



WARSTONE “EASY TO LEARN” RULES

Players: 2

Introduction:

THE WARSTONE “EASY TO LEARN” RULES ARE A MODIFICATION OF THE OFFICIAL RULES THAT ARE INCLUDED WITH THE BATTLE BOX AND SKIRMISH PACKS. THE “EASY TO LEARN” RULES ARE DESIGNED TO HELP YOU UNDERSTAND AND LEARN THE GAME MORE QUICKLY. PLEASE REFER TO THE RULE BOOK THAT IS INCLUDED WITH THE BATTLE BOX AND SKIRMISH PACKS OR CHECK WARSTONE.COM TO VIEW THE OFFICIAL RULE BOOK UNDER “LEARN TO PLAY”.

PLAYING OUT OF THE BATTLE BOX

The “Easy To Learn” rules are written for the cards and stones (marbles) that are included in the Battle Box. A listing of cards and stones (marbles) for the Skirmish Packs is included at the end of the “Easy To Learn”. Although WARSTONE can be played with 2-4 players, the “Easy To Learn” rules is written for 2 players only.

THE BASICS

FOUR COLORS



There are four colors of cards/stones in the Battle Box; blue, silver, red and green. There are also two clear stones embedded with characters; the horse called Platinaur goes with the silver card/stones and the dinosaur called Rhinosaurus goes with the green cards/stones. Separate the cards and stones by color groups so you can begin to understand the components of the game.

THREE TYPES OF STONES

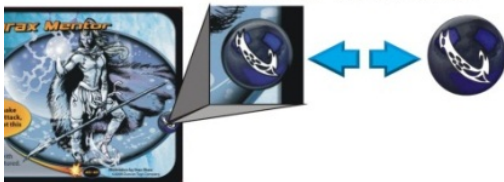


- The two embedded clear stones, the largest and most powerful, are called “Savages”.
- The stones that are next size down are called “Masters”
- The smallest stones are called “Cores”.

Remember the three names of the stones as they are referred-to during play.

MATCHING ICONS

Icons on cards match icons on stones.



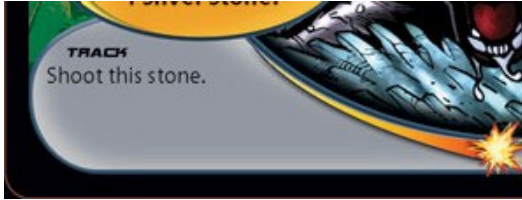
Most cards have icons (graphic images) located on the right side (except for Hex cards to be explained below) that match icons (graphic images) on the stones. When you play a card, the stone with the matching icon “must” be played or you could be penalized.

CARDS (non-Hex)



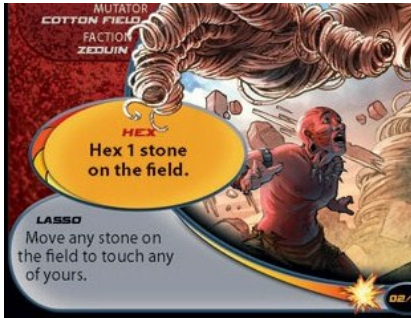
Each card has two text boxes; the orange oval (Demands) and the grey box (Powers) just below the orange oval. Under the “**Easy To Learn**” rules, the “demand text” in the orange oval will **NOT** be used. Only the “Power Text” in the grey box will be used.

CARD POWERS



The powers of the cards vary. Not all cards have shooting powers. Some cards are just to position where you might re-locate or swap a stone without shooting. Positioning cards also allow you to move or set up a stone in anticipation of the next move. Other cards may allow you to capture an opponent's stone by location. You will need to know all of the cards and understand the powers of your hand so you can prepare for future action.

HEX CARDS



The Hex Cards can be identified by looking at the yellow oval. Additionally, Hex Cards do “not” have an icon (graphic picture) on the card. Hex cards can be added to your deck for a more advanced game once the simple instructions have been mastered. Hex Card information is listed below.

SHOOTING STONES

There are three basic techniques for shooting stones. The easiest is the finger flick. The thumb shot and side thrust are also options.

OUT OF BOUNDS

If you shoot one of your stones against an opponent and both you and your opponent's stones cross one of the four sides or boundary lines, your opponent's stone is captured and your stone is re-set; if it's a core, your core is re-set on the center line and if it's a Savage or Master, they are re-set just in front of your home line. If you shoot one of your stones and only your stones go out of bounds, you still reset as above. Remember, you can **never** capture your own stone.

SETTING UP THE GAME

BATTLEFIELD BOUNDARIES



Select a flat surface which can accommodate a 5 feet long x 2 feet wide battlefield with extra outer parameter space for you to maneuver around the battlefield. Use the six round battlefield markers from the ruler to mark off the field. The two center markers identify the center line. The markers create a boundary around the field and any stone that crosses outside the lines is out of bounds. Decide which player gets which side.

SELECTING COLORS

In the “**Easy To Learn**” game, we have preselected colors for each team. Team #1 will use green and blue cards/stones including the embedded dinosaur Rhinosaurus. Team #2 will use silver and red cards/stones with the embedded horse Savage stone Platinaur. Determine which player will use which colors and group the cards and marbles for each player.

SELECTING CARD/STONES

The “**Easy To Learn**” rules use a reduced card selection from the cards included in the Battle Box. The full decks can be used once the game has been mastered. Each player should now separate the cards and stones listed below from the full set included in the Battle Box. Each player should have a total of 16 cards and 7 stones after the separation. The brief description of each card will help you understand the meaning of the Power text when you start the game.

