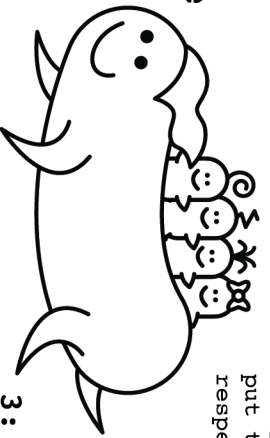


Bandana Will's Great Rescue



1: One player plays WILL and one player plays ZAXX. Players put their peices on their respective "start" space

2: Will goes first. Each player rolls the dice on their turn & moves that number of spaces

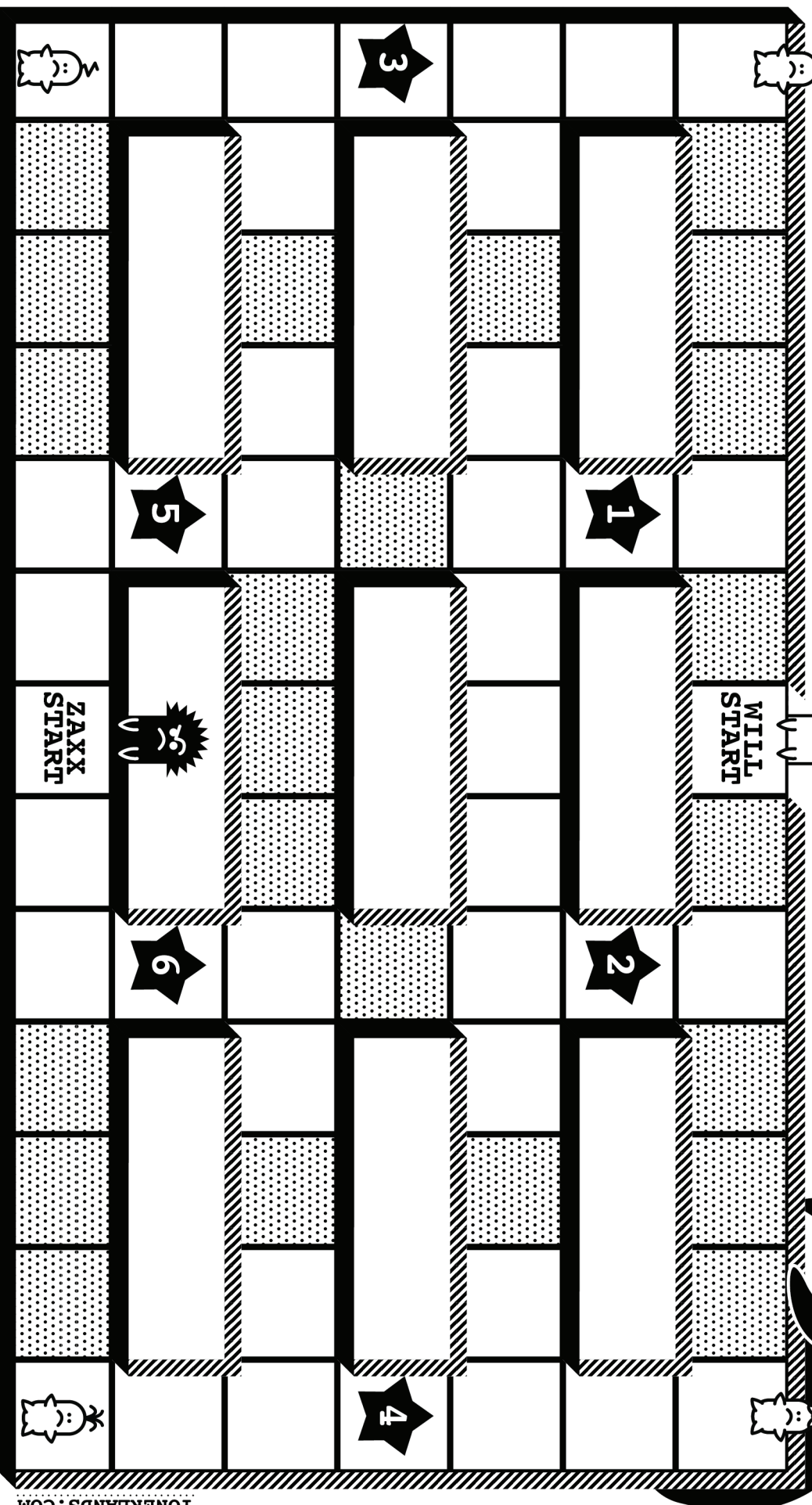
3: The shading of the spaces doesn't matter to Will, but Zaxx needs two "moves" to step onto a dark square.

4: Will's goal is to "rescue" (land on or move past) all four captive children, avoid Zaxx, and get back to his start space. Zaxx's goal is to "catch" (land on or move past) Will

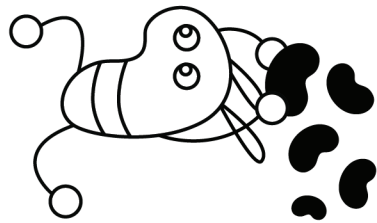
5: If either character lands on a star space, they have the option to roll the di and warp to the corresponding star

6: Will cannot rescue the same captive twice. You can keep track of who is recued by placing a coin or token over them.

REQUIRES:



Bean Caravan



REQUIRES:



- 1: Each player begins in the CITY with 5 BEANS and the TOOL of their choice. (Place a coin on each "5" and whatever tool)
- 2: Players take turns as outlined below, keeping track of their resources with the BEAN COUNTER and the TOOLS TABLE

OBJECTIVE:

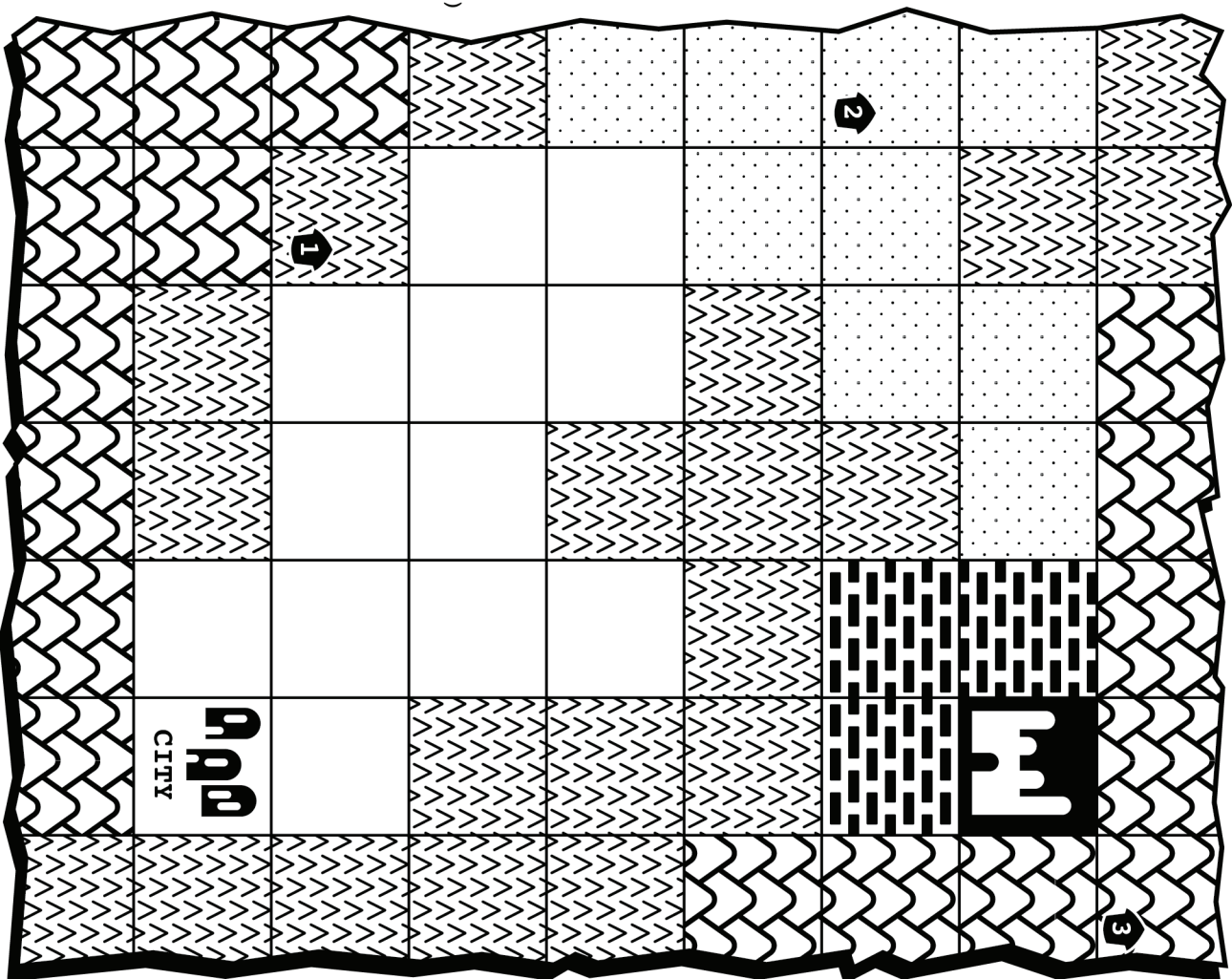
- 1) Find true happiness
- 2) Visit all the huts () in order.

