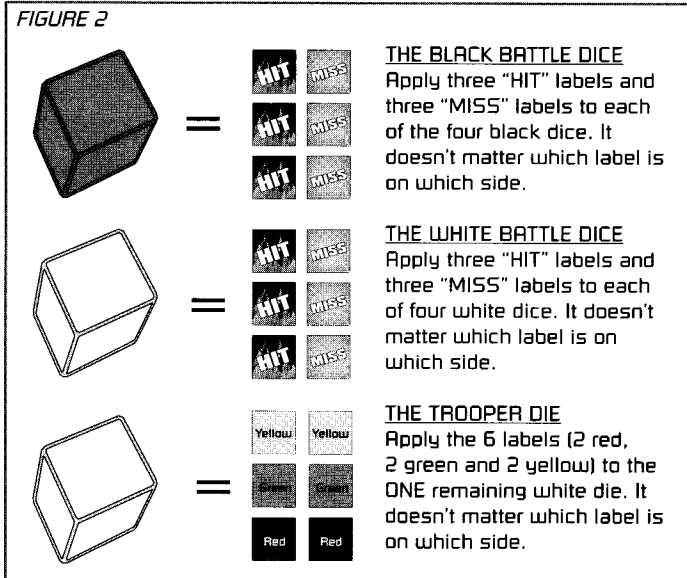
Build Grimlord's battle arena as shown in Figure 1.

**FIGURE 1**



## LABEL THE DICE

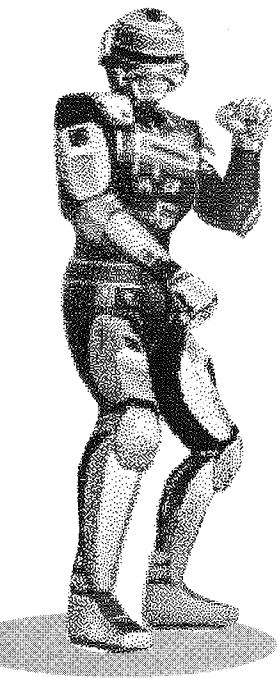
Apply labels to the dice as shown in Figure 2.



## Setup

1. Take one black and one white Battle die and place them out of play for now.
2. Insert each VR Trooper pawn into its matching color pawn stand. Then place each pawn on its matching color START space on the gameboard. See Figure 3.
3. Insert Grimlord's General Ivar into the large black pawn stand. Insert 12 Skug pawns and the double Skug pawns into the remaining black pawn stands. Place each pawn on the gameboard as shown in Figure 3.

Note: Your game includes one extra Skug pawn with black stand. Save it in case you need it as a replacement.



4. Place all of the Jeb The Talking Dog power chips in a pile within easy reach of all players.

5. Place Grimlord's battle arena within easy reach of all players.

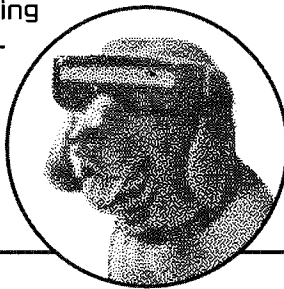
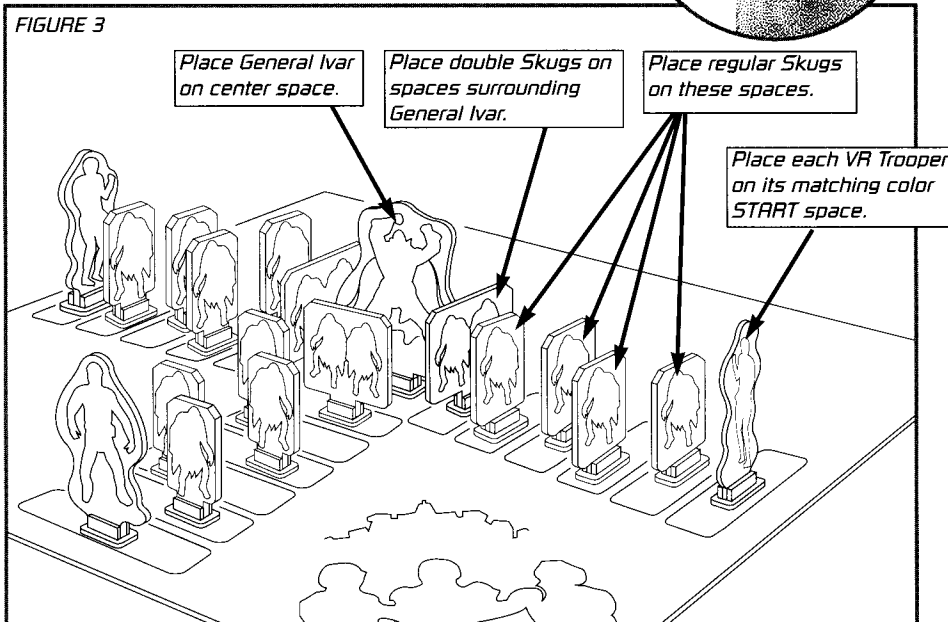


