

PRO JAX™

Official Game Rules

Reglas Oficiales de Juego



www.playprojax.com



English Instructions on pages 1-12
Instrucciones en Español en páginas 13-25



FOR 2 OR MORE PLAYERS • AGES 8 AND UP

Contents

Starter Set: 5 ProJaX playing pieces, 3 Power cards, 10 ID bands, Ball

Booster Set: 4 ProJaX playing pieces, 2 Power cards, 10 ID bands

Battle Arena Set: 10 ProJaX playing pieces, 2 Mines, 6 Power cards, Battle arena, 20 ID bands, Ball, ProJaX holder

Object

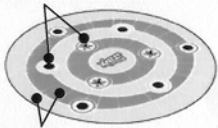
Be the first player to reclaim all 5 of your ProJaX playing pieces by successfully grabbing them out of the playing field.

Get Ready!

1. Prepare the Playing Field. If you don't have the Battle Arena (included only in the ProJaX Battle Arena set), play on a flat surface like a table or the floor. The playing field should be round and no more than 2 feet across. All players should agree on where the boundaries are.

If you have a Battle Arena, unfold it and lay it on a flat surface. See Figure 1 on page 2.

PODS: Out-of-bounds ProjaX re-enter the arena here.



ZONES: Some Power cards give them special powers.

FIGURE 1: The Battle Arena

2. Pick Your ProjaX and Power Cards! Take 5 *different* ProjaX that belong to you. (Don't use any Mine ProjaX—they have special powers. See *ABOUT MINES*, on page 10). Roll the same-color ID band onto each of your 5 ProjaX, so everyone will know they're yours!

Then take 3 matching Power cards (cards that show a ProjaX you're using in the game), and place them facedown beside you. See Figure 2.

Note: If you don't have 3 Power cards that match your ProjaX, you can play with less—but you may be at a disadvantage by doing so. As you add to your collection, you'll have a better chance of having ProjaX and Power cards that match.

This ProjaX matches a ProjaX on a Vulcan Team Power card.



FIGURE 2

3. Quick Flick! This is a key part of the game, because the winner has the advantage of going first.

Here's how to Quick Flick:

- Hold your 5 ProjaX in your hand.
- Toss them up, flip your hand over, and catch as many as you can on the back of your hand. See Figure 3.
- The player who catches the most ProjaX gets to go first! In case of a tie, repeat the Quick Flick until there's a "hands-down" winner.

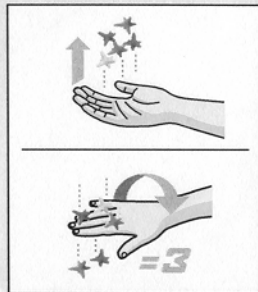


FIGURE 3: The Quick Flick

4. Drop 'em! The Quick Flick winner takes everyone's ProjaX and drops them all *gently* onto the playing field. If any land outside the playing field, just drop those again until all of the ProjaX are inside the playing field.

Play!

These are the Official ProjaX Rules. Younger players may want to start with the *BEGINNER GAME*; experienced players can try the *CHALLENGE GAMES*. See page 11.

The Quick Flick winner goes first. Play then passes to the left.

ON YOUR TURN

Try to reclaim one of your ProjaX from the playing field. Stay where you're sitting; moving around the playing field is a total no-no! Follow the 4 steps below.

1. Call out the ProjaX you're trying for.
2. Throw the ball into the air.

3. With your throwing hand, quickly grab the called-out ProjaX from the playing field, without moving any other ProjaX.

4. With the same hand, catch the ball before it bounces or touches anything.

A Successful Grab

If you followed the 4 steps successfully, good for you—you reclaimed one of your ProjaX! Place it in front of you. Then unlock a Power card, if you can, and/or play an unlocked Power card, if you want to. (See *THE POWER CARDS*, on page 6.) Your turn is then over.

An Unsuccessful Grab

If you didn't follow the 4 steps successfully, sorry—you can't reclaim one of your ProjaX.

If you grabbed the wrong ProjaX, dropped the ProjaX you grabbed, or grabbed a ProjaX but didn't catch the ball, the player to your right must drop the ProjaX back onto the playing field. To drop a ProjaX, hold it at arm's length above the playing field, close your eyes, and let it go. Redrop it if it lands out of bounds. See *OUT-OF-BOUNDS PROJAX* in the next column.

Moving Other ProjaX

If you moved any other ProjaX with your hand or the ball, leave them where they are, unless they're out of bounds. See *OUT-OF-BOUNDS PROJAX* in the next column. If you

moved *two or more* ProjaX, you must also drop one of your reclaimed ProjaX (if you have one) back onto the playing field!

After an unsuccessful grab, you can't unlock any of your Power cards—but you may play a previously-unlocked Power card if you want to. (See *THE POWER CARDS*, on page 6.) Your turn is then over.

OUT-OF-BOUNDS PROJAX

A ProjaX is out of bounds if more than 2 of its spikes are outside of the playing field. To re-enter an out-of-bounds ProjaX, just drop it back into the playing field. If you're using the Battle Arena, place an out-of-bounds ProjaX onto the nearest pod.