TAKING A TURN

The player consumes (spends) one bean, then...

- 1: MOVES one space in any direction if desired
- 2: ROLLS the dice for the reward/hazard outlined on the EXPLORE table
- 3: CHANGES TOOL if desired

IF YOU RUN OUT OF BEANS, YOU LOSE



EXPLORE TABLE

CITY:
1-4 collect 2 ☪
5-6 collect 3 ☪

PRAIRIE:
1-2 collect 2 ☪
3-4 collect 3 ☪ If ☪
5-6 MONSTER! Lose 1 ☪

FOREST:
1-2 collect 2 ☪
3-5 MONSTER! Lose 2 ☪
6 collect 3 ☪ If ☪

MOUNTAIN:
1-2 collect 2 ☪ If ☪
3-6 MONSTER! Lose 1 ☪

DESERT:
1-4 Nothing...
5-6 MONSTER! Lose 1 ☪

RUIN:
1-3 MONSTER! Lose 2 ☪
4-6 collect 2 ☪ If ☪

LOST CASTLE:
1-5 MONSTER! Lose 1 ☪
6 True happiness!

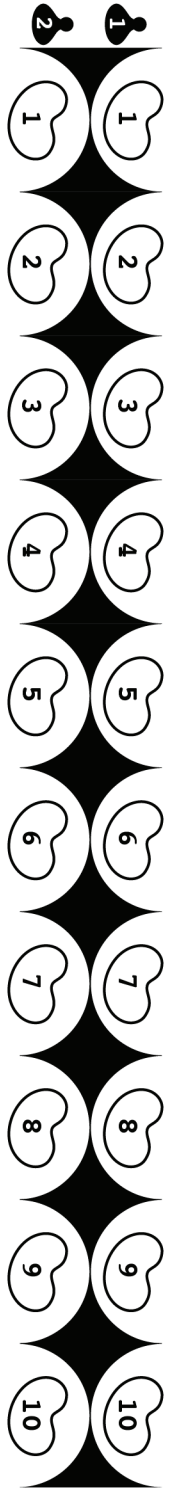
TOOLS TABLE

1 Ignore "MONSTER!" hazards

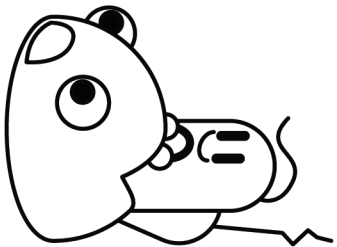
2 Collect "if ☪" bonuses

3 Move two spaces, not one

BEAN COUNTER



Bumper Battle



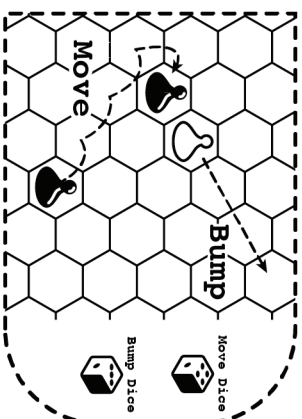
REQUIRES:



- 1: Players place their token on any ★ and play Rock, Paper Scissors to decide who goes first.
- 2: Players roll two dice. One is their movement, and one is their "bump". They get to decide which is which.

3: The "Move" dice represents how many spaces they get to move.

4: The "bump" dice can be used to move an opponent in the direction of that opponent the number of spaces represented by the dice



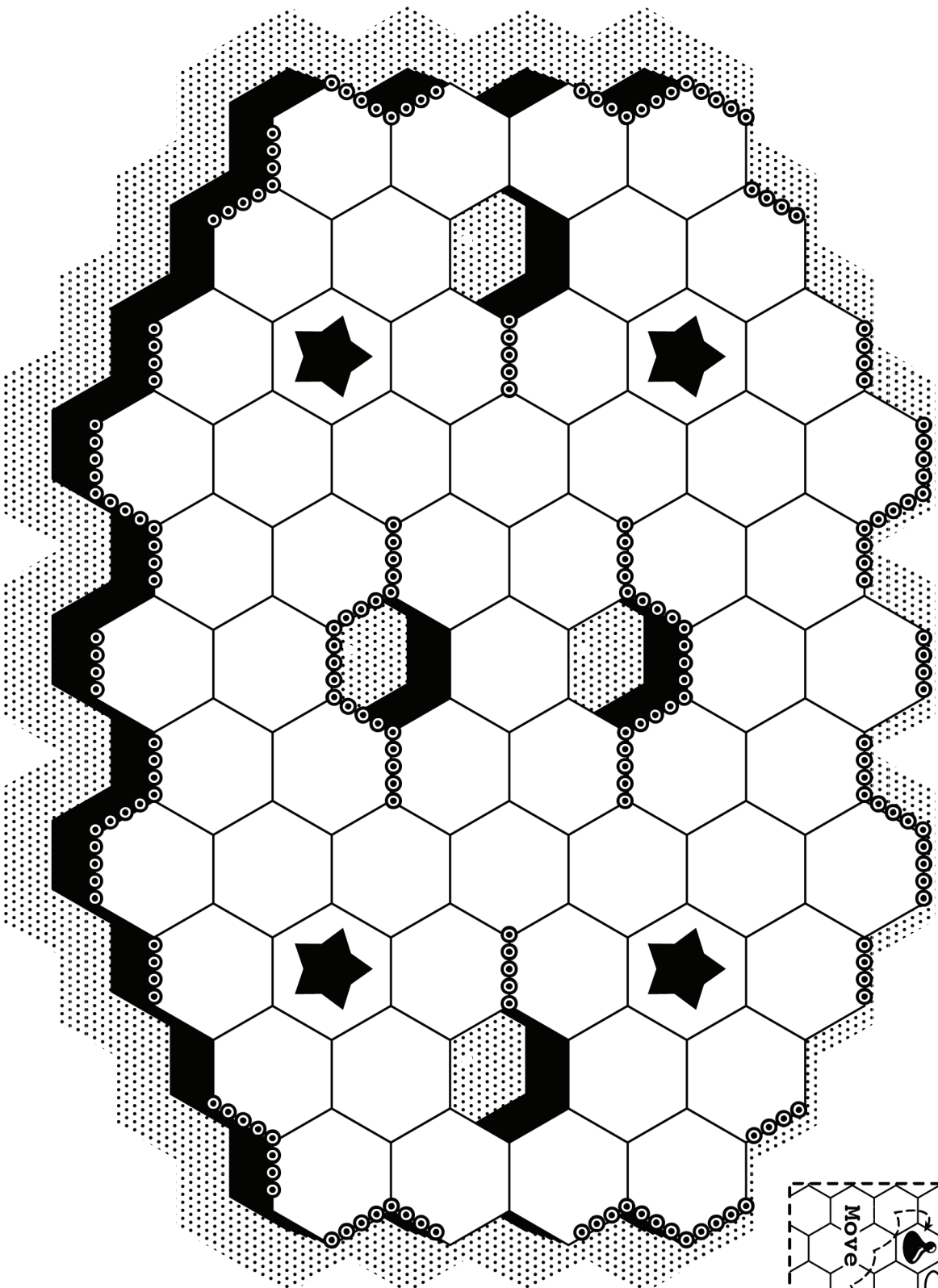
5: When a player gets bumped off, they place their token on any ★ space

