

A GAME BY JOHANNES KRENNER & MARKUS SLAWITSCHECK

ILLUSTRATED BY JEFF HARVEY

CHALLENGERS!

RULEBOOK

Will your dream team succeed? Helped by your Bard, your Kraken just captured the flag!

You're now waiting for your opponent's attack ready to fight back with your Necromancer and your Rubber Duck!

From outer space aliens to deep-sea creatures, improbable allies working toward a common goal:

WIN THE WORLD'S GREATEST CAPTURE THE FLAG TOURNAMENT!

CONTENTS



8 Starter Decks
6x Cards Each



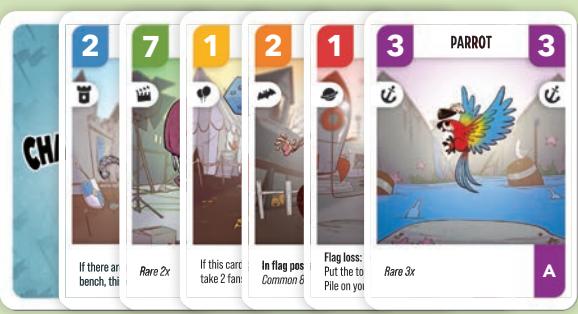
1 Robot Deck
19x Cards



1 Basic City Set
20x Cards



9 Tournament Plans



6 Additional Sets: 40x Cards Each



Castle



Film Studio



Funfair



Haunted House



Outer Space



Shipwreck



4 Flags



40 Fans



Front Back
28 Trophies



4 Parks



3 Card Trays



VS

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Set icon.



THE ROBOT

If you play with an odd number of players, the Robot substitutes for a missing player.

Place a Tournament Plan that corresponds to your player count in the park half indicated in the first line of the Tournament Plan. If all players agree, it is recommended to use the Tournament Plan that only shows the  icon for the Robot.

The Robot start cards [S] form the **Robot's Deck**. Place it next to its Tournament Plan.

The Robot does nothing in the Deck Phase.

At the start of the Match Phase, shuffle the Robot's Deck. Play according to the rules of the Match Phase by revealing cards for the Robot when it is on the attack.

If the Robot wins the match, place the Trophy of the current round back into the box.

After the match, take all cards of the Robot's Deck and its Tournament Plan. Place them in the park half it is playing next according to the Robot's Tournament Plan.

For Level 1 the Robot's Deck only consists of the Robot start cards [S]. If you want to play with a higher difficulty level, during set up, shuffle the R cards and:

Level 2 replace the Alpha-card with a random R-card.



Level 3 as Level 2 and additionally replace the Beta-card with a random R-card.

2-PLAYER GAME

There are two changes to the game end:

I. You do not play a final. Instead, the player with the most fans  after the 7th round wins.

II. You win the game **immediately** if you have at least 11 fans  more than your opponent at the end of a Match Phase. Keep your fans and won Trophies face up, so you can always see the number of fans  each player has.

SOLO MODE

You play alone against the Robot. The rules of the 2-Player game apply, as described above. In contrast to the multiplayer game, the Robot collects the Trophies it has won and can also win the game immediately if it has at least 11 fans more than you.

Follow the Setup with Robot as described above. If you want a special challenge include the SOLO cards to the other Robot cards [R] before randomly adding 1-5 of them.

If you want a real challenge, you can try even higher difficulty levels in the solo mode:



Level 4 as Level 3 and additionally replace the Good Bot-card with a random R-card.

Level 5 as Level 4 and additionally replace the C.H.A.M.P.-card with two random R-cards.

EFFECTS

When you reveal a card **without keywords**, you must immediately resolve the effect of the card as much as possible.

Important: If a card gets an immediate power bonus, that card keeps it even in flag possession.

When you reveal a card with **bold keywords**, these indicate when their effect applies or will be resolved.

During the attack: Their effect only applies to the attack in which you reveal them. The effect is no longer active when one of your cards is in flag possession.

From the bench: Their effect applies as soon as this card is on the bench and is active as long as it remains on the bench. The power bonuses of multiple cards with the same name add up.

In flag possession: Their effect applies as soon as the flag is placed on this card and is active as long as the flag remains on it.

Flag loss: Their effect is resolved when the flag is taken away from this card. Therefore this card must have been in flag possession beforehand. Flag loss effects are resolved prior to effects that apply when a card gets in flag possession.

When picked [only in Outer Space Set 

If the first revealed card that begins a match has an effect, do not forget to resolve it.

If an effect lets you take **fans** , take them from the general supply and place them next to your Tournament Plan.

With some effects you can put cards on your **exhaust pile**. There is no limit to the number of cards in your exhaust pile. Put all cards on the exhaust pile face up, so you do not mix them up with the cards of your deck.

CREDITS

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