PIGGYBACKING PROJAX

Your ProJaX is *piggybacking* if it's on top of another ProJaX and is not touching the playing field. See Figure 4. To reclaim a piggybacking ProJaX, you don't have to throw the ball—but you *do* have to lift it off and out of the playing field without dropping it or moving any other ProJaX. If you're unsuccessful, drop the ProJaX back onto the playing field.

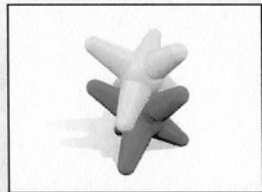


FIGURE 4: The yellow ProJaX is piggybacking.

THE POWER CARDS

Once you've mastered the basics, the secret to ProJaX lies in how you play the cards.

Card Symbols

The symbols on each card signify its ability, power rating, team and frequency. See Figure 5. Card symbols are explained on the next page.

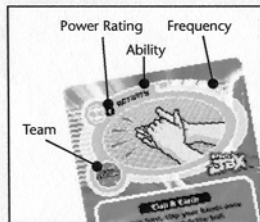


FIGURE 5

Ability: There are 3 different card abilities: *Activity*, *Restriction* and *Strategy*. *Activity* cards generally add an action to a player's turn. *Restriction* cards generally limit a player's movements. *Strategy* cards generally give players a chance to gain an advantage. Play your cards wisely to help yourself, or to hold back your opponents!

Power Rating: The higher the number, the more powerful the card is!

Team: This identifies the team that the card belongs to. Each team has its own set of cards. As you add to your ProJaX collection, you can change teams to keep the game fresh and exciting!

Frequency: This symbol shows how common or rare the card is:

○ = Common

◊ = Rare

★ = Ultra Rare

Unlocking a Power Card

Before you can play a Power card, you must *unlock* it by reclaiming a ProJaX from the matching team. Place the reclaimed ProJaX on top of the matching card, so you'll know it's unlocked—but leave the card facedown, so only you will know which one it is. See Figure 6 on the next page.

You reclaimed a ProjaX that matches your Clap & Catch card. Unlock the card by placing the ProjaX on top of it. Keep it face-down until you play it!



FIGURE 6

Once you unlock a Power card, it stays unlocked—even if you return the matching ProjaX to the playing field before you can play the card. If you reclaim that ProjaX again, you can use it to unlock a second Power card, as long as it matches the card.

Playing a Power Card

Play each of your Power cards strategically, because after you've played one, it's out of the game!

After you've unlocked a Power card, you can either play it right away, or wait until later in the game. Play a Power card on your own turn, to give you an advantage; or on an opponent's turn, to give that player an extra challenge.

You can play only one Power card at a time, on yourself or on an opponent. No player can have more than one Power card played on him/her by an opponent during a turn. For example, you can play a card on yourself during your turn; in addition, *one* (and only one) opponent may play a card on you during that same turn.

Here's how to play a Power card:

1. Take the ProjaX off the card and set it aside.
 2. Turn the card faceup.
 3. If it's your turn, you perform the action; if it's an opponent's turn, the opponent must perform the action.
 4. After the action is performed, place the card out of play. It can't be used again during the game.
- Figure 7 shows two examples of playing a Power card.

You play the *Free Bounce* card on yourself at the beginning of your turn. Now the ball can bounce once before you catch it!



You play the *Off-Handed* card on an opponent at the beginning of his turn. Now he must throw, grab and catch with his opposite hand!



FIGURE 7

About Mines

Mines are very specialized ProjaX. You can use a Mine *only* by playing a Power card that allows you to add one to the game. A Mine does *not* count as one of the 5 ProjaX you must reclaim to win the game.

Prime the Mine before placing it on the playing field (see Figure 8). If the Mine “goes off” (snaps open) during any player’s turn, that player must replace the Mine with one of his or her reclaimed ProjaX (if he or she has one)! The Mine then goes back to its owner.

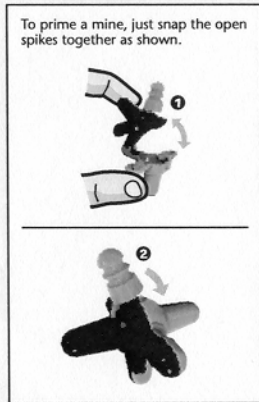


FIGURE 8

How to Win

Keep playing until one player has reclaimed all 5 of his or her ProjaX from the playing field. That player wins the game! In case of a tie, play again!

Beginner Game

Younger or inexperienced players may have an easier time playing by one or more of these modified rules:

- For the Quick Flick, they may catch their ProjaX in the palm (not the back) of their hands.
- They may play without using Power cards. In this game, no other players may use Power cards, either.

- On their turns, they may let the ball bounce once before catching it. This will give them more time to grab a ProjaX.

Challenge Games

For an extra challenge, try playing with 7 ProjaX and 4 Power cards each; or 9 ProjaX and 5 Power cards each!

Build the Ultimate ProJaX Team!

Every ProJaX Team includes a unique combination of Power cards with special moves and abilities. As you play, you'll develop strategies based on which Power cards work best for you—and against your opponents! Are you great with the *Grabber*? That card belongs to the Vertigo Team. Does the *Jammy Whammy* totally mess up your competition? You'll find it in the Mutate and Alumin Teams.

With each set of ProJaX you add to your collection, you'll get a new chance to custom-build your own ProJaX "dream team"! So have fun competing, collecting and trading—and unlock the awesome power of ProJaX!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2

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