6: Players cannot move or be bumped through barriers ○○○○

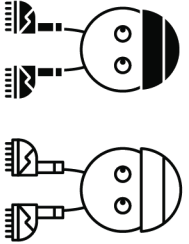
7: Players cannot move or be bumped onto another player's space

8: When a player is bumped off three times, they're out.

9: The player who is left when all others are out is the winner



Hexball



Players start with three coin-people each on the spots with ●. A pawn, (the ball,) starts on the **BALL START** space. The two teams can be represented by heads vs tails, or using different coinage. Players take turns moving all of their coin-people one space at a time in any direction simultaneously. When one of them moves onto the space with the ball, they are able to **KICK** it.

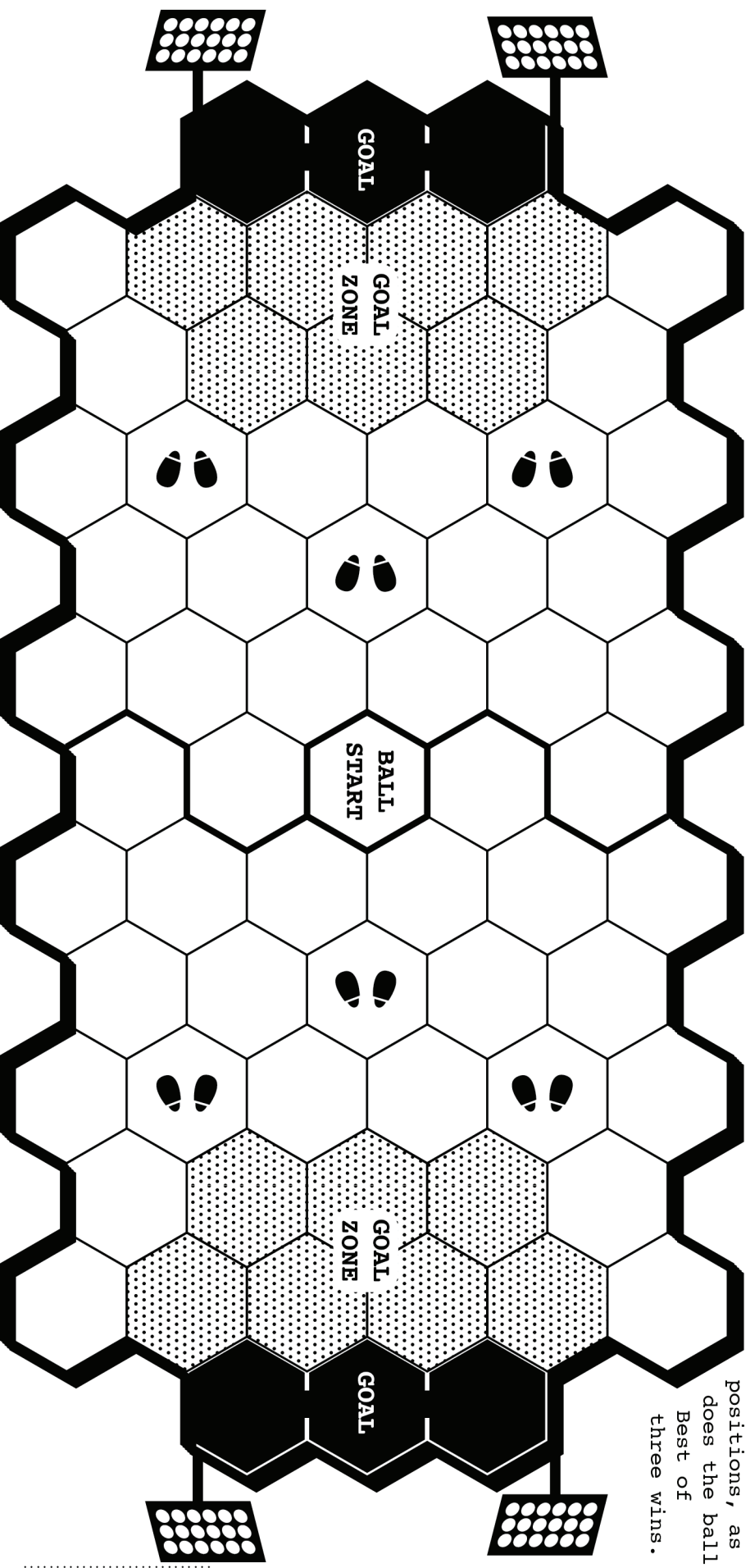
KICKING:
Pick a direction to kick the ball, roll two dice, and pick one. The ball moves in the chosen direction that many spaces, ricocheting sensibly off the sides. If it reaches another player, they are then able to immediately kick it themselves. After the ball stops moving, play continues normally.

! IF TWO PLAYERS WANT TO MOVE ONTO THE SAME SPACE, PLAYERS CALL "EVEN" AND "ODD" AND ROLL A DICE. THE CORRECT CALL MOVES ONTO THE SPACE. THE OTHER COIN PERSON DOESN'T MOVE.

If when you roll the dice it comes up doubles, the kicking player can instantly place the ball in the opponent's net, but **ONLY** if that player doesn't have a coin person in their "goal zone"

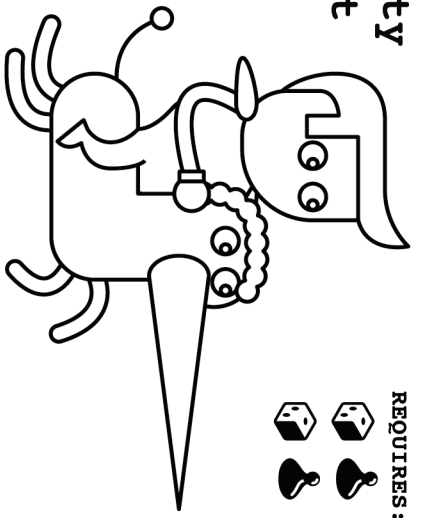
SCORING:
If a player manages to kick the ball into their opponent's **GOAL** area, they get a point. Players return to their

starting positions, as does the ball. Best of three wins.



