

BATTLE BEARS

THE BOARD GAME



Your team has crash landed in the middle of the Huggable Forest. After gathering the remaining supplies you realize that there is only enough supplies for one of you to make it out of the forest alive. You've determined the lone survivor should be you! So grab your BeeBee Gun and fight your furry friends while avoiding the ever-expanding Huggable swarm! But be careful, because every friend you eliminate will return as part of the Huggable swarm ready to seek vengeance on you!

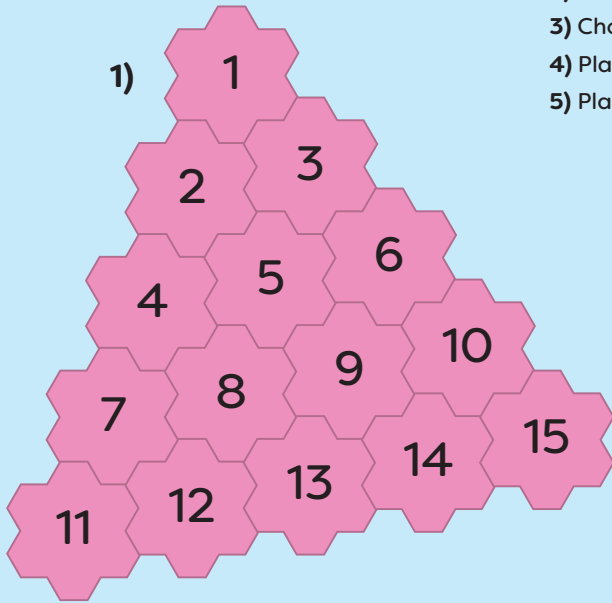
GAME COMPONENTS

- 15 Land Tiles
- 6 Character Mats
- 6 Health Tokens
- 6 Weight Tokens
- 6 Bear Miniatures
- 6 Huggable Miniatures
- 15 Skull & Bones Tokens
- 1 Dice
- 50 Huggable Tokens
- 15 Skull & Bones Tokens
- 102 Gas Cards
- 6 Team Ability Cards



SETTING UP THE GAME

- 1) Shuffle the Land Tiles and place them according to illustration 1.
- 2) Shuffle the Gas Cards and then place the deck beside the island.
- 3) Choose your Bear Character along with the corresponding Character Mat.
- 4) Place a Health Token on the number 10 of your Character Mat's Health Track.
- 5) Place a Weight Token on the number 0 of your Character Mat's Weight Track.



Gas Deck



Character Miniature

3)

SABERI

PERFORM 2 ACTIONS

Movement points allowed by weight. Loot at end of movement.

Attack with one of your weapons. Flip weapon face down.

Use any Single Use card from your hand or discard cards to use your ability.

Flip over and rearrange the cards you have equipped.

Discard down to your hand limit.

Place 1 Huggable Token at the end of your turn.

HEALTH

0	1	2	3	4	5	6	7	8	9	
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WEIGHT

	1	2	3	4	5	6	7	8	9	10
	5 MOVEMENT		4 MOVEMENT		3 MOVEMENT			2 MOVEMENT		

Place Cards Here

MALLET

PRIMARY

Backpack

Your hand limit is 5

Heavy Weapon

Armor

CLEAR

Target opponent within loses and you gain

Unique Player Ability

5) Weight Token placed on Weight Track

4) Health Token placed on Health Track

Movement Points per Weight



Character Mat

Item Classification

When played equip onto the matching slot of your Character Mat.

Weight Indicator

Rarity Indicator

0	1
2	3

The rarer the card, the better it will be!

Character Icon

Used only for Character Items setup. (Advanced Rules)

Instructions



ABOUT LAND TILES

Grassland

Unrestricted movement.

Lava

Cannot move through unless you are a Huggable.


Gas Refill

Take 2 new Gas Cards

Huggable Forest

Difficult Terrain. Takes 2 movement points to enter. While in a Forest you are 'Hard to Hit'.

Ziggurat (tower)

You have  and can shoot over Cliffs, but you can also be shot at.

Cliff

Cannot move through unless you are a Huggable.



ACTIONS

- During your turn you must perform 2 actions.
- You may perform the same action twice.



1) MOVE

Your WEIGHT TRACK shows your Movement points. You can move in any direction or choose to stay put. You can move through other players but cannot end an action on the same hex as another player. Some spaces have special movement.



Moving onto a Huggable Token

If you move onto a Huggable Token, your action immediately ends and you take . Do **not** draw cards from the Gas deck if you finish your movement on a Gas icon.



2) ATTACK

Use one of your loaded weapons (loaded weapons are not exhausted) to attack a targeted enemy within the range. To use a weapon choose an attack option and the target, then exhaust the card (flip it face-down). Exhausted cards still count towards your WEIGHT.

Line-Of-Sight

The target enemy must be within line-of-sight. To determine this, draw a straight line from the centre of your tile to the target's tile. If half or more of the tile is "visible" that target is within your line-of-sight.

- Cliffs block Line-Of-Sight.
- When you are on a Ziggurat (tower), you're able to shoot over Cliffs and gain . However, opponents may shoot at you over Cliffs.

Shot Examples

- 1) **Wil** and **Riggs** can shoot each other, however because **Riggs** is in a Forest, he is 'Hard-to-Hit'. (**Wil** must roll the dice to see if he hits **Riggs**)
- 2) **Wil** and **Astoria** can shoot each other.
- 3) **Wil** and **Tillman** can shoot each other because **Tillman** is in a Ziggurat
- 4) **Wil** and **Saberi** cannot shoot each other because a Cliff is between them.



Shooting a Huggable

Huggable Tokens have 1 health and are always Hard-To-Hit regardless of the equipment you are using. If you are at Range 1 and miss, the Huggable hugs you and deals to you. The Huggable Token is then removed.

Note: Huggables are automatically hit by



2) ATTACK continued

Defending an Attack

When another player uses a weapon on you, you have the chance to defend against the attack. If you have face-up armor equipped, you may exhaust the armor to reduce the damage you take.



3) USE ITEM OR ABILITY

Using an item allows players to:

- a) use Single Use Item cards from their hand
- OR**
- b) use the Unique Player Ability on you Character Mat.

Single Use Item: Perform the action listed on the card then discard the card into the Gas Discard Pile.

Unique Player Ability: Using the Ability has a Gas cost. Discard the number of cards from your hand equal to the Gas cost of the Ability before performing that Ability. If you can not discard the number of cards indicated, you may not perform the Ability.



4) RELOAD & REARRANGE

Turn all Weapon and Armor cards face-up to show the items as loaded and ready to be used in the next round. You may also equip and unequip items from your Character Mat and hand or switch any equipped cards between your hand and your Character Mat.

At the end of this action move your Weight Token on the Weight Track according to the weight of the cards equipped on your Character Mat.

NOTE: Cards in your hand **do not** affect your weight.

You start with a Melee Weapon already equipped and printed on