FIGURE 3



## How to Play

No player "owns" a particular color VR Trooper pawn. You will control different VR Troopers throughout the game.

Pick a player to go first. Play continues to the left.

### ON YOUR TURN, DO THE FOLLOWING:

1. Roll the multi-colored Trooper die to determine which color VR Trooper to move on your turn. For example, if you roll a "red," you control the red VR Trooper for this turn.

2. Find the VR Trooper that matches the color you rolled. Move the VR Trooper one space forward (toward General Ivar) on the matching color path, next to a Skug.

3. Battle the Skug.

### *Battling Skugs*

Players battle with dice in the battle arena. Instead of *rolling* the dice, we suggest tossing or throwing them into the arena with an *overhand* or *pitching* motion as shown in Figure 4.



1. The player to your left battles as the Skug on your turn. You take three white Battle dice and your opponent takes three black Battle dice.

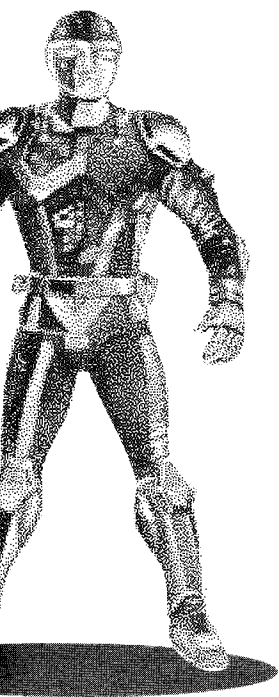
2. Your opponent takes one of the three black Battle dice and tosses it into the battle arena, hoping to toss a "HIT."

3. You then toss one of your three white Battle dice into the arena, hoping to toss a "HIT."

4. Play continues as described above until all six Battle dice have been tossed.

### *USE YOUR DICE AS WEAPONS!*

When you toss your die, try to reduce any "HITS" already tossed by your opponent by hitting your die against your opponent's die, trying to change it to





a "MISS." See Figure 4. *Take care when tossing!* An unlucky toss could change an opponent's "MISS" to a "HIT"! Or it might change your own previously tossed "HIT" to a "MISS."

**CAUTION:** Any dice that roll out of the battle arena cannot be counted.

### *Winning the Battle*

The player with the most "HITS" wins the battle.

*If you (as the VR Trooper) win the battle, do the following:*

- Take the defeated Skug pawn off the gameboard and place it out of play.
- Take one power chip from the pile and place it in front of you.

Your turn is over.

### *Losing the Battle*

*If you (as the VR Trooper) lose the battle, do the following:*

- Leave the Skug in place.
- Move the VR Trooper pawn back one space.
- Return one power chip (if you have one) to the pile.

Your turn is over.

### *If You Tie*

In the event of a tie, the VR Trooper wins the battle.

