

# GARGOYLES

GAME



**FIGHT CRIME  
ON THE CITY ROOFTOPS!**

# INSTRUCTIONS • 2 to 4 Players

**CONTENTS:** Gameboard, 2 Dice, 4 Pawns, 4 Pawn Stands, 24 Villain Tokens, 1 Moon Token, 8 Bronx Battle Tokens.

Help the Gargoyles battle Demona, the Pack and then Xanatos on the city's rooftops! Hudson and Bronx will help you. Win the battle before the night is over – the Gargoyles turn back to stone at sunrise!

**OBJECT:** Collect 6 different Villain tokens by defeating Demona and the Pack. Then be the first to defeat Xanatos!

## THE FIRST TIME YOU PLAY

1. Gently punch out all Gargoyles pawns (Goliath, Broadway, Lexington and Brooklyn). Fold each pawn along its fold line and insert into a pawn stand.
2. Gently punch out all Bronx Battle tokens, Villain tokens and the Moon token. Discard waste.



Bronx Battle Token

## SETUP

1. Place the 8 Bronx Battle tokens faceup on the Bronx space.
2. Place the 24 Villain tokens (Fox, Hyena, Jackal, Demona, Wolf, and Dingo) faceup on their matching gameboard spaces – four matching tokens per space.
3. Place the Moon token faceup on START on the Night Band (the city skyline on the gameboard's edge). See Figure 1.
4. Place the dice within reach of all players.
5. Each player chooses a pawn and places it on START on the Hudson space. Place any unused pawns out of play.

## HOW TO PLAY

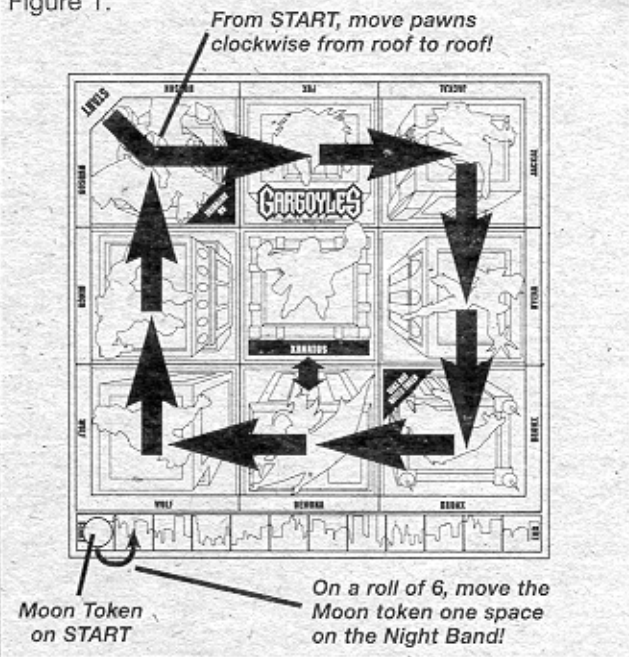
The player who rolls the highest number goes first. Play continues clockwise.

## ON YOUR TURN

Roll the white die.

- If you roll a 1, 2, 3, 4 or 5, move your pawn clockwise that number of spaces. **Each roof is a gameboard space. Pawns can share spaces.** See Figure 1. Then follow the directions for the space you land on. (See *Gameboard Spaces*.) This ends your turn. **Note:** You may circle the gameboard several times during a game.
- If you roll a 6, move the Moon token one space to the right on the Night Band. This ends your turn. See Figure 1. (You move the Moon token only when you roll a 6 at the start of your turn.)

Figure 1.



## GAMEBOARD SPACES

**Hudson Space:** All players start here. If you land here by exact count, you must move your pawn to any space and then follow the directions for that space. (You can even move to Xanatos if you have 6 Villain tokens!) Your turn then ends.

4618

**Bronx Space:** If you land here by exact count, you may take one Battle token from this space. Your turn is over. **Note:** You can never have more than two Battle tokens at a time.

**Demona and the Pack (Fox, Hyena, Jackal, Wolf and Dingo) Spaces:** If you land on any one of these spaces by exact count, you may battle that space's villain. (See *Battling*.) If you have already defeated

that space's villain, do nothing. Your turn is over.

**Xanatos Space:** After collecting 6 different Villain tokens, continue to roll and move around the gameboard to reach the Demona space. You can only enter the Xanatos space from the Demona space (unless you move directly from the Hudson space). You do not have to land on the Xanatos space by exact count. When you land on this

space, battle Xanatos immediately! (See *Defeating Xanatos*.)

## BATTLING

When you land on Demona's or any Pack member's space, you may battle that villain! Choose one player to be the villain.

**To Battle:** At the same time, you roll the white die and the Villain player rolls the black die. If there is a tie, roll again until the battle is won.

- If you roll the higher number, you win the battle. (Use your Battle tokens to increase your die roll count! See *Bronx Battle Tokens*.) Take a matching Villain token from that space's pile and place it faceup in front of you. Your turn is over.
- If the Villain player rolls the higher number, the villain wins the battle. (Villains do not use Battle tokens or collect Villain tokens.) Your turn is over. On your next turn, move off the space.

**Bronx Battle Tokens:** When you battle villains, you may use your Battle tokens to increase your die roll count! Collect Battle tokens by landing on the Bronx space.

After you roll the die in battle, you may then use one or both of your Battle tokens to add to your die roll. One Battle token adds 2 to your roll. Two Battle tokens add 4 to your roll. (For example, a roll of 3 plus one Battle token equals a total of 5. Or add both Battle tokens to make 7.) After you use a Battle token, return it faceup to the Bronx space. You can collect more Battle tokens during the game.

## DEFEATING XANATOS

After defeating Demona and the Pack, it's time to battle Xanatos! Enter the Xanatos space from the Demona space. **Hint:** Hudson could help you move here faster!

**To Battle Xanatos:** Roll the white die. You may use your Battle tokens to increase your die roll count.

- If your total die roll count adds up to 6 or more, you've defeated Xanatos! You win!
- If your total die roll count is less than 6, you lose and your turn is over. On your next turn, you can either stay on the Xanatos space and battle Xanatos again; or you can exit the Xanatos space (through the Demona space) and move clockwise around the gameboard to collect more Battle tokens.

## HOW TO WIN

Collect 6 different Villain tokens by defeating Demona and the Pack. Then be the first to defeat Xanatos to win the game!

**Don't Forget the Night Band!** If the Moon token reaches the END of the Night Band, it's sunrise! The game is over and the Gargoyles have lost for that night. You'll have to start a new game to try to defeat the villains!

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For Ages: 6 to 10 years