



STONE WARRIORS BATTLE CARD GAME

For 2 to 4 players / Ages 6 and up

© BVTV Rules ©1994 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915.
Printed in U.S.A.

CONTENTS

60 CARDS

- HEROES:
23 Gargoyle cards, 6 Elisa Maza cards
- ENEMIES:
4 Demona cards, 2 Xanatos cards, 15 Villain cards (3 each of Wolf, Dingo, Fox, Hyena and Jackal)
- 4 Sunrise/Sundown cards
- 6 Battle cards numbered 1, 2 or 3

OBJECT

To be the first player to collect a complete set of all six Gargoyles – Lexington, Brooklyn, Broadway, Bronx, Hudson and Goliath. You must be able to see all six – you can't win if any Gargoyle is covered by a Sunrise/Sundown card.

SETUP

- For 4 players, use the complete deck. For 3 players, remove one set of the 6 different Gargoyles. For 2 players, remove 2 sets of Gargoyles.
- Remove the 6 Battle cards. Separate them into Heroes (white) and Enemies (red) and place them face down in the center of the table. You will use these later, when you battle the Villains!
- Pick a dealer, who shuffles the remaining cards and deals cards face down one at a time until each player has three.
- The dealer places the rest of the deck face down on the table to form the Draw pile. You will form the face-up Discard pile next to it.

GAME PLAY

The player to the dealer's left goes first. Play passes to the left.

On your turn, do these steps in this order:

- 1. Draw:** Start every turn by drawing enough cards to bring your hand up to four. You may draw from the Draw pile, or take a Gargoyle (but not any other kinds of cards) from the top of the Discard pile.
- 2. Play any Gargoyle cards** in your hand to the table, face up. **Note:** If you were dealt a duplicate or draw a Gargoyle you've already played to the table, you may keep it in your hand or discard it at the end of your turn; you may discard only one per turn.
- 3. Attack** and try to take a card from an opponent's hand or capture a Gargoyle from the table. See **The Cards**, below. You may attack *once* per turn with a Demona, Xanatos, or Sunrise/Sundown card **OR** you may attack with *one or more* Villain cards. The attacked player may defend immediately or, if he or she can't defend, you both battle.
- 4. Battle**, if appropriate. See instructions on back page.

THE CARDS

Demona: To attack, play her to the Discard pile, then look in an opponent's hand and take any card you want. If you take a Gargoyle, play it to the table immediately. If you take some other card, keep it to use on another turn. There's no defense against Demona!



Xanatos: To attack, play him to the Discard pile – and take any Gargoyle card you want from any player and add it to your own collection. There is no defense against Xanatos! If a player has a Gargoyle – Sunrise/Sundown – Gargoyle on the table, you may use Xanatos to take the top Gargoyle; leave the other two cards in front of the other player.



Elisa Maza: Play her to defend against Sunrise/Sundown or Villains, as described at right.



Sunrise/Sundown: To attack, play on top of an opponent's Gargoyle to turn it to stone. A covered Gargoyle can't count towards a complete set. Your opponent *may* be able to defend immediately.

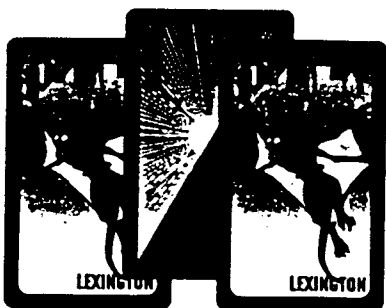
To defend against a Sunrise/Sundown attack, either:

- Play an Elisa Maza card on this or a later turn, then discard her and the Sunrise/Sundown card,

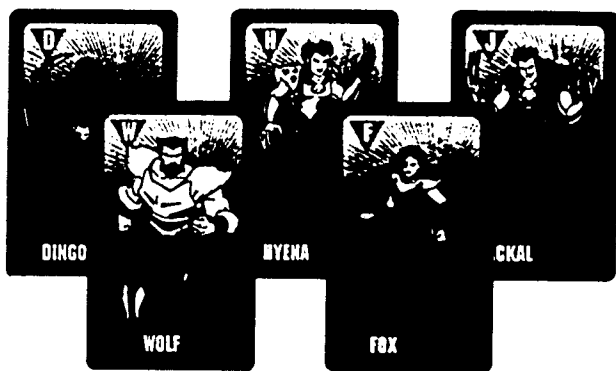


OR

- Play another of the same Gargoyle on top of the Sunrise/Sundown card on this or a later turn. Leave all three cards on the table.



Villains: Dingo, Wolf, Hyena, Fox and Jackal



To attack, place one Villain in front of each Gargoyle you want to try to win. Play one or more on your turn; you may attack Gargoyles belonging to different players if you wish.

To defend against a Villain, play an Elisa card immediately to stop one Villain's attack. Discard both the Villain and Elisa.

If you can't defend with an Elisa card, you must Battle your Attacker. Here's how...

To Battle :

- You must fight a separate battle for each Gargoyle that is attacked by a Villain on a turn, so decide which Gargoyle you want to fight for first.
- The Attacker takes the red pile; the Attacked player takes the white pile.
- Look at the cards and try to figure out which number your rival will throw. Now throw down one of your cards as you both yell "STONE WARRIORS BATTLE!"



3 beats 2...

2 beats 1...

...but 1 beats 3!

- If you have the winning number, you win the battle! If you were the Attacker, take the attacked Gargoyle; if you were the Attacked, keep your Gargoyle.
- If you both flip the same number, pick up the cards and throw again. Keep throwing, picking up and throwing until there's a winner.
- After the battle, discard the Villain that caused the fight.
- If you were attacked by more than one Villain, pick up the cards and battle again! Keep battling until there are no Villains left on the table.
- The player to the left of the Attacker goes next, in the usual turn order.

WINNING

The first player who makes a complete set of the six different Gargoyles is the winner. **Remember:** A Gargoyle covered by a Sunrise/Sundown card does not count.

If you use up the Draw pile before there is a winner, shuffle the Discards and place them face down to form the new Draw pile.



We will be happy to hear your questions or comments about this game.

Write to: Consumer Relations, Parker Brothers,
P.O. Box 1012, Beverly, MA 01915.