

WILD WARS FAMILY BATTLE! BASIC OBJECT RULES

Basic Objects are non-animal elements that have food costs because the other animals in your army must be fed in order to haul or launch the objects onto the **Battleground**.

All Basic Objects are “**one-time-use**” items, which means that once they’ve been played and their effect has occurred, they go into their player’s **Boneyard** with their dead animals.

Base Rule Adjustments: Unlike animals, objects may be played **any time** a player has enough unharvested food to pay its cost from his/her hand.

Scoring Adjustments:

Successfully Destroying An Opponents’ Creature with an Object - Gain 2 Points

Successfully Destroying An Opponents’ Object with an Object - Gain 3 Points

Example 1: Judy sees that Frank has used all of his food to play an African Elephant. She can’t risk it attacking her once it’s no longer **Confused**, so she harvests three of her food sources to play her **Poison Spear** and destroys the Elephant. She automatically gains 2 points for destroying an opponent’s animal with an object.

Example 2: Susy has drawn a Poison Spear, but decides to wait to use it until she really needs it, so she leaves three food sources unharvested at the end of her turn. Tommy attacks her with his 3 attack/3 defense Black Bear, and, since Susy has no animals that can block, she decides to harvest her remaining food so she can destroy the Bear with her **Poison Spear**. However, Tommy hasn’t used three of his food sources so, after she plays her Poison Spear, he harvests his extra food to play the **Boulder** he’s been holding onto in his hand. His boulder destroys her spear--which earns him 3 points--and, because she can’t block the bear, he earns 3 more points due to the Attack Power of the Bear for a total of 6 points.

Advanced Example: Silas has drawn a **Poison Spear**. He decides to attack Tamara with his Red Kangaroo. Tamara decides to block the attack with her Rock Dove, but, before she can actually block, Silas harvests three food sources and plays his spear, aimed at Tamara’s Dove. Tamara has no **Boulder**, so her Dove is destroyed. Because Tamara’s Dove is destroyed before it could block Silas’ Kangaroo, but **AFTER** Tamara declared blockers, Tamara is unable to destroy Silas’ Kangaroo **AND** she’s unable to choose replacement blockers, so Silas gains 2 points for destroying an animal with an object and 2 points due to the 2 Attack damage the unblocked Kangaroo inflicts, for a total of 4 points.

EXPAND YOUR FAMILY BATTLE

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NOVICE OBJECT EXPANSION

Ages: Beginner (7+)

Add more objects to your gameplay with: hidden Ground Traps and Poison Web Traps to remove animals; Gliders to make animals fly over your enemies; and Smoke Bombs to let your animals attack before your enemy can defend.

MSRP: \$17.99

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ULTIMATE OBJECT EXPANSION

Ages: Novice (8+)

When you’re ready to take your Family Battle to the max, Ultimate Objects includes sneaky traps, stealthy smoke bombs, hidden nets, flight-granting gliders, direct removal poison spears, and object smashing boulders!

MSRP: \$24.99

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5-6 PLAYER EXPANSION

Ages: Everyone (5+)

Adds 50 more animals and food sources to your game so you can battle with up to two additional players!

MSRP: \$14.99

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