

# Rules for the Playground Battles Game

**Equipment** included with Playground Battles board game

1 Board, 1 die, 48 game stands, 48 game cards

The **objective** of this game is to navigate the board to reach the opponents base.

## Game Setup

1. Put the blue game cards into the blue game stands, as well as the red cards into the red game stands.
2. Separate the blue and red game pieces, with the Playground Battles side facing your opponent.
3. Each player will then choose a total of 10 pieces, including the mandatory minimum of 1 Rock, 1 Paper, and 1 Scissor. Next, the player is allowed to choose any combination of 7 pieces. (example: 7 rocks or 1 rock, 4 paper, and 2 scissor)
4. After selecting your pieces, set them along the back row of the board directly in front of your base.

## Game Play

1. The game begins with old fashioned rock, paper, scissor with your hands.
2. The winner will go first by rolling the die.
3. The number facing up on the die will determine how many spaces you must move in each turn.
4. Players cannot move diagonally or to a space previously visited during the current turn. (Players can move horizontally and vertically in any direction)
5. Players cannot jump over any pieces on the board.
6. To attack an opponents piece, you must land on their spot after moving the exact required amount of spaces.
7. Both players reveal their cards to determine which piece losses the battle and leaves the board.
8. The following is how you determine who stays on the board:
  - Scissors defeats paper
  - Paper defeats rock
  - Rock defeats scissors- (refer to board for quick reference)

9. If both pieces are the same after being revealed, a stalemate occurs. Once in a stalemate, players must face both pieces against each other so the piece's identities are hidden from both players view.
10. To end a stalemate, you must move a corresponding winning piece to the box where the stalemate occurred.
11. If you attempt to rescue the stalemated piece with anything else other than the winning piece, you lose that piece automatically.
12. After a stalemate is broken, the winner must keep 1 of the pieces in that box, and move the other piece to any open spot on the back row where the piece originated. You have the option of choosing which piece stays, and which piece is moved to the back row.
13. Victory can be achieved by two different methods. First, by moving any of your pieces into the opponent's base. However, you may only enter the base if you roll the proper number on the die to move the correct amount of spaces. No extra amount of moves can exist for the piece inside a base. Second, you may win by eliminating all your opponent's pieces, or their legal moves. For example, your opponent only has pieces involved in stalemates, and you have one or more free moving pieces.