Play continues with the player to your left rolling the Trooper die to determine which VR Trooper to play on his/her turn. The game continues as described above. As the VR Troopers defeat the Skugs, one or more will eventually move up to the double Skug pawns.



### *Battling Double Skugs*

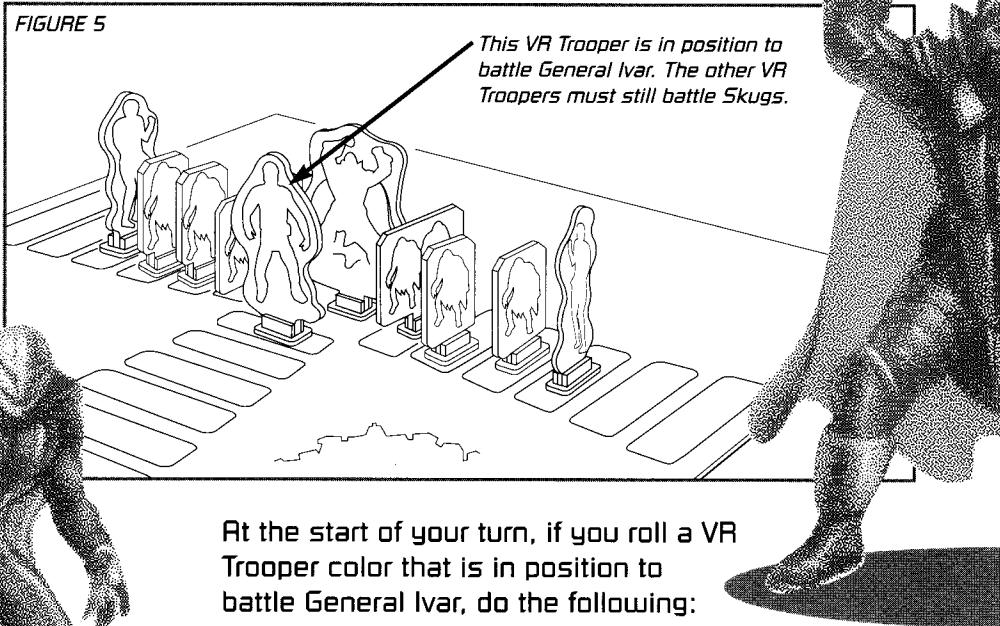
The rules remain the same when battling a double Skug except that you, as the VR Trooper, take two power chips from the pile if you win the battle. Your turn is then over. (You give up only one power chip if you lose the battle.)

### *Battling General Ivar*

When all the Skugs on a VR Trooper's matching color game path are defeated and removed from the path, the Trooper is in position to fight General Ivar. See Figure 5.

FIGURE 5

*This VR Trooper is in position to battle General Ivar. The other VR Troopers must still battle Skugs.*



At the start of your turn, if you roll a VR Trooper color that is in position to battle General Ivar, do the following:

1. Move the VR Trooper onto General Ivar's space.
2. The player to your left battles as General Ivar on your turn.
3. The General Ivar player tosses all *four* of the black dice at once into the battle arena.



4. You, as the VR Trooper, then toss all *four* of the white dice at once into the battle arena.

*Winning the Battle Against General Ivar*

If you (as the VR Trooper) toss the most "HITS," you win the battle and end the game.

*Tying in Battle Against General Ivar*

In the event of a tie, the VR Trooper *loses* the battle.

*Losing the Battle Against General Ivar*

If you (as the VR Trooper) lose the battle against General Ivar, you may trade in one power chip (if you have one) to immediately battle again. You may continue to trade in power chips to battle General Ivar *on the same turn* until you run out of chips. After playing any power chips you have, if you still lose the battle, your turn is over.

The game then continues as described previously, with the player to your left rolling the Trooper die to determine which VR Trooper to play. Battling continues against Skugs and General Ivar until the evil General is defeated.

*Winning the Game*

The player who defeats Grimlord's General Ivar wins the game.

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Milton Bradley Company  
P.O. Box 1247  
East Longmeadow, MA 01028



**WARNING:**

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

