

Ages: 5 and Up
2 or 4 Players



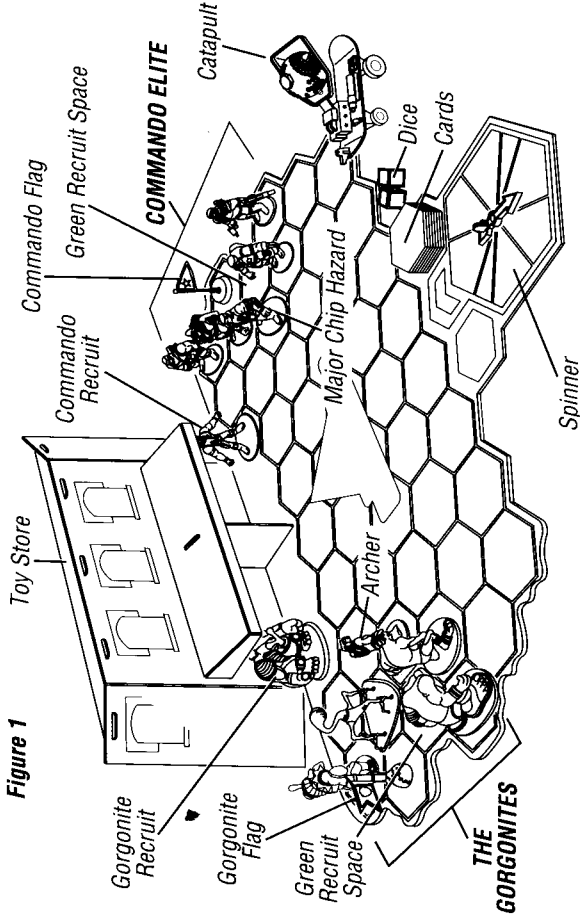
WARNING:

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

SMALL SOLDIERS™

BIG BATTLE GAME

Figure 1



OBJECT:

Capture the enemy's flag or send all enemy fighters to the Toy Store. You do this by battling the enemy successfully.

CONTENTS:

Gameboard with 3-D backdrop,
spinner, 6 Gorgonite™ figures and flag,
6 Commando Elite™ figures and flag,
1 catapult with launcher and ball, 2 dice,
32 cards, 1 label sheet, 1 clip.

THE FIRST TIME YOU PLAY:

Figure 1 shows the game set up and ready to play. Refer to it during assembly. Remove all parts from their parts sheets, bags and plastic runners. Discard all waste.

1. Assemble the 3-Piece Gameboard:

See Figure 2. Fit the three pieces together as shown.

2. Assemble the 4-Piece Toy Store:

Fold and insert tabs into slots as shown in Figure 3. Insert the 1 plastic clip through the gameboard slot and fit assembled Toy Store upright into the clip.

Figure 2

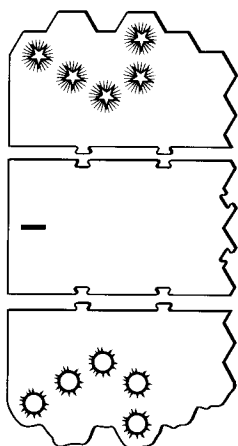
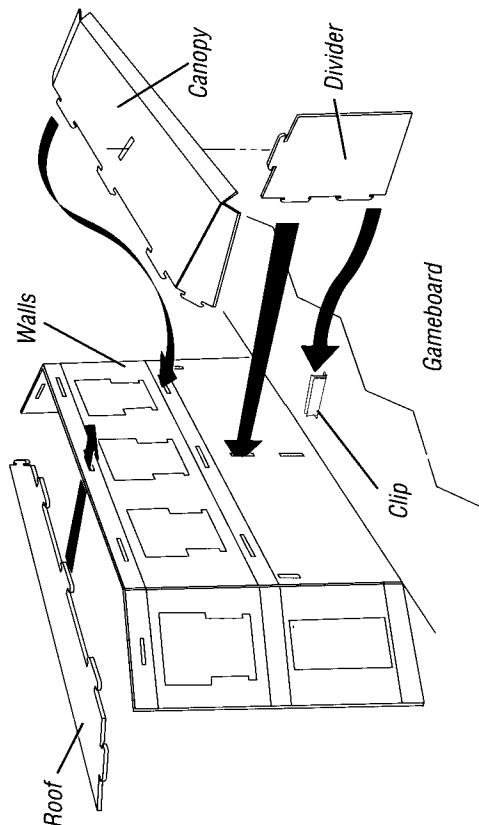