Lanceabitt's

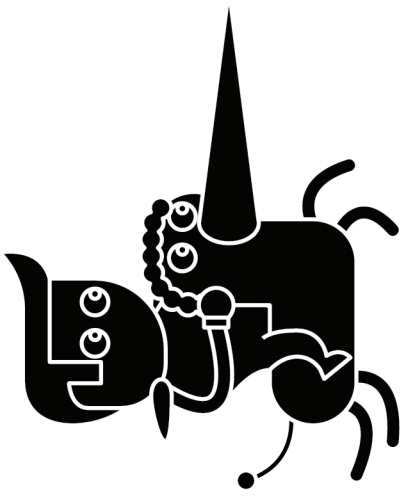
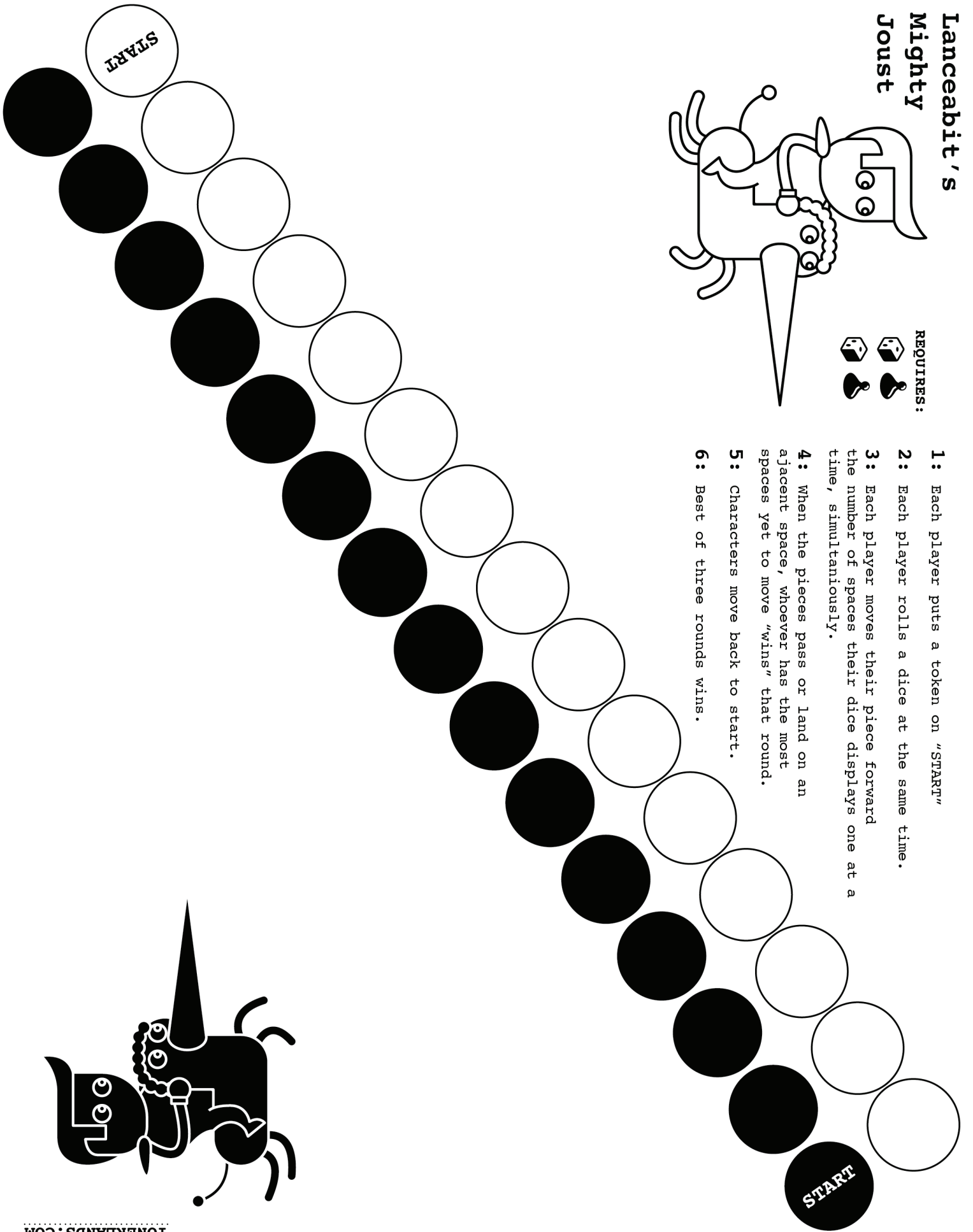
Mighty Joust



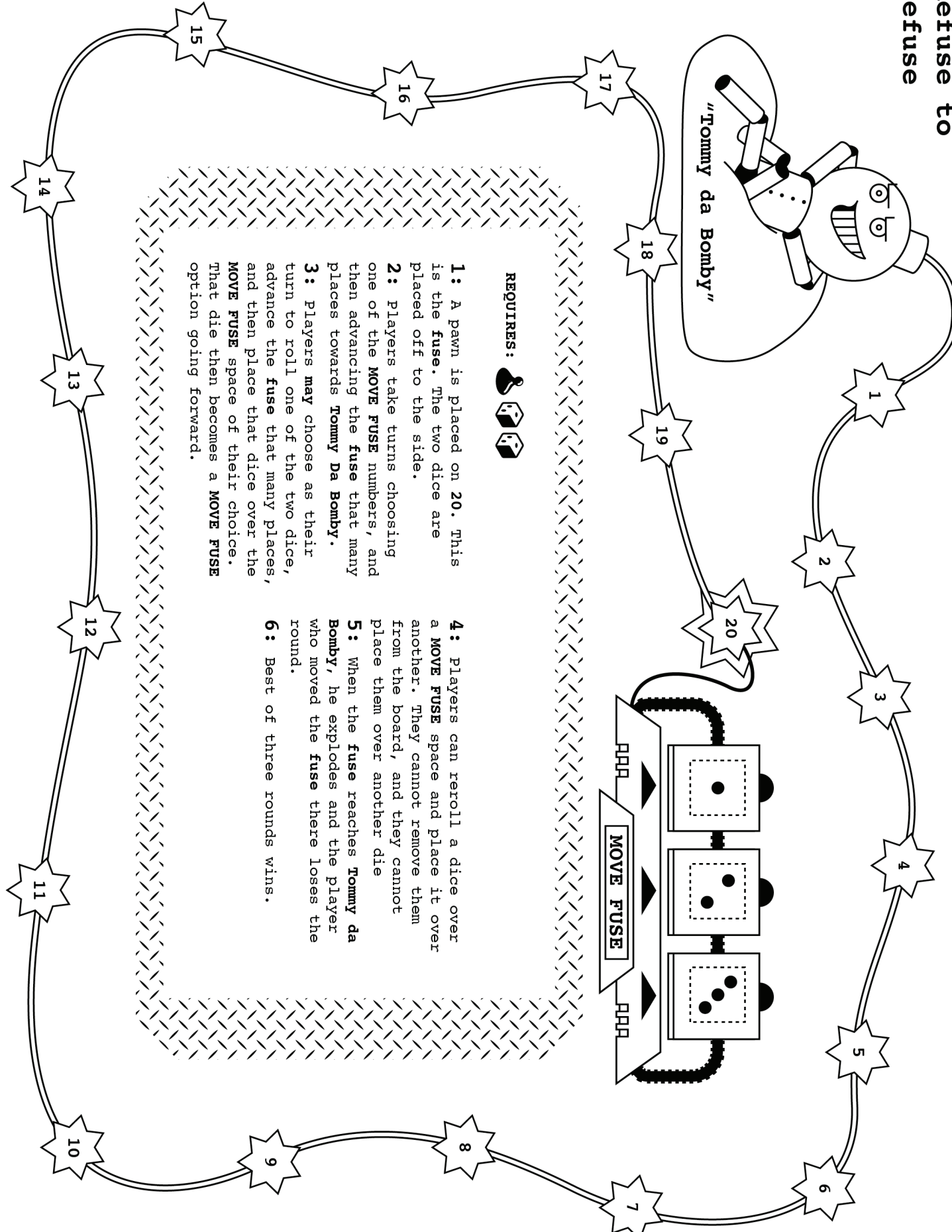
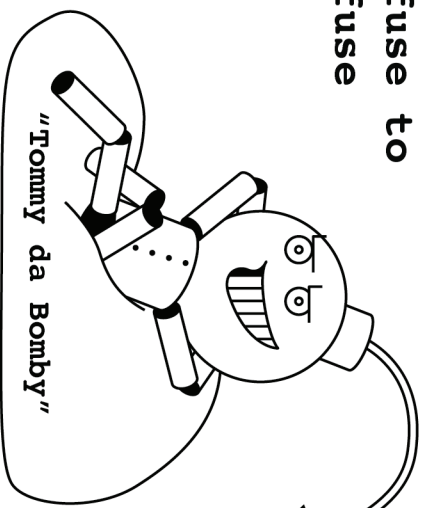
REQUIRES:



- 1: Each player puts a token on "START"
- 2: Each player rolls a dice at the same time.
- 3: Each player moves their piece forward the number of spaces their dice displays one at a time, simultaneously.
- 4: When the pieces pass or land on an adjacent space, whoever has the most spaces yet to move "wins" that round.
- 5: Characters move back to start.
- 6: Best of three rounds wins.



Refuse to Defuse

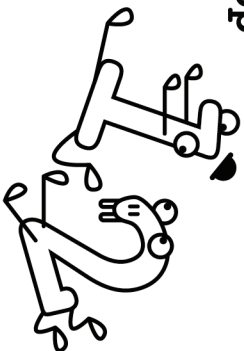


REQUIRES:   

- 1:** A pawn is placed on **20**. This is the **fuse**. The two dice are placed off to the side.
- 2:** Players take turns choosing one of the **MOVE FUSE** numbers, and then advancing the **fuse** that many places towards **Tommy Da Bomby**.
- 3:** Players may choose as their turn to roll one of the two dice, advance the **fuse** that many places, and then place that dice over the **MOVE FUSE** space of their choice. That die then becomes a **MOVE FUSE** option going forward.
- 4:** Players can reroll a dice over a **MOVE FUSE** space and place it over another. They cannot remove them from the board, and they cannot place them over another die.
- 5:** When the **fuse** reaches **Tommy da Bomby**, he explodes and the player who moved the **fuse** there loses the round.
- 6:** Best of three rounds wins.

The Thoop

Loop



REQUIRES:



1: Players start on their respective "START" spaces. A marker is placed over one side of each rule in the RULE POOL. (the side with the dot.) This dot is only for setup.) The dice is then rolled as part of the setup, and then play begins with player 1.

2: On their turn players can:

Roll the dice and move clockwise that many spaces

OR

"Thoop"

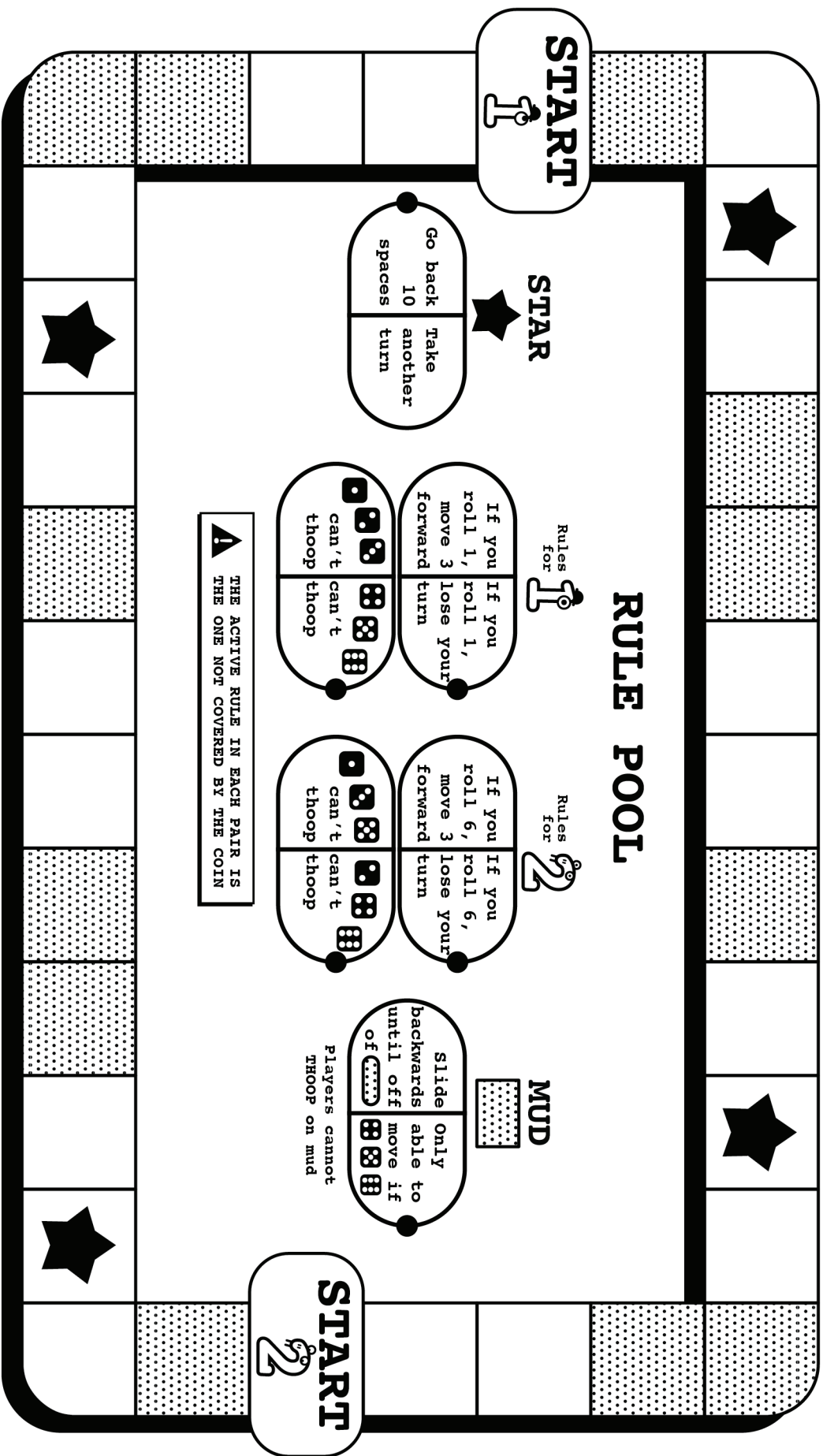
3: Players take turns making their way around the board, always obeying the rules in the RULE POOL

4: The first player to land on or move FORWARDS past their opponent is the winner!

