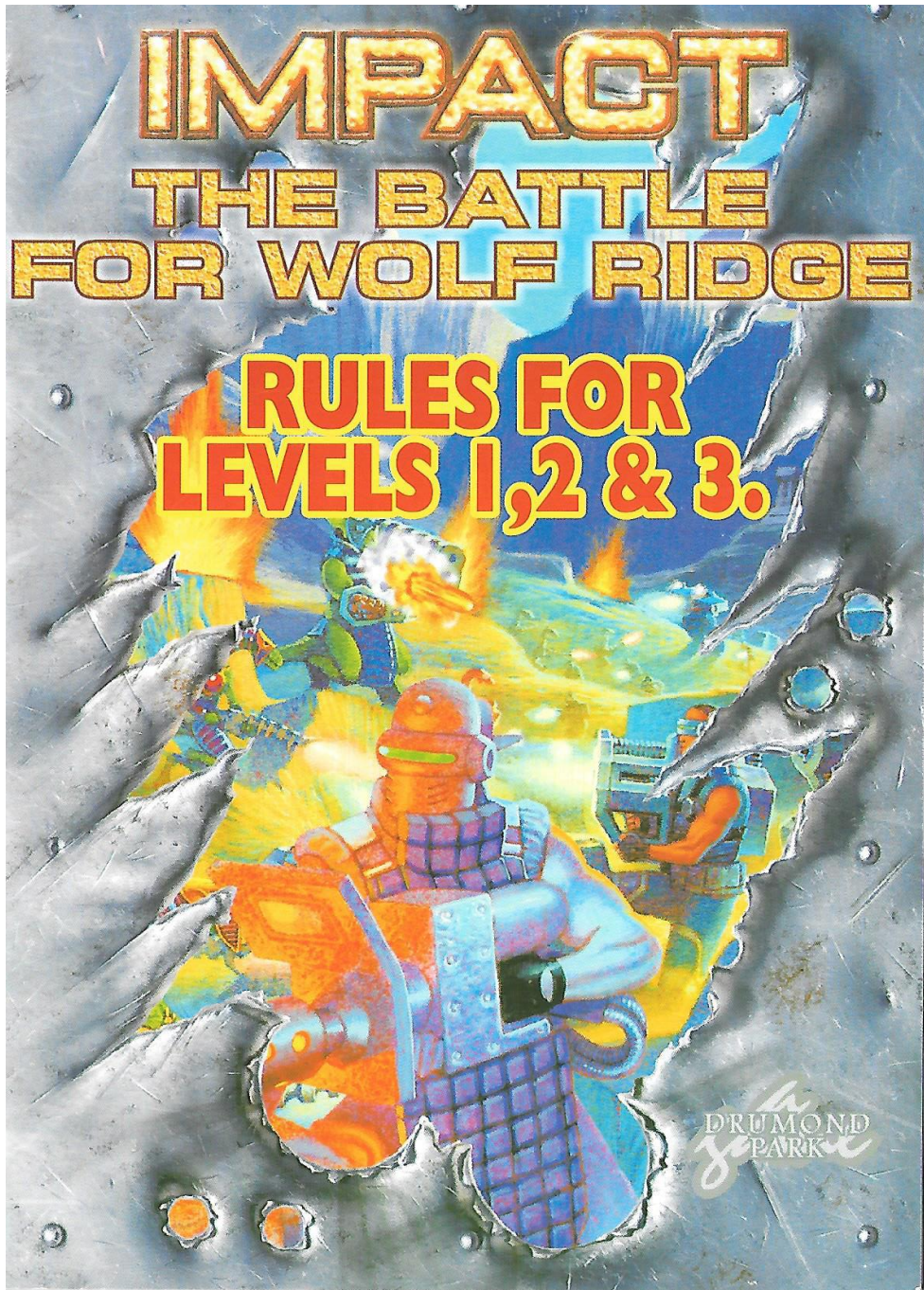


# IMPACT

## THE BATTLE FOR WOLF RIDGE

### RULES FOR LEVELS 1, 2 & 3.



DRUMOND  
PARK



# IMPACT

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### RULES FOR LEVELS 1, 2 & 3

IMPACT TBWR is a mountain skirmish between a dinosaur Raptor scout team and a human drill-rig security squad of the CoreZec Corporation. It is the second encounter in the coming war for Earth. Determined fighters manoeuvre across the desert trying to surround and capture the enemy, while their big guns use raw firepower to take out the opposition.

Each round players take turns, first at moving their soldiers, then at firing their guns. They can capture an enemy with two of their soldiers or knock him over with gunfire to take him permanently out of the game. The first player to take all their opponent's soldiers OR guns out of play is the winner.