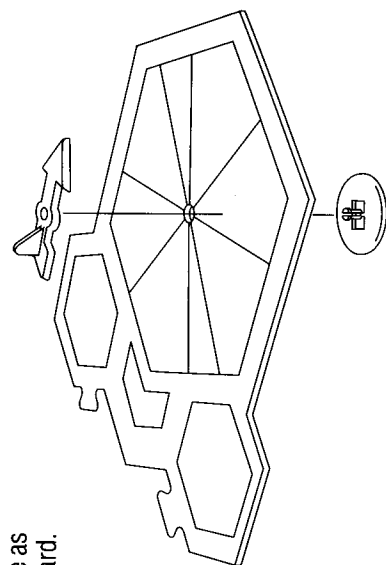
Figure 3



3. Assemble the Spinner:

See Figure 4. Insert arrow into its base as shown. Attach spinner to the gameboard.

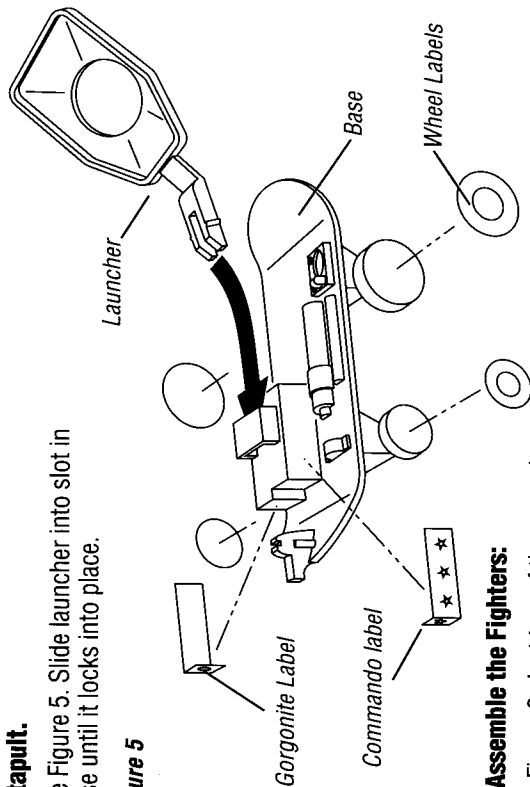
Figure 4



4. Assemble and Label the 2-piece Catapult:

See Figure 5. Slide launcher into slot in base until it locks into place.

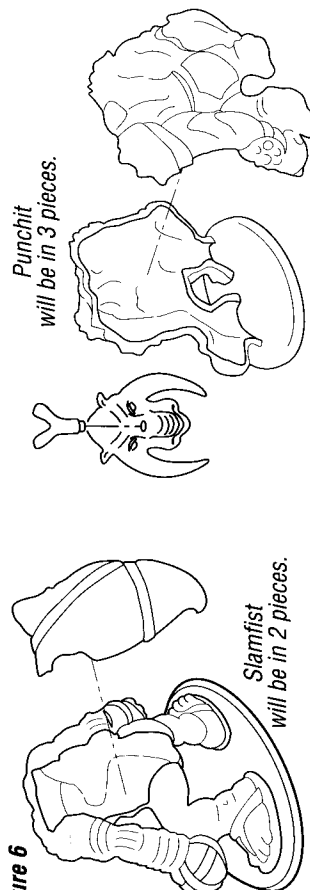
Figure 5



5. Assemble the Fighters:

See Figure 6. Just two of them need assembly. Press parts to fit together. Take a look at all the Small Soldiers on the package back.