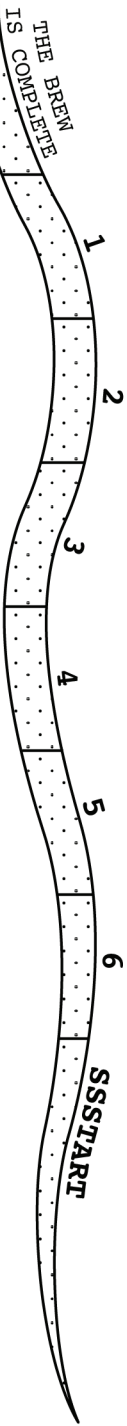
* THOOPING

A thooping player will not roll their dice. Rather, they will move using the dice roll their opponent used last turn, and then afterwards "toggle" whichever two rules they want in the RULE POOL.

However, there is a rule for each player in the RULE POOL forbidding them from thooping if the dice is displaying a certain number. Keep this in mind!



The Wizard of Snake Mountain



REQUIRES:

One player is the Wizard and the others are knights. Play begins with the first knight and moves around to the Wizard, and then back to the first knight. The goal of the knights is to reach the top of the mountain, and the goal of the Wizard is to protect themselves and finish the "BREW"

Place the knights on "START" and a counter on "SSSTART"

NOTE: The game must always have three knights in it. If you have 2 or 3 players, some player(s) play multiple knights, acting as separate players with their own turns.

KNIGHT'S TURN

Roll a dice. Move your pawn along the path that many spaces. When a knight lands on a snake's head, they do NOT immediately slide down ala snakes and ladders. If a knight rolls the number that the Wizard's brew token is on, the brew token is moved one space to the left.

WIZARD'S TURN

The Wizard rolls a dice. Any knights standing at the head of a snake with that number on its body travel down the snake and land on the space with its tail. The Wizard then has two choices:

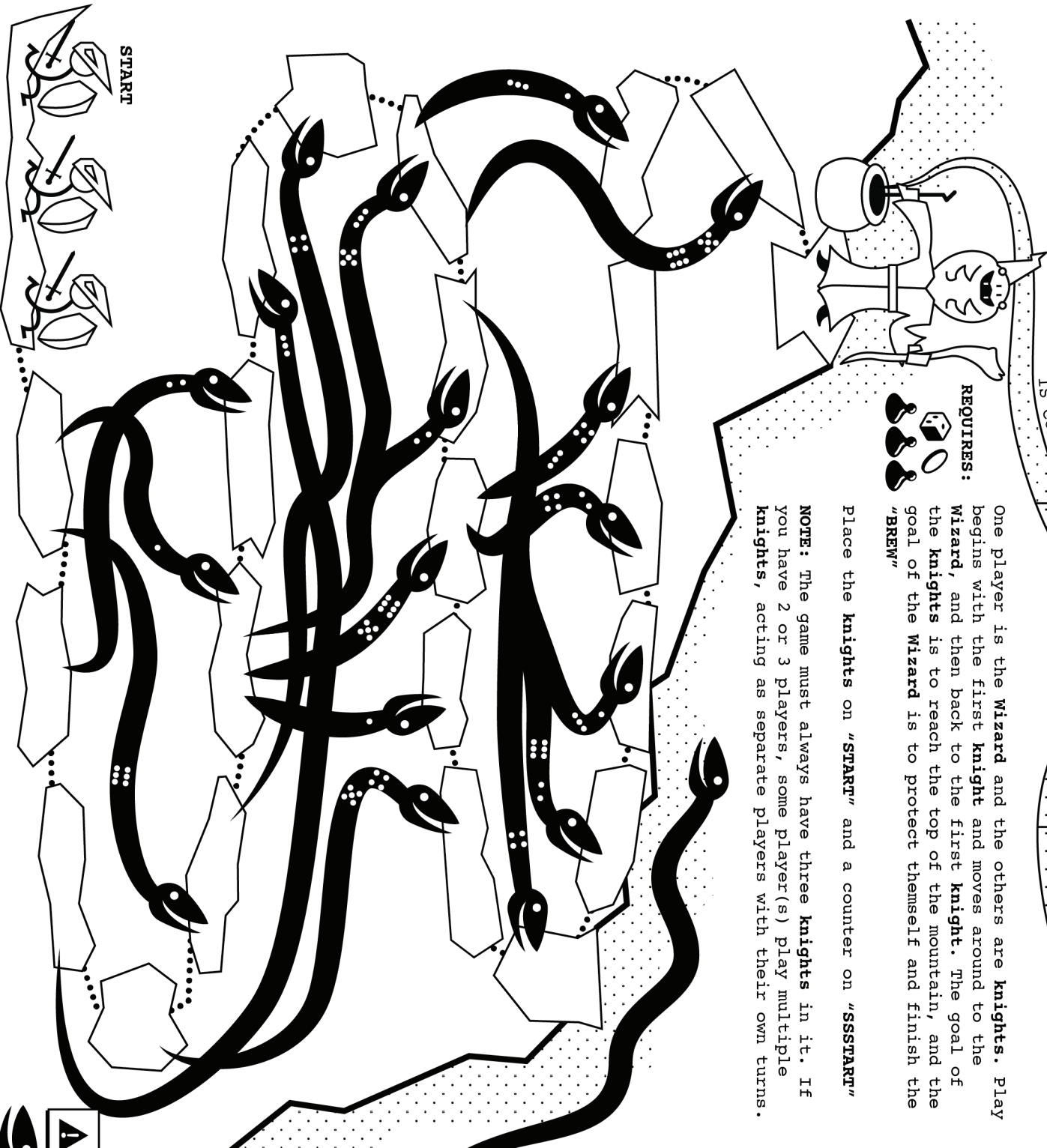
STIR BREW

Advance the "brew" token one to the left. If it makes it all the way to the end, the Wizard wins.

CHARM SNAKES

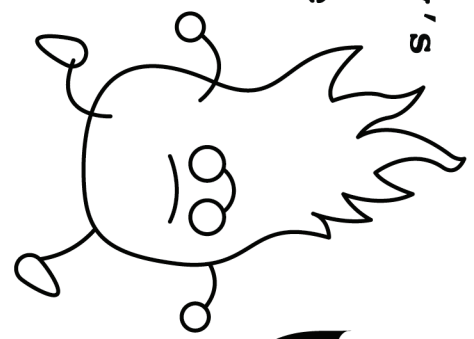
The wizard rolls the dice again like they did at the beginning of their turn, but may re-roll once if they don't like what they get.

! THE SNAKE'S EYE IS NOT THE NUMBER 1, SMARTY-PANTS.

