



Play Time: 10 - 15 Min.

Designer: Travis Walters Art: Qaiser Images Publisher: Virtual Warehouse ** Better with Battle Boards Arena

Warning: Rubber bands can break and fly. Use them at your own risk. The game will work without them. Please make sure rubber bands are good before each use. ** Keep away from small children.



Setup:

Place the rubber bands on the Battle Boards Arena one inch in from each side wall. Each player gets 1 top and 10 dice.

Gameplay:

Both players countdown "3-2-1 GO," and spin their tops in the battle arena.

Both players have until their top completely stops to make as many points as possible. Wobbling is still moving!

Each player rolls their own 10 dice. You can hold back or re-roll as many dice as you like until your top stops in the battle arena.

After both tops have stopped, count up the scores.

Scoring:

Score points by matching dice numbers. You must have the number of matching dice for that number. 2's take two dice. 3's take 3. 4's 4. 5's 5. 6's 6.

Each number is worth its value in points. You can't pair 1 one, so they are worth nothing.

You can get more than the minimum number of matches.

Examples: Five dice with 4's would be worth 20 points. Four dice with 5's would be worth 0 points. If you have five dice with 6's on them they are worth 0 points. Three 4's = 0 points.

• You can combine combos.

Example: Six 6's and three 3's = 45 points



• 10 point bonus for using all 10 dice before your top stops.

Example: Six 6's and four 4's = 52 + 10 bonus = 62 points

Two 2's + Three 3's + five 5's = 38 + 10 bonus = 48 points

• OR 20 point bonus if all 10 dice numbers match.

Example: Ten 6's = 60 + 20 bonus = 80 points



Both players mark their score and start another round.



Winning:

The first player to 250 points wins!



Game contents:

- QTY 6 Rubber bands 8" (replaceable)
- QTY 20 Dice
- QTY 2 Battle tops (random colors)

Scan here to go to MyBattleBoards.com Setup, instruction, and gameplay videos