



# GAME PLAY INSTRUCTIONS

## Air Battle Arena

63000-4002

### Quick Combat: 1 on 1

Get right into the Verticon battle action with QUICK COMBAT!

#### Order of Battle

- For 2 players. Each arms his Warrior with his max number of weapons. See the back of your Warrior? The number on the left is his ARM rating. That's the max number of weapons you can arm him with.
- With power turned off, place the 2 Warriors in the Arena.
- Switch on — the battle begins!
- First Warrior to fall out of the Arena (KNOCKOUT) loses. Match over!

#### COMBAT TERMS

- KNOCKOUT:** A Warrior falls, is knocked or blown out of the Arena/air stream.
- PIN:** A Warrior gets stuck or hangs in the Arena. Knock him loose and combat continues.
- DOUBLE-PIN:** A Warrior is pinned twice in the same match. Counts as a Knockout.
- DOUBLE-OUT:** Both Warriors knocked out at the same time. Counts as 1 Pin for each. Drop them both back into the air stream on the count of 3 and continue the match.

### Series Combat: Army vs. Army

A series of matches. After each Knockout, the winning Warrior can DISARM (remove weapons from) the loser. When a Warrior is knocked out and his last weapon is removed, he is ELIMINATED, out of the game, and the next Warrior from his army takes his place against the winner. When your opponent's last Warrior is Eliminated, you win!

The DISARM rating is the second of the 2 big numbers on the back of the warrior. After a Knockout, a winning Warrior with a Disarm of "2" can choose any 2 weapons to remove from the losing Warrior.

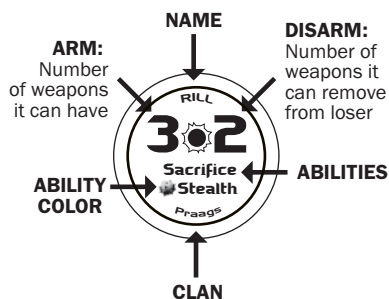
#### Abilities

**ABILITIES** are special powers the Warrior possesses in battle or after a Knockout. Some Abilities have **ABILITY COLORS** that match weapon colors. The color of at least one of a Warrior's weapons must match his Ability Color for the Ability to work. Other Abilities are always active — they are not marked with any color, and are not affected by weapon colors.

**NOTE:** Abilities still work even as their matching weapons are being Disarmed. As a weapon is being removed, the Warrior can still use the matching Ability or Abilities, even if it is his last weapon.

#### Order of Battle

- Place all Warriors in the game box (or a bag, hat, etc.). Without looking, players take turns drawing out Warriors one at a time, until each has an equal number for his army. Players then take turns selecting the Weapons they want their Warriors to have until they are evenly divided. (Remember, you can also build your armies ahead of time by picking up additional Warrior Packs, sold separately.)
- Arm all Warriors in each army according to their ARM ratings. Remember, the color of at least one of a Warrior's weapons must match his Ability Color for the Abilities to work. Once weapons are "fixed" and combat begins, weapons cannot be changed.



- With power turned off, place the first 2 Warriors in the Arena.
- Switch on — the battle begins!
- After one Warrior is Knocked Out, the winning Warrior gets to Disarm him according to the winner's Disarm rating (a "2" means he can remove 2 weapons). (See Abilities. They can affect Disarming.)
- Weapons removed during Series Combat are set aside and cannot be re-used.
- When a Warrior's last weapon is removed, he is Eliminated. The loser chooses his next Warrior to fight against the SAME winner.
- The winner is the player who still has one or more Warriors after his opponent's last Warrior has been Eliminated.

#### Strategy Tips:

- When arming your Warriors, decide which Abilities you want to be active by matching weapon colors with Ability Colors.
- When replacing an Eliminated Warrior, choose his replacement according to the Abilities you want to be able to use against your opponent's warrior.

### Ability Chart

#### Is Used When

	The warrior is being disarmed	The warrior wins and is disarming the loser	In battle
<b>COUNTER:</b> Can remove 1 weapon from the winner (unless it is the winner's last weapon)	☘		
<b>DEFEND:</b> The winner's Disarm rating is reduced by 1 (unless it is already 1)	☘		
<b>GRACE:</b> Loser (not winner) decides which weapon he loses	☘		
<b>RAGE:</b> Can take on the loser's Disarm rating if it is higher than his own		☘	
<b>RAID:</b> After Disarming loser, remove 1 weapon from ANY other Warrior in the opposing army		☘	
<b>RE-ARM:</b> Can re-arm himself with 1 previously Disarmed weapon, in addition to Disarming loser		☘	
<b>RE-FIT:</b> Can rearrange any weapon(s) he still has	☘		
<b>RUTHLESS:</b> Knocks out opponent with only 1 Pin			☘
<b>SABOTAGE:</b> Can Disarm ANY Warrior in opponent's Army INSTEAD OF Disarming loser		☘	
<b>SACRIFICE:</b> When Disarming loser, can remove 1 of his OWN weapons in exchange for removing 1 more of the loser's weapons		☘	
<b>STEALTH:</b> Disables opponent's COUNTER, RAID, SABOTAGE or SACRIFICE	☘	☘	
<b>SUPPORT:</b> When this Warrior is eliminated, he can stay alive by re-arming himself with 1 or more weapons from any ONE Warrior of HIS OWN Army (even if he eliminates that Warrior)	☘		
<b>WEAK:</b> This Warrior is Knocked Out after only 1 Pin			☘



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1-800-247-6570  
WWW.WILDPLANET.COM/HELP  
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P.O. Box 194087 San Francisco, CA 94119-4087

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One Shark