



Battle Grounds (Board Game)

TYPE: Board Game

PLAYERS: 2

PLAY TIME: Long

COMPLEXITY: Moderate

BASIC BATTLE GROUNDS: This version is an adaptation to Chess, there are a few variants. The basic version is for those with a limited number of figures. Each player will need one starter set (This can be shared between both players) and at least 4 booster sets. (4 level I figures, 2 Starter or Accessory figures, 4 level II figures, 2 level III figures, one level III must be a Cosmic Level figure, and 6 Battle Dice)

The Basic Game:

GAME BOARD: The basic board is 6 squares by 7 squares, the first 3 rows for each player are colored to match a specific Battle Stat. (See figure one for placement. A "*" indicates where you may place your Cosmic Level figure, you can only have one Cosmic figure but you have a choice of 2 squares for placement. 'S/A' is a Starter or Accessory figure.)

(Figure one)

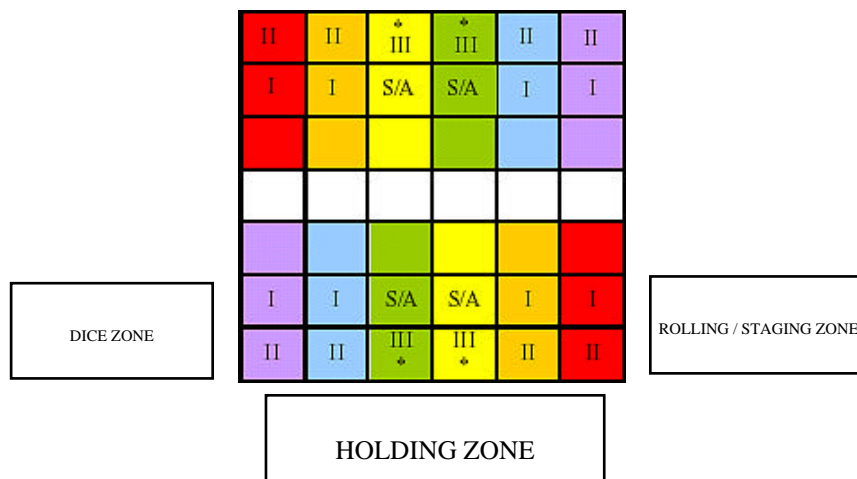


FIGURE MOVEMENT: A Turn ends after a figure moves or finishes an attack.

Starter or Accessory figures may only move one space at a time limited to forwards, backwards and sideways. It may not move diagonally or attack diagonally.

Level I figures can only move one space at a time and can move or attack diagonally.

Level II figures can move or attack in any direction and up to 2 spaces at a time but cannot change direction. If it starts moving diagonally it must continue to move diagonally.

Level III figures can move or attack in any direction up to 3 spaces at a time and can change direction when they move or attack.

BATTLES: Figures attack by trying to enter into a space occupied by their opponent. An example, if your figures movements would not land them in an occupied square you cannot attack on your turn. If you win the battle you move your figure into that square, this ends your turn. Defending figures do not move into the square the attacking figure occupied. Battles are handled the same as regular rules except for the following:

When attacking a figure that is on a colored square, the Battle Stat is determined by the color of the square the defending figure occupies. (If you attack a figure that occupies a Red square, the Battle Stat is Fighting Skills.) Placement on these squares can be important choose figures whose core value for that square is complimentary. Don't put a figure into Intelligence if it has a very low score in Intelligence. (Of course figures do move and this applies to moving figures into a square that would result in a low battle score.)

When attacking a figure that is on a white square each player rolls to determine the current Battle Stat. In the case of a Tie or if both figures are on a white square each player chooses their own Battle Stat for the current match-up.

After deciding on the current Battle Stat each player rolls a die to determine its value to be added to the Battle.

ZONES: Zones are defined as such:

Battle Zone: The Battle Zone is any two squares occupied by two figures currently in battle.

Ready Zone: The Ready Zone is any square adjacent to a figure that is attacking another figure or that is being attacked. For rules or powers that reference the Ready Zone, such as Teleport this is now used like Swap Powers if you have a figure in an adjacent square you may swap these figures for each other.