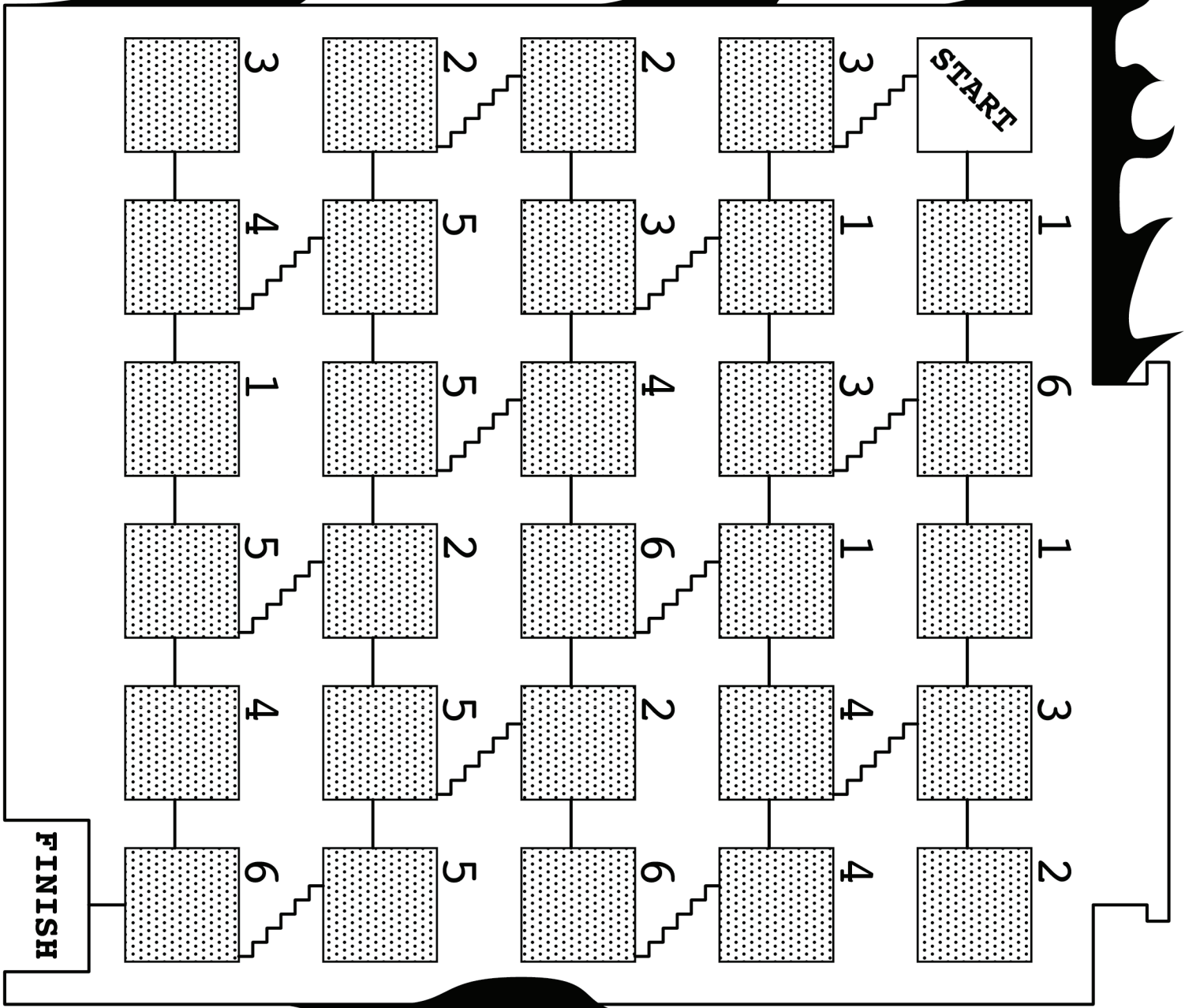


START

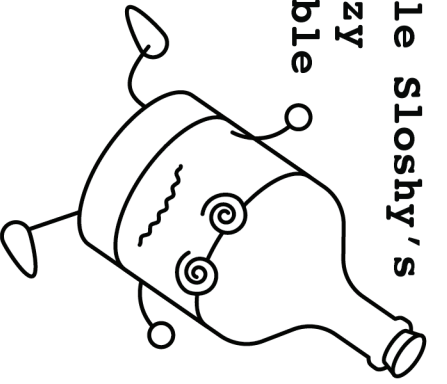
Toasty's Fire Escape



- 1:** Each player puts a token on "START"
- 2:** Every turn, each player moves to an adjacent room, and then the dice is rolled.
- 3:** If someone is in a room when that room's number is rolled, that someone is dead.
- 4:** Winner is either the first person out or the last person alive.



Uncle Slosky's Dizzy Fumble

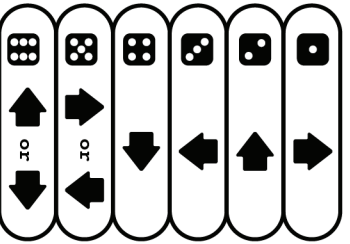


REQUIRES:



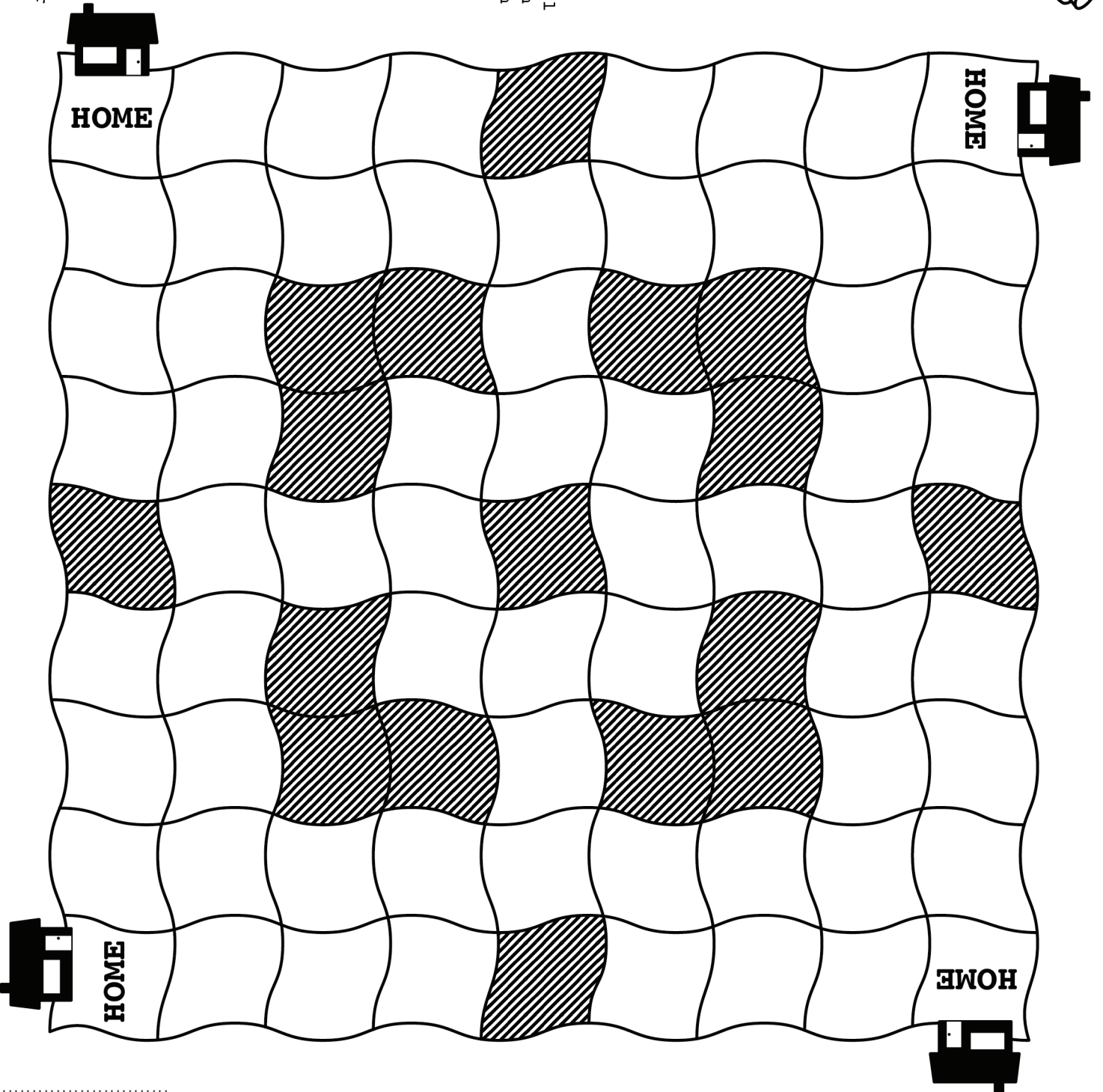
1: Each player puts a token on "HOME", and their goal is to reach the "HOME" in the opposite corner.