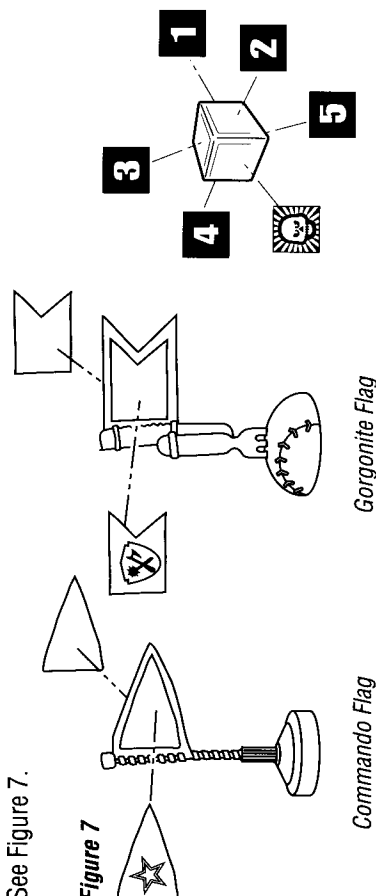
Figure 6



6. Label the Two Flags and the Two Dice:

See Figure 7.

Figure 7



SETUP:

Also refer to Figure 1 when setting up the game.

1. You and your opponent pick an army to command – the purple Gorgonites or the tan Commandos.

2. Place the fighters and the flags on the board. The Gorgonite leader Archer and any four of his fighters are placed on the sun symbols. (Archer on the gold sun). The Commando leader Chip Hazard and any four of his fighters are placed on the stars. (Chip on the gold star). The sixth fighter for each army goes into his Recruit section of the Toy Store. **Important: During the games, fighters lost in battle are placed in their Recruit section and can be called back into battle.**

3. Place the 32 cards facedown in a deck on the DRAW area of the Spinner.

4. Place the catapult and its ball near the board. During the game, you'll be using it to shoot enemy fighters.

5. Each player takes a die to battle with: the purple one for the Gorgonites; the tan one for the Commandos.

HOW TO PLAY: 2-Player Game

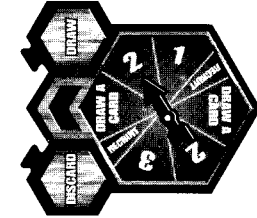
1. Each player sits behind his or her army with the Toy Store between them.

2. Roll a die. Highest number goes first. A skull is higher than any number. Players will alternate turns.



3. On Your Turn: Spin the spinner and do what it says.

Skull Roll



Spinner

If you spin a number: Move any one of your figures the full amount spun. Move from one adjacent space to another. You can move onto any 6-sided space on the

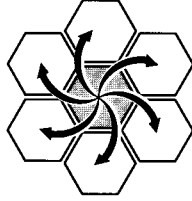


Figure 8.

On a spin of "1" you can move to any of these six spaces

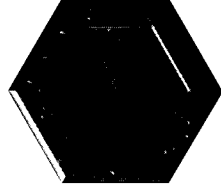
on an occupied space. See Figure 8 for an example of moving. **Important: You can increase the number of spaces to move with a Power card. See "The Cards" for more details.**

If You Spin "Draw a Card": Take the top card from the deck and do what it says. Some cards you'll discard; others you'll place under your fighters for more battling and moving power. More about the cards later.

If You Spin "Recruit": If your green recruit space is unoccupied at the start of your turn and you have a fighter in the Toy Store, then you can bring him back into play by placing him on your green

Recruit space. This is a great way to recycle fighters lost in battle. When you "recruit" one fighter, your turn is over.

Only one fighter can be recruited per spin.



Green Recruit Space

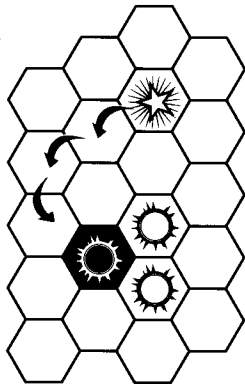
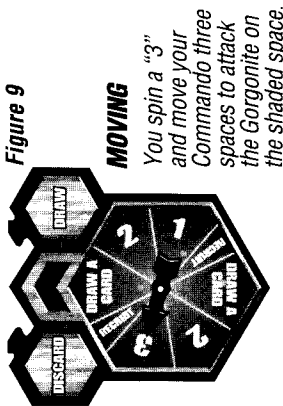
4. **How to Battle:** Any time one of your fighters ends his move on a space adjacent to an enemy fighter, then he can attack that fighter – if you wish. Attacking is optional! You can only attack one enemy fighter per turn.

