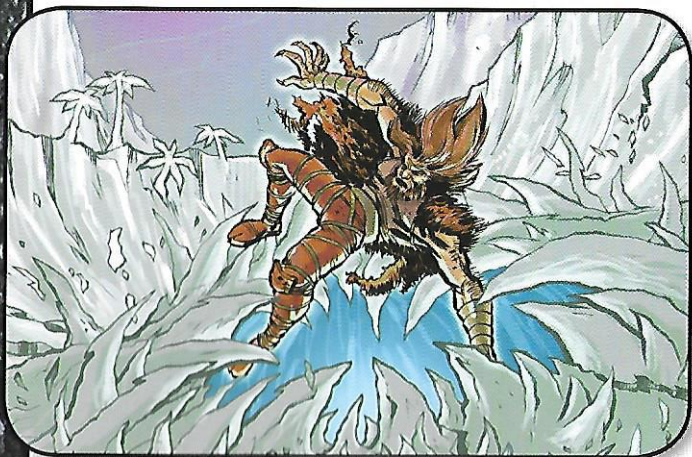


Ages 8+

For 2 to 4 Players

CUNYON

*You are about to enter a world at war. You are a master who controls the power of elements. Elementals—giant creatures that give life to the planet Garnath—are in everything from mountains to oceans to trees to caves. The elemental hearts of these creatures are so powerful, they mutate many of the people and creatures who they contact. The people of Garnath are in a desperate battle to gain control of these creatures—and through them, the planet. You and your armies of elemental masters and mutated creatures must fight for control of the elementals and the planet itself.
The power is yours. Use it wisely.*



1

OBJECT OF THE GAME

In a 2-player game, the first player to capture 8 enemy warballs by knocking them out of the battlefield wins. In a 3-player or 4-player game, the first player to knock 6 enemy warballs out of the battlefield wins.

Playing for Keeps: Sometimes competitive players enjoy playing “for keeps.” If you do this, the winner gets to pick 2 of the loser’s warballs and keep them after the game. Or, players can decide up front which special warball they want to risk. Decide if you’re playing for keeps *before* the game starts!

IF YOU HAVE A BATTLE BOX...

You can play *WARBALL* out of the **Battle Box** (the basic game), or use the **Skirmish Packs** which are sold separately. If you have Skirmish Packs instead of a Battle Box, skip ahead to the Skirmish Pack setup on page 5.

BATTLE BOX CONTENTS

There are 4 different colors of game pieces: green, red, blue, and silver. Make sure you have all of the following items in your Battle Box:

- 4 Elemental Masters (larger warballs, 1 of each color)
- 16 Elemental Cores (smaller warballs, 4 of each color)
- 2 Savage warballs (large warballs with creatures inside)
- 60 cards
- 24 stands
- 6 battlefield markers
- 18-inch ruler
- 1 warball pouch



CORE



SAVAGE



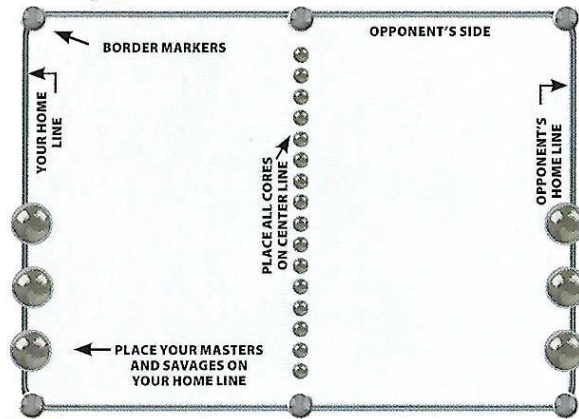
MASTER

2

BATTLE BOX SETUP

1. Choose a hard level surface as your play area.
2. Punch out the battlefield markers from the ruler. Flip a marker to see who chooses first. Players take turns choosing their groups of matching-color warballs and cards as described below:
 - *2-player game:* You pick one color. Your opponent then chooses the next 2 colors. You then take the remaining color.
 - *3-player or 4-player game:* You and your opponents take turns choosing one color each.
3. Mark off the battlefield (or "field") as shown here, using all of the battlefield markers. You can make the battlefield as big as you'd like, but 3 feet wide by 4 feet long is recommended.

2-Player Setup



4. Shuffle the cards of your color(s), and put them face-down in a deck on your side of the battlefield as shown in the Battle Box Setup. Your opponents do the same with their cards on their sides of the battlefield.