Player 1: Green Cards/Stones: 9 Cards-4 Stones

- Rhinosaurus: 2 Cards-1 Savage Stone
 - Captures opponents by just touching them.
- Green Magus: 2 Cards-1 Master Stone
 - Allows two of your stones to be shot at the same time, one must be Green Magus.
- Cave Wolf: 2 Cards-1 Core Stone
 - Simply shoot this stone at one of your opponent's stones to knock out of bounds for the capture.
- Vine Rider: 1 Card-1 Core Stone
 - Form a ramp with the card and shoot your stone over it to hit an opponent's stone to knock it out.

Player 1: Blue Cards/Stones: 6 Cards-3 Stones

- Shard Sculptor: 1 Card-1 Master Stone
 - You get to capture the two closes opponent stones on the field but you lose your Master Stone. It's a swap.
- Cloudborn Squid: 2 Cards-1 Core Stone
 - Simply shoot this stone at one of your opponents but close your eyes after aiming.
- Snowcaster: 2 Cards-1 Core Stone
 - While you are shooting at your opponent's stones, if you hit one of your stones, you get to shoot that one.

Player 2: Silver Cards/Stones: 9 Cards-4 Stones

- Platinaur: 2 Cards- 1 Savare Stone
 - Shoot the stone at an enemy stone. If you hit any enemy stone, whether you knock it out or not, your opponent takes this Savage and places it on the field anywhere. You get to shoot one more time.
- Copper King: 2 Cards-1 Master Stone
 - Shoot this stone with your foot if you are playing on the ground and with your hand if you are playing on a table-top.
- Steelhorn Bison: 2 Cards- 1 Core Stone
 - Hit this stone by hitting it with the card.
- Ironwood Giant: 1 Cards-1 Core Stone
 - Simply throw this stone underhanded against an opponent's stone.

Player 2: Red Cards/Stones: 6 Cards-3 Stones

- Sand Singer: 1 Card-1 Master Stone
 - Allows you to move any enemy stone to anywhere on your side of the field. Not a shooting card.
- Assassin Hawk: 2 Cards-1 Core Stone
 - Roll this stone off the card and into an opponent's stone.
- Terraclash Warriors: 2 Cards-1 Core Stone
 - Capture any opponent stone within one card length. If there are no opponent's stone within one card length than the card is unusable.

SETTING UP THE BATTLEFIELD



Taking turns with your opponent, place all of the Core stones along the battlefield centerline. Next, each player places their Savage and Master stones, respectively, in front of their **home lines**. For the “**Easy To Learn**” rules, the Savage and Master stones start in play. (Note: In the official rules, players start the game with their Savage and Master stones “on” their respective home lines and these stones are “out of play” until a player brings them into play through a card

WINNING THE GAME

OBJECT OF THE GAME

The first player to capture all 7 enemy stones (Cores, Master sand Savages) wins.

HOW TO CAPTURE YOUR OPPONENTS

There are multiple ways to capture an opponent’s stone. Depending on the power field text on your cards, you can either knock your opponents out of bounds with a shooting shot, or capture an opponent by being in an optimum location.

STARTING THE GAME

GAME PLAY PROCEDURE

- Decide who goes first.
- Shuffle cards.
- The first player deals four cards face up in front of him. Be sure to place the four cards off the battlefield behind the home boundary line.
- Once the first player has his/her four cards face up in front of him/her, the second player can deal his/her cards face up and begin reading the power fields but cannot engage in battle until the first player has completed his/her turn by going through all four of his/her cards.
- Player one begins playing his/her cards one at time. Note the play sequence below.
 1. Review the icons on your four cards. Match them to the stones on the battlefield. If any card does not have a matching stone on the battlefield, this will tell you the stone has already been captured and that you cannot play the card. Put the card on the bottom of the deck and move to the next card. You cannot replace that card.
 2. Read the Power fields to determine the order you want to play the cards. You can change the order of the cards at any time during your turn.
 3. If you decide not to play a card, you can discard this card to the bottom of the deck. You cannot replace it with a new card.
 4. Begin playing.
 5. After all four cards of your are played and returned to the bottom of your the deck, you may take a free shot with any of your stones , but only using a basic finger flick shot. Special powers listed on the cards are not allowed on the free shot.
- The next player begins his/her turn with four cards.
- The play continues until one player has captured 7 enemy stones.
- When you have used all of your cards, re-shuffle your deck and continue playing.
- Stay alert! If a player makes an illegal shot, the stone is forfeited to the opponent.

More Advance Play

Add Hex cards for a more challenging game. Hex cards will always give the player who plays a hex an advantage.

HEX CARDS

Hex cards do not have stones associated with them and do not have the graphic icon like the non-hex cards. Hex Cards can be used with any stone based on the "demand text" in the orange oval. With Hex cards, both the "demand text" in the orange oval and the "power text" in the grey box must be used. The "demand text" in the orange oval tells you what stones the card can be played with.

Player 1: Green Cards/Stones: 9 Cards-4 Stones

- Cedar Spears: 1 Hex Card (no stone)
 - o Hex one enemy stone and strike it with this card to knock it out for the capture.

Player 1: Blue Cards/Stones: 6 Cards-3 Stones

- Pitfall: 1 Hex Card (no stone)
 - o Place this Hex on an enemy stone by putting the card under it. If the hexed stone is hit by an enemy stone, you capture that stone that hit the hexed stone.

Player 2: Silver Cards/Stones: 9 Cards-4 Stones

- Blade Bloom: 1 Hex Card (no stone)
 - o Hex one of your stones. If the hexed stone changes sides, you capture the opponent's stone closest to this one.

Player 2: Red Cards/Stones: 6 Cards-3 Stones

- Ropework: 1 Hex Card (no stone)
 - o Hex any stone on the field to touch one of your stones.