To battle, each player rolls a die. The highest roll wins. A skull beats any

number. **Important: You can add power to your roll and increase your number with a Power card. See "The Cards" for more info.**

The losing fighter is placed into his Recruit side of the Toy Store. The winning fighter remains on his same space. If the number rolled (including any Power cards) is a tie, roll again. If two skulls are rolled, both battling figures are returned to their Recruit sides of the Toy Store. See Figure 9 for an example of moving and battling.

Figure 9



BATTLING

You roll a "4" and the Gorgonite player rolls a "4". You have a Power card that adds +1 to your roll. Your "5" beats the "4". The losing Gorgonite fighter is sent to the Toy Store.



Gorgonite roll of 4
Your Commando roll of 5

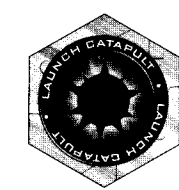
5. **The Cards:** The following kinds of cards are **Power cards** and when drawn are immediately placed faceup under your fighters on the board (not those in the Toy Store). They allow such fighters to move faster and fight harder. Only one card per fighter is allowed. The card remains under

Other Cards: If you draw either of these two cards, follow the directions on them and immediately discard them.



GloboTech Recall: Remove any enemy fighter of your choice from the board and put him in his section of the Toy Store. If the

fighter has a card under him, discard the card too. **Exception:** If your opponent has only one fighter left when you draw this card, do nothing and discard the card. You cannot use this card to win the game!



Launch Catapult: You get one shot to knock down any enemy fighters on the board. Load the catapult with the ball, place the

catapult off the board on your side of the spinner, take aim and pull back on the launcher to shoot. See

Figure 10. **Any fighter or fighters (even your own) knocked down are immediately placed into their appropriate side of the Toy Store.** If a fighter is still

upright but pushed into an unoccupied space, he and any card stays there; if an upright figure is pushed into an occupied space, he is placed in his side of the Toy Store and his card discarded if he has one. **Note:** a fighter is considered "pushed" into another space, if any part of his base crosses into that space.

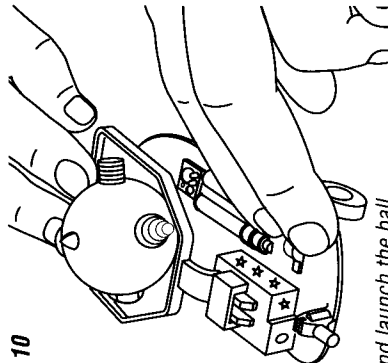


Figure 10

Load and launch the ball.

HOW TO WIN:

There are two ways to win. Either battle successfully so all your opponent's fighters are in the Toy Store and not on the board, or capture your opponent's flag. To capture an enemy flag, move any one of your fighters onto your opponent's flag space.

FOR A 4-PLAYER GAME:

Two players will work as a team commanding each army. They can discuss each move and agree as a team how to proceed or alternate command each turn. Another option is that each 2-player team controls three fighters-- players must sit out a turn or turns if all of their fighters are in the Toy Store.

ADVANCED RULES:

Try these variations for an extra challenge:

At the start of the game, you and your opponent are each dealt a 5-card hand. On your turn, before you spin, you may play a card if you wish. The rules for card play are the same as in the basic game except it may be possible for you to play two cards on a turn. For example, if you play a card and then spin "Draw a Card," play this second card immediately. You **must** play the card you just picked up and not one in your hand!

When you spin a number, you may move **all or some** of your fighters the number spun instead of just one figure. Remember any figure with a vehicle card under it would move the number spun plus the number on his vehicle card. You must move any or all fighters before you can attack.

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

© 1998 Milton Bradley Company. All Rights Reserved.

TM & © 1998 Universal City Studios, Inc., DreamWorks and Amblin Entertainment.
4813-1