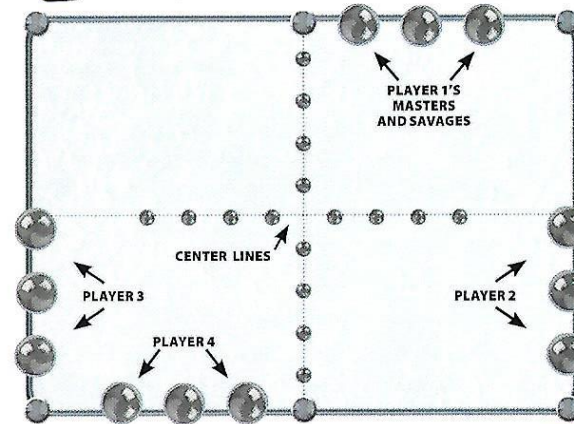
5. Players take turns placing one Elemental Core anywhere along the center line, until all are out. If you're playing on a slick surface, you may place the Cores on stands.

6. Players put their Master and Savage warballs on their stands anywhere along their home line. Warballs on the home line are not on the battlefield.

WHO GOES FIRST?

Each player puts one Master warball in the warball pouch. Draw one out, and that warball's player goes first. Then take turns, going clockwise from the first player.

3 or 4-Player Setup



IF YOU HAVE SKIRMISH PACKS...

You can also play a 2-player game of *WARBALL* out of Skirmish Packs, sold separately. You'll need 2 Skirmish Packs per player for a 2-player game, or 1 per player for a 3 or 4-player game. (If you are instead playing with a Battle Box, skip to "Reading a Card" section of the rules.)

SKIRMISH PACK CONTENTS

Each Skirmish Pack contains 1 color of game pieces: red, silver, green, or blue. Each pack has the following:

- 1 Elemental Master (larger warball)
- 4 Elemental Cores (smaller warballs)
- 1 Savage warball (large warballs with creatures inside)
- 15 cards
- 6 stands
- 6 battlefield markers
- 18-inch ruler
- 1 warball pouch



CORE



SAVAGE



MASTER

SKIRMISH PACK SETUP

If you are playing with Skirmish Packs, do the following:

1. Choose a hard level surface as your play area.
2. Punch out the battlefield markers from the ruler. Flip a marker to see who chooses first. Divide the colors as follows:
 - *2-player game*: Each player chooses 2 different colors of Skirmish Packs.
 - *3 or 4-player game*: Each player chooses a different color.
3. Mark off the battlefield as shown under the Battle Box Setup, using all of the battlefield markers. You can make

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the battlefield as big as you'd like, but 3 feet wide by 4 feet long is recommended.

4. Shuffle the cards of your color(s), and put them face-down in a deck on your side of the battlefield as shown in the Battle Box Setup. Your opponents do the same with their cards on their sides of the battlefield.

5. Players take turns placing one Elemental Core anywhere along the center line, until all are out. If you're playing on a slick surface, you may place the Cores on stands.

6. Players put their Masters and Savages on their stands anywhere along their home line as shown in the Battle Box Setup. Warballs on the home line are not on the battlefield.

WHO GOES FIRST?

Each player puts one Master warball in the warball pouch. Draw one out, and that warball's player goes first.

OTHER WAYS TO PLAY

A standard game of *WARBALL* lasts until one player captures 8 warballs. But there are other exciting ways to play. Here are a few:

- **Epic Battle**: The first player to capture 12 warballs wins. You'll need at least 2 Skirmish Packs or 15 warballs per player to play this game.
- **Team Play**: You split into 2 teams, with 2 players on each team. A team must capture 12 warballs to win.
- **Quick Play**: This is a fun way to play with just 2 Skirmish Packs and 2 players. Each player starts with 1 color of warballs and cards. Capture all of your opponent's warballs to win.