2: On their turn, players roll two dice. The players can then move two spaces in a direction dictated by the outcome of the roll (in any order):

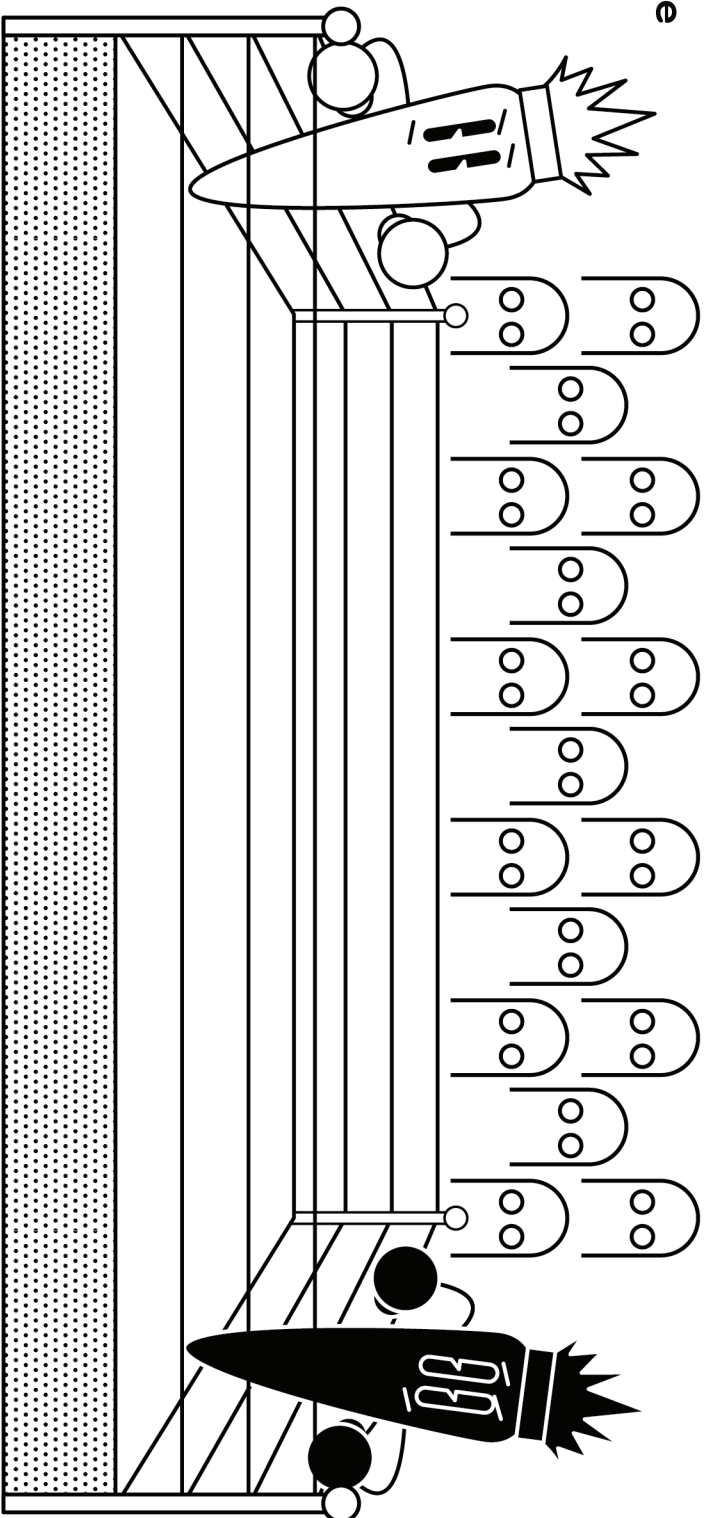


3: Players cannot move onto dark squares, off the board, or onto other players.

4: The winner is the first to make it to the house opposite their starting corner



Vegetable PUNCH!!



REQUIRES:

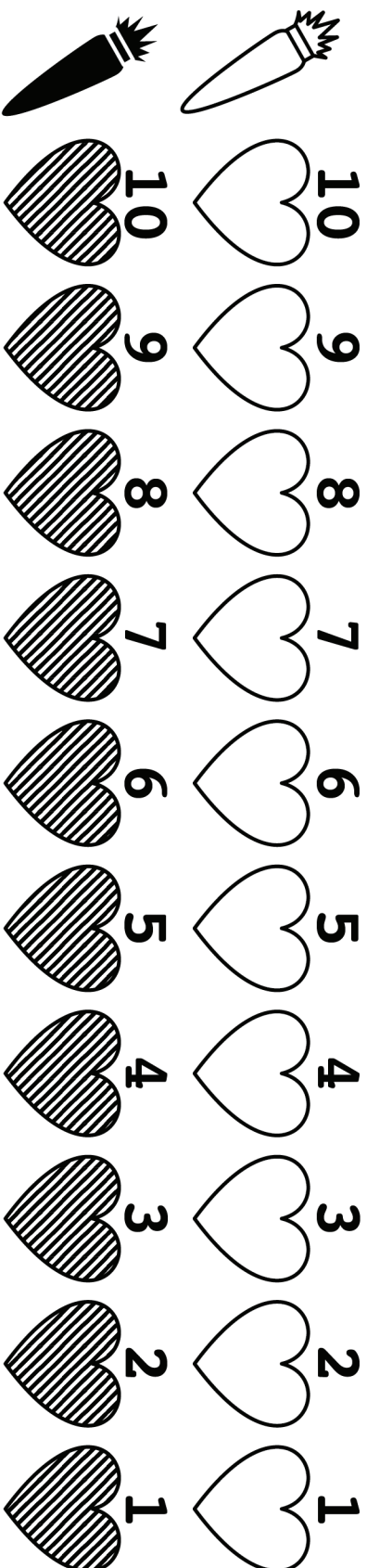
1: Players choose a character and play Rock Paper Scissors to see who gets to be the first **attacker**. The other player is the first **defender**. Both players start with 10 ♥. (Keep track with a counter below)

3: If the number rolled is the same as the number called, nothing happens. If the number rolled is 1 away from the number called, the **defender** loses 1 ♥

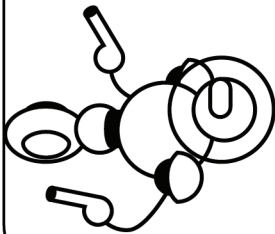
If the number rolled is more than 1 away from the number called, the **defender** loses 2 ♥

4: The **defender** is now the **attacker**, and the **attacker** is now the **defender**. Play repeats from step 2.

5: first player to 0♥ loses







Zip City



REQUIRES:



- 1 :** Players start on any  . They rock-paper-scissors to determine the first **WINNER IN A COLLISION**.
 - 2 :** Players decide which path their piece will move along. They will secretly place that number face-up on their dice, hidden under their hand.
 - 3 :** Players then lift their hands simultaneously and move.
 - 4 :** When a player passes a  the "winner in a collision" switches. If both players pass a  then they cancel each other out.
 - 5 :** If they land on the same space, whichever player the **WINNER IN A COLLISION** is wins.
- Players can also collide by taking the same path at the same time. If there is a  on that path, it only gets toggled once.

