

TOOTH AND CLAW – ASSEMBLY INSTRUCTIONS



WHAT YOU'LL NEED: Scissors, Elmer's glue (or a glue stick), and a ruler or other straightedge.

GAME ASSEMBLY:

Begin by cutting out the charts, markers, and dice on Parts Page 1. For each of the dice, fold the five blue tabs **DOWNWARD** and then fold **DOWNWARD** between all 8 sides of the dice. Glue tab 1 to the back of side 6 (as shown in Figure 1). Then glue tabs 2 and 3 to the back of sides 2 and 6 (as shown in Figure 2). Glue tabs 4 and 5 to the back of sides 1 and 5 to finish the dice. After completing the set of dice, cut out the game pouch on Parts Page 2. Fold the front and side panels **DOWNWARD** along the red lines. Flatten the side panels against the unprinted side of the back panel (as shown in Figure 3), and glue the front panel over the side panels (as shown in Figure 4), being careful not to get glue inside the pouch. Next, cut out the monster cars and rules card on Parts Pages 3, 4 and 5. Place the cards, life charts and markers in the pouch. You're now ready to grab your dice, find a friend and let the Monster Wars begin!

TOOTH AND CLAW GAME RULES

Object of the game: **DESTROY YOUR OPPONENT!**

Each player chooses a character card, takes a life chart and places a life marker on 100.

Each turn includes an attack, a defense and a damage phase.

Player 1 rolls to see if they can attack. If a green number is rolled, no attack can be made.

If a red number is rolled, an attack is made with the force shown on the attacking character's card. Player 1 should call out the attacking result and force, such as "Sword, 40" or "Ectoplasm, 20".

If attacked, Player 2 rolls to see if they can defend. If a red number is rolled, no defense is made. If a green number is rolled, a defense is made with the force shown on the defending character's card. Player 2 should call out the defending result and force, such as "Shield, 20" or "Vanish, 30".

If the defense is equal to or greater than the attack, no damage is suffered. If the attack is greater than the defense, Player 2 subtracts the defense force from the attack force, and then deducts the remainder from their life chart.

(Example: If Player 1 attacks with a force of 40 and Player 2 defends with a force of 30, Player 2 then moves their health marker down 10 points.)

The teeth and claws on the dice add 10 or 20 points to the force of either an attack or a defense. Player rolls again and adds the 10 or 20 points to the force of the next roll.

Players take turns attacking and defending. If a player has less than 10 life points they

DIE in excruciating agony and the other player wins!