### A FEW BASIC THINGS YOU NEED TO KNOW FIRST:

#### SOLDIERS AND GUNS

There are 2 teams, dinosaurs (dinos) and humans. Each team has 2 firing guns and 6 soldiers. We will call the firing guns "large mobile gun" and "medium mobile gun". There are 3 kinds of soldiers; "Leader", "NCO" (non-commissioned officer) and "Troop". Each team has 1 Leader, 1 NCO and 4 Troops. All pieces have built-in circular bases. They can only be put on the circular playing spaces on the boards.

#### MOVING PIECES

Pieces can only move between circle playing spaces (dark grey circles), along the lines on the board.

The steep cliffs around a few circle spaces don't leave enough room for a gunner to sit on them. If this is the case, do NOT count it in your travel and move on to the next space as if you had simply moved down a longer path.

### PLAYING BOARDS

There are four boards in the set. Every side of every board fits together, so it does not matter which way round the boards are when you fix them together. You can make different landscapes by turning boards round or fixing them together in different patterns.

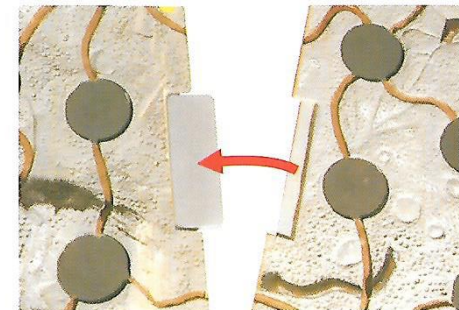
Play Level One uses 2 boards, Levels Two and Three use 4 board. The boards fix together using the small slip-on clips provided. You can use the same clips to add on the boards from the original IMPACT game to make a giant 10 board landscape.

### FIRING GUNS

You fire guns by holding them with one hand and pulling the grey lever backwards with your other hand. Tilt the gun forwards or backwards to aim closer or further away. See how in the 'Firing Guns' picture below. The only firing rules are: the gun's base must be in the circle playing space and part of the base must be touching the space when firing. You cannot lift the gun up off the board and fire.

#### JOINING BOARDS

Slip the thin parts of the board edges into each side of the joining clips.



#### LOADING A GUN



Push the missile firmly into the barrel until it clicks. The top lever will swing forward.

#### FIRING A GUN



Pull the lever backwards until the missile fires at the end of the pull.

IMPORTANT: ALWAYS GO AND GET THE BULLET YOU HAVE JUST FIRI



## PLAYING THE GAME

### GAME LEVEL ONE

This level is a simple "shooting gallery" game played on two boards. Each team uses both their guns and all 6 troops. The idea of LEVEL 1 is to introduce players to fixing the boards together, setting up troops, aiming and firing the guns.

- 1) Clip the two boards with the lowest hills together with the hills at opposite ends.
- 2) Players sit at opposite ends of the combined boards.
- 3) They then put their guns on the hills at the back of each board as shown.



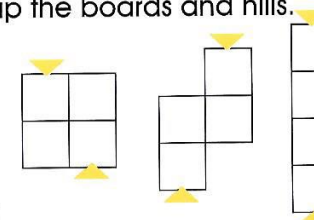
THIS IS THE GENERAL IDEA FOR SETTING UP GAME LEVEL ONE,  
GUNS AT THE BACK AND TROOPS IN FRONT.

- 4) Each player positions their 6 troops around their hills but not directly behind them. A suggested layout is shown in the layout picture above. You now have 12 troops standing in plain view of the guns at either end.
- 5) Players take it in turns to fire one of their guns at their opponent's soldiers (the youngest player fires first). If a player accidentally knocks over one of their opponent's guns the gun is put back on its circle playing space and play moves to the other player.
- 6) The first player to knock over all their opponent's troops wins.

### GAME LEVEL TWO

This level introduces players to moving round the board and taking out opposing soldiers by "capturing" them. It is played using all 4 boards. Each team uses 6 troops and both guns. Players take turns, game about, to set up the boards and hills.

- 1) **FIX THE BOARDS TOGETHER** This can be in a number of ways as shown here.....



- 2) **SOLDIERS AND GUNS**

Each player puts both guns and all their 6 troops on the board towards the back of "their" end (see yellow arrows).

- 3) **TAKING TURNS**

The game is then played in a series of turns. Decide which player is going to start first and then follow this procedure:

- a) Player-one moves their soldiers, then player-two moves theirs.
- b) Player-one fires their guns and/or moves them. Player-two fires and/or moves their guns. (See Firing Guns in the Basics Section at the start of the rules)

- 4) **MOVING SOLDIERS**

- a) You move your soldiers to keep them out of reach of the opposing guns and to "capture" your opponent's soldier or guns.
- b) To capture an opposing soldier or gun you must move two of your soldiers onto playing places that have lines that join them to the soldier or gun you want to capture. Take the captured piece off the board. See how to capture in the picture on the next page.

## CAPTURING A SOLDIER OR A GUN

Two soldiers on spaces with tracks to an opponent's soldier will capture him.



- c) The MOST moves you can make in a turn is twice the number of troops in your team at the start the game. For example in LEVEL 2 you start with 6 troops so you can make 12 (2X6) moves at most.

This number lasts the whole game no matter how few soldiers you end up with. You can move any number of soldiers any number of spaces as long as the total spaces you move adds up to 12 or less.

- d) You must move AT LEAST the number of places equal to the number of your soldiers left on the board - as soldiers get knocked over and fewer are left, the number of places you HAVE TO move gets less too. If you have 1 soldier left you MUST move him 1 space each turn (but you CAN move him up to the original maximum of 12).
- e) If one of your own team is on a playing space you can "squeeze past" and continue on. You cannot "squeeze past" an enemy soldier. You either take a different path or stop before them.

## 5) FIRING GUNS

You have two Mobile Guns that can move round the board and over hills like soldiers. You can shoot at any soldiers or any guns in the opposing team. You must completely knock over a soldier or gun to take it out of play.

If your shot leaves your target leaning over slightly or it is bumped out of its place, act as if the shot missed. Put the target back in its place and carry on. If you knock over one of your own soldiers or guns you must take them out of play. This is a friendly fire accident.

If a bullet bounces off a hill and knocks over a soldier or gun this still counts as a hit.

Each turn you can do the following with each gun:

There are three things you can choose from each turn:

- i) Fire TWO shots but don't move
- ii) Fire ONE shot and move ONE place
- iii) Fire NO shots and move TWO spaces

## 6) SAVING BULLETS - VERY IMPORTANT

Always hold the lid of the box BEHIND the targeted soldier or gun. The bullets will bounce off and be much easier to find.

## 7) WINNING

The first player to take either ALL his opponent's soldiers or A his opponent's guns out of play is the winner.





## GAME LEVEL THREE

This level completes the full set of rules for the two-player game. The rules are the same as for LEVEL 2 but with the following additions:

### 1) SOLDIERS

LEVEL 3 uses all 3 DIFFERENT KINDS of soldiers: LEADER, NCO and TROOP. The 6 soldiers in a team are made up of 1 Leader, 1 NCO and 4 Troops.

A LEADER can capture an opposition TROOP on his own, but he needs another one of his soldiers to capture an opposition NCO or LEADER.

To capture a gun, a LEADER or an NCO MUST be one of the two capturers.

NCOs and troops must be moved straight to their final space for any given turn. A LEADER ONLY can move some spaces, do something (like capture a troop) then move more spaces (perhaps to escape) and end up somewhere else.

As a result a LEADER could move, capture a troop on his own, then move on and capture a gun as well (as long as there is another one of his soldiers already beside the gun).

If a soldier is knocked over by gunfire he is out of the game for good.

### 2) CAPTURED FIGURES

If a soldier is CAPTURED he is held prisoner. At the start of his turn a player can swap any soldier he holds prisoner for any soldier held by his opponent. The opponent MUST give up the prisoner, even if he is being asked to swap a LEADER for a TROOP.

Swapped troops MUST be put back near the rear of their player's starting board.

CAPTURED guns are out of the game and cannot be swapped.

### 3) TUNNELS

Some of the lines to the edges of the board have coloured spots beside them. A "tunnel" leads between spots of the same colour that are on open edges of all boards. All soldier can use the "tunnels".

Tunnels allow you to leave the very back of your own starting board and appear at the very back of your opponent's board by moving just one place. In this way you can launch a sneaky attack.

You can use all the coloured dots OR limit tunnelling to two colours or one colour only. At the start of a game you must decide how many of the colours you will use. Try your first game with just one colour. Try more as you become more experienced.

### 4) WINNING

The first player to take either ALL his opponent's soldiers or ALL his opponent's guns out of play is the winner.

# THE WORLD OF IMPACT

You can learn a lot more about the IMPACT world and the conflict between dinosaurs and humans on the web site:

[www.playimpact.com](http://www.playimpact.com)

This site is growing all the time. It has a tremendous amount of information about characters, weapons, story and games. Expanded rules will be put on the site as they are developed.

## **STACKING BOARDS IN THE BOX**

**Please note that the boards will only fit neatly into the box if they are stacked from lowest on the bottom to highest on top.**

**IF ANY PIECE IS DAMAGED OR BROKEN WHEN YOU BUY THIS GAME CALL THE IMPACT HELP LINE ON 01506 855577 FOR A FREE REPLACEMENT.**

From Drumond Park Limited

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