Staging Zone: The Staging Zone is the first two rows where your figures start the game. For rules or powers that reference the Staging Zone if you have a figure in any of the starting squares you can choose one of these figures. Example: Hypnotize, normally you take one figure from your Holding Zone and place it into your Staging Zone. This power allows you to take one of your foe's figures from your Holding Zone and place it into your Staging Zone. When returning the figure to its owner if you lose a battle the owner can place it in any colored square on their side of the board. For Swap Powers just change the places of two adjacent figures. (You must have an empty square to use Hypnotize.)

Dice Zone: The Dice Zone is just to the Left Side of the Board. (You can change sides if you are left handed. See Rolling /Staging Zone)

Holding Zone: The Holding Zone is below the board in front of you.

Roll / Staging Zone: This is a new Zone and is on the right hand side of the board. You place all your dice here and move them to the Dice Zone as applicable. When a rule specifies a die in your Staging Zone it applies to dice here. (You can change sides if you are left handed. See Dice Zone)

DICE RULES: Dice rules are the same as normal game play. Except you place your 6 dice into the Rolling / Staging Zone and when you loose a battle you are allowed to pick any die and place it into the Dice Zone. (Note you can only have 5 dice in the Dice Zone as one is needed to roll in battles. But you can swap a die for one in the Dice Zone if you loose a battle and already have 5 dice in the Dice Zone.)

STRIKE TOTAL: This is different from the normal game as you do not roll to determine Battle Stats. And for Telepathy which is always on and only applies to figures in the Staging Zone (Your first two rows of squares. Telepathy will be changed for game p lay. See: Attack Power Addendums. (For rules that apply to Strike Totals adjust them to Battle Total bonuses.)

WINING THE GAME: The player who captures their opponents Cosmic Figure wins the game.

ATTACK POWER ADDENDUMS: Game play changes to normal Attack Powers.

Hypnotize: Take one of your foe's figures from your Holding Zone and place it into your Staging Zone. (You must have an empty square in the first two rows on your side of the game board to put the figure into.) When returning the figure to its owner if you lose a battle the owner can place it in any colored square on their side of the board. Super Sense: If you win the battle, you can read the rule in one of your opponent's Battle Dice.

Swap Powers: Change places with any figure in your Staging Zone. (First two rows on your side of the game board.)

Telepathy: If you win a battle by more than 2 points move a die from your Rolling / Staging Zone to your Dice Zone.

Teleport this is now used similarly as Swap Powers if you have a figure in an adjacent square you may swap these figures for each other.

The Advanced Game

GAME VARIATION: The advanced game varies from the Basic Game as follows.

ADVANCED BATTLE GROUNDS: The advanced version is for those with more figures. Each player will need one starter set (This can be shared between both players) and at least 4 booster sets. (6 level I figures, 2 Starter or Accessory figures, 4 level II figures, 4 level III figures, (one level III must be a Cosmic Level figure) and 6 Battle Dice)

GAME BOARD: The advanced board is 8 squares by 8 squares, the first 3 rows for each player are colored to match a specific Battle Stat. (See figure two for placement. A “*” indicates where you may place your Cosmic Level figure, you can only have one Cosmic figure but you have a choice of 2 squares for placement.) The 2 middle columns on each side have all 6 colors. The defender in one of these squares can choose any Battle Stat for the current match- up. Also similar to chess reaching the far end of the board releases a figure from the Holding Zone. Place the freed figure in a Staging Zone square of your choice.

This and the number of figures are all that differ from the Basic Game.

(Figure two)

II	II	III	III*	III*	III	II	II
I	I	I	S/A	S/A	I	I	I
I	I	I	S/A	S/A	I	I	I
II	II	III	III*	III*	III	II	II

BATTLE GROUNDS

Red	Orange	Yellow	Green	Blue	Purple
Red	Orange	Yellow	Green	Blue	Purple
Red	Orange	Yellow	Green	Blue	Purple
White	White	White	White	White	White
Purple	Blue	Green	Yellow	Orange	Red
Purple	Blue	Green	Yellow	Orange	Red
Purple	Blue	Green	Yellow	Orange	Red

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