6



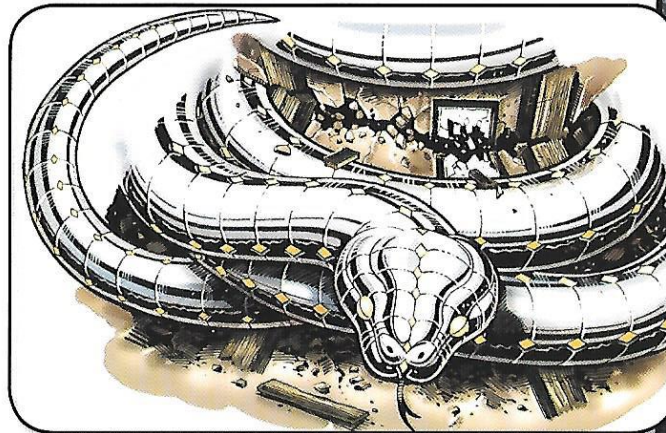
READING A CARD

Each card has these features:

- **Card Name:** The name of the creature or effect.
- **Home:** The place this creature or effect comes from.
- **Mutator:** The environment that mutated this card. Some cards are not mutated.
- **Faction:** The side that uses this card. There are four factions in the game: the Korune (green), Polarax (blue), Zeduin (red), and Metarok (silver). You can have more than one faction.
- **Color:** The color of the card and, if it has one, its matching warball.

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- **Warball Icon:** A Core or Master card has a symbol which is found on the warball itself. Hexes do not have any icons, as they don't represent warballs.
- **Type and Demand:** Text in the orange oval explains what type of card it is. Cards with red text have demands (those with blue text do not). You have to meet those demands to use the card and attack with that warball.
- **Power:** The text in the gray area explains what happens when the card is played. Sometimes powers can overrule the rules of the game. In that case, follow the rule on the card.
- **Collector Number:** The small black oval includes the number of the card and warball in the set.



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TAKING TURNS

Before starting play, make sure the game is set up properly, and figure out who goes first as on pages 4 and 6.

- In a 2-player game, take turns as described below.
- In a 4-player game, play moves clockwise around the battlefield as players take turns.

On Your Turn:

Do the following in order:

1. **Draw 4 cards.**
2. **Play Your Cards.**
3. **Attack!**
4. **Free Attack!**
5. **End Your Turn.**

Each of these steps is explained in detail below.

1. Draw 4 Cards. Draw 4 cards from the top of your deck. Any non-Hex cards that do not match your warballs on the battlefield must be returned to the bottom of your deck.

2. Play Your Cards. Place your remaining cards face-up near your home line on the battlefield. Some cards have red demands. Read the demand on any one of the cards.

- **If you *can* meet the demand**, or if it is a Master card, play the card. Place it face-up near your home line.
- **If you *can't* meet the demand or don't want to play it**, place that card face-down on the bottom of your deck.

Continue sorting through the remaining face-up cards until you've lined up the playable cards next to each other along your home line. Use all face-up cards on your home line during your turn. You don't draw new cards to replace the ones you've used.



3. Attack! One at a time, use a card in front of you—along with its matching warball—to attack. Here's how:

A. Unless stated otherwise on the card, you attack by shooting the warball from where it is. If the card directs you to attack in a different way, ignore steps B and C below and follow the card's directions.

If the warball has a stand under it, remove the stand and fire it from where it was. Then put the stand back under it when it comes to rest.

B. Shoot the warball as directed by the card, or using one of the basic shots described on page 15 if it doesn't say how to shoot it. You can hit your own warballs if you want.

C. Leave the warball wherever it stops on the battlefield, unless directed otherwise by the card. If any of your warballs roll off the battlefield as a result of your shot, put them on the home line for Masters and Savages, or anywhere along the center line for Core warballs.

D. **Score!** If you knocked any of your opponent's warballs off the battlefield, you capture those warballs! If you're not sure, use the ruler to check if the warball is off the field.

E. Return the card you used to the bottom of your deck, face-down. Play all your cards before ending your turn.

SHOOTING SAVAGE WARBALLS

Most of your Warballs stay under your control until they are captured. But you can lose control of your Savages to your opponents. Savage warballs need Master warballs to tame them.

- If you have a Savage warball on the field, but don't have a Master warball on the field, you can't shoot the Savage warball.
- If your opponent has a Savage warball on the field, but does *not* have a Master on the field, you can shoot that Savage during your attack step. You don't need the Savage's card to do this. You can capture any of your opponent's warballs you knock out with this attack. However, you *cannot* simply shoot the Savage off the battlefield to capture it. If the Savage warball you're shooting goes off the battlefield, that warball's player puts it back on his or her home line.

4. Free Attack! After you have used all the cards on your turn, take 1 basic shot (see page 15) with any one of your Master warballs from where it lays. You can do this even if you've used the Master already this turn. However, you cannot use any of that Master warball's special abilities on a Free Attack. If you haven't shot any warballs this turn, you may make your Free Attack with any 1 of your warballs.

5. End Your Turn. Your turn is now over. It's the next player's turn.



CARD TERMS

Following are explanations of important words, powers and other features found on the cards.

Core: Most warballs are Core warballs. You can only attack with a Core warball by playing a Core card, and then either making a basic shot or the special shot described on the card. If a card says to move a warball without shooting it (such as if it says to "place" the warball in a specific spot), it does not count as being shot.

Savage: Savage warballs need Masters to tame them. You can only attack with a Savage warball by playing its card AND only if you have a Master warball on the battlefield.

If you do not have a Master warball on the battlefield when it is your opponent's turn, *your opponent* can shoot *your* Savage warball during his attack as if it was his own. The opponent doesn't need to play a card to do this.

Master: When one of your Master warballs is on the battlefield, all of your Savage warballs perform like Cores. (That's why your Savage warball cannot be used by your opponent on his turn if your Master warball is on the battlefield.)

Hex: If a warball is on the battlefield, you can use the Hex card against it. Do so by putting the card under the warball the card directs you to hex, being careful not to disturb other warballs. Remove the card once the hex is completed. If the hexed warball moves, place the hex back under the warball wherever it stops (even if off the battlefield) unless it is captured.

Some Hex cards are used as soon as you play them, while others (those that start with "if") can stay in play until the hex goes off. When a Hex card says "this warball", it is referring to the warball being hexed. Hexes apply even during Free Attacks.

A SAMPLE TURN

Bryan and Cody are playing *WARBALL*. It's Bryan's turn. He's got a Master (the Shard Sculptor) on the field, and has captured 2 of Cody's silver warballs. Cody has captured Bryan's Rocksalt Sloth.

Bryan draws 4 cards: a Rocksalt Sloth, a Frostbiter, a Cloudborn Squid, and a Shard Sculptor. Bryan puts the Rocksalt Sloth card on the bottom of his deck, as that warball has been captured.

He reads the Frostbiter's demand: "Play if you have had at least 2 warballs captured." Because only 1 of his warballs has been captured, Bryan can't play that card. He puts it on the bottom of his deck.

He reads the Cloudborn Squid's demand: "Play if you have captured at least 1 warball." He has captured a warball, so the Cloudborn Squid's demand is met. He also can play the Shard Sculptor, as Masters can always be played. He puts these 2 cards on his home line.

Bryan first thinks about attacking with the Cloudborn Squid. The Squid's power is "Obscure: Shoot this warball with your eyes closed." So he picks up the Squid's warball, closes his eyes, and shoots it. He only nicks the side of Cody's Urclops, but doesn't knock it out of the battlefield. He puts the Cloudborn Squid's card on the bottom of his deck.

Then he considers attacking with the Shard Sculptor. The Sculptor's power is: "Detonate: You capture the 2 closest warballs to this one, and your opponent captures this warball." Bryan thinks about it, and decides that detonating the Sculptor right now will remove his only Master, which he needs. So he puts the Shard Sculptor on the bottom of his deck.

Now Bryan gets his Free Attack. He shoots his only Master, the Shard Sculptor, into Cody's Urclops. Bang!

Both the Urclops and the Shard Sculptor go skidding off the battlefield. Bryan captures the Urclops and puts his Shard Sculptor back on his home line. His turn ends, and now it's Cody's turn.



BUILD YOUR OWN CARD DECK

Once you've played *WARBALL* for a while, try building your own customized deck. *WARBALL* decks must have:

- At least 20 cards.
- No more than 3 of the same exact card.
- At least 1 card for each warball you're playing with.

Adding Cards and Warballs to your Warball Army:

Part of the fun of *WARBALL* is finding new cards and warballs to put in your army. Try different combinations and see how they work together. You can get more cards and warballs by buying additional Skirmish Packs or Booster Packs. When you add a new warball to your army, make sure you put at least one matching card that goes with that warball into your deck.

SHOOTING A WARBALL

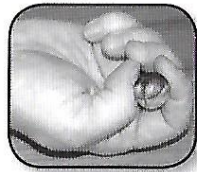
To master the game and beat your opponents, you must first sharpen your skills at maneuvering and shooting your warballs. The shooting techniques described below should be used throughout the game, unless otherwise directed by the cards.

When a card says "shoot a warball," that means to fire it at another warball. In all cases, shoot it from where it lays. Use the special shot shown on the card, or one of the 3 basic shots shown below.

THE 3 BASIC SHOTS:

CLASSIC THUMB SHOT

Hold the warball between the tip of your forefinger and the first joint of the thumb, resting on the bend of the second finger. One of your knuckles must be within an inch of the playing surface for this to be a legal shot. Shoot the warball by quickly moving your thumb forward.



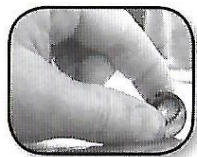
FINGER FLICK

Place the warball in front of your forefinger. Your thumb must be within an inch of the playing surface for this to be a legal shot. Shoot the warball by flicking it with your forefinger.



SLIDE THRUST

Grasp the warball with your thumb and forefinger. The warball must be touching the playing surface. Shoot by quickly releasing the warball as you jerk your hand forward. Your hand must not move forward by more than 2 inches for this to be a legal shot.



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SPECIAL SHOTS

Some warballs use the word "Shoot" to define a different way of shooting, like dropping it from between your eyes or flinging it with a rubber band. When a card says to do a special shot like this, do it instead of a basic shot.

ILLEGAL SHOTS

An illegal shot means shooting the warball differently than directed above, or differently than directed by a card. You can't move or brush other warballs in the process of making a shot. If you do, it's an illegal shot.

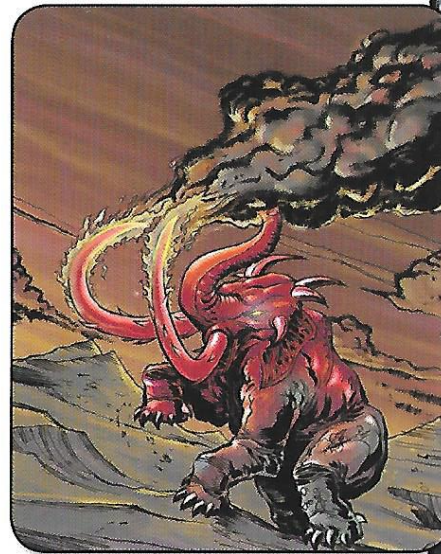
2-player game:

If you make an illegal shot, your warball is immediately captured by your opponent.

4-player game:

If you make an illegal shot, your warball is immediately removed from play and is no longer controlled by anyone.

Warballs hit by an illegal shot get placed anywhere their owner wants on the center line.



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FREQUENTLY ASKED QUESTIONS

Can I capture my own warball? No. You can only capture another player's warball. If you knock your own warball off the battlefield, return it to anywhere along the battle line if it's a core, or your home line if it's not.

If I capture a warball do I get to keep it—for real? Only if all the players have agreed to play for keeps.

How do I tell what color my cards are? The card color is the color shown outside the artwork.

Can I still attack with my Master warball if I don't have a card out for it? Yes. But only on a Free Attack and only with a basic shot.

I want to add new warballs and cards to my deck. Can I do that? Yes. You can purchase more Skirmish Packs and Booster Packs to add cool new warballs and cards to your deck. That's part of the fun of *WARBALL!* Check out the section of the rule book called "Building Your Own Card Deck" on page 14 to find out more about putting new cards and warballs in your deck.

Can I have more than one of a particular warball on the field at the same time? Yes. But you're limited to 3 matching cards per warball in your deck.

Can I have more than one copy of a particular card on my home line? Yes. But don't forget that after using a card, it goes to the bottom of your deck. So, if you have two Shrikes on your home line and use one to attack, only that card goes back into your deck after it has been played.

I want to use one of my Master warballs—a Korune Mentor—for my Free Attack, but I don't have my Korune Mentor card right now. Can I still attack with it? Yes. You can do your Free Attack with any Master warball you have on the battlefield. You never use a card for a Free Attack. However, you can't use any of the card powers with this attack. You only get a basic shot.

My Rock Lizard's card affects an enemy warball "within 1 card length". What does that mean? Hold your card so that it touches any part of your Rock Lizard warball and an enemy warball. If there is 1 card length or less between them, your Rock Lizard can move if that enemy warball moves.

Why do some cards have red words in the upper box and some have blue words? Red words are demands; you must meet the demand to play the card. Masters don't have demands, so their blue words just remind you of how the card functions; you can use the Master in your Free Attack whether or not you have the card out.

I haven't drawn a card that works with my Vine Rider, but I want to attack with it on this turn anyway! Can I? No. The Vine Rider is a Core warball. You can only attack with it if you draw a Vine Rider card.

What happens if I don't have a Master warball on the battlefield, but I do have a Savage warball (say my Platinaur) out on the battlefield? May my opponent, on his turn, actually attack one of my warballs using my Savage warball? Yes, because the Platinaur is a Savage warball. If you don't have a Master warball on the battlefield, your opponent can use your own Savage Platinaur to hit one of your warballs. If your opponent knocks one of your warballs off the battlefield using the Platinaur, he captures the attacked warball, but not the Platinaur. The Platinaur remains on the battlefield wherever it stopped. If the Platinaur goes off the battlefield, its owner places it back along the center line.

My Polarax Mentor's special attack says: "Swap any enemy warball on the field with a warball you've captured." Can I still use this special attack if I haven't captured any warballs yet? No. You can only use this special attack if you have a captured warball.

My Vine Rider card says that I need to have captured at least 2 silver warballs before I can use it to attack. How do I know if I've captured 2 silver warballs? Look at the warballs you've captured. If any part of a warball is silver, then it is considered a silver warball. (If a warball has several colors, it will count as any of those colors.)

My Splinter Spider card says I can put 2 stands on either side of any other warball. What if I don't have any stands? Then you can't use that attack. You must have whatever the card says you need to make the attack.

THE WORLD OF WARBALL

"The elemental heart I found in that cave unlocked a world of power to all the people of Garnath. But it also unlocked a world of conflict. Which world we live in is ours to choose."

-- Cadian,
Elemental Master



"Resources are made for the taking. And we plan on taking the most."—The Copper King

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WARBALL takes place in a mystical world known as Garnath. This is a place of intense rivalry, where the inhabitants fight against each other—and their own planet—for survival. Not long ago, a wizard named Cadian was exploring a dark, winding cavern. There he found a legendary stone which held the elemental power of that cave. This first “elemental heart” gave Cadian enormous power—both to create and control creatures in battle and re-shape the land around him.

But the elemental heart found by Cadian wasn’t the only one that existed. Other wizards quickly discovered that most forces in the world—from wind to snow to forest to lava to ocean—had such hearts. Soon, the four tribes of Garnath—the Korune, Polarax, Zeduin, and Metarok—began battling each other for these elemental hearts. And each tribe was quite determined to win.

With all four tribes warring over the elemental hearts—and the land itself—wizards able to control these powerful stones were also in great demand. To this very day, these elemental masters fight for their tribes with intense bravery. But they also fear that the power they unleash might drastically alter or destroy their world, if they don’t find a way to keep their great power in check.

Even now, the people and animals of Garnath are mutating from the magic released by the hearts. The land itself is also changing. It’s too soon to tell if Garnath, and the people who live there, will survive this epic battle.

In every game of *WARBALL*, each player leads his own force of elemental masters, mutated creatures, and powerful entities into battle. The fate of Garnath hangs in the balance. But will these warriors destroy their own planet in an effort to dominate it? Only time—and battle—will tell.

For the full story, go to www.warballthegame.com

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COLLECTOR LIST

- | | |
|--|--|
| <input type="checkbox"/> 01. Glassfire | <input type="checkbox"/> 21. Stone Seed |
| <input type="checkbox"/> 02. Ropework | <input type="checkbox"/> 22. Cedar Spears |
| <input type="checkbox"/> 03. Sand Shark | <input type="checkbox"/> 23. Rhinoceros |
| <input type="checkbox"/> 04. Zeduin Mentor | <input type="checkbox"/> 24. Cave Wolf |
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| <input type="checkbox"/> 08. Sand Singer | <input type="checkbox"/> 28. Korune Mentor |
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| <input type="checkbox"/> 17. Metarok Mentor | <input type="checkbox"/> 37. Snowcaster |
| <input type="checkbox"/> 18. Steelhorn Bison | <input type="checkbox"/> 38. Frostbiter |
| <input type="checkbox"/> 19. Silver Python | <input type="checkbox"/> 39. Frozen Zombie |
| <input type="checkbox"/> 20. Ironwood Giant | <input type="checkbox"/> 40. Polarax Mentor |

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Quick-play Instructions

Read these first!

SETUP

1. Choose your battlefield.
2. Pick sides and colors.
3. Mark off the battlefield.
4. Shuffle your deck.
5. Put your Cores on the center line.
6. Put your Savages and Masters on your home line.
7. Draw for who goes first.

ON YOUR TURN

1. Draw 4 cards.
2. Play your cards.
3. Attack!
4. Free Attack!
5. End your turn.

WINNING

If you capture enough enemy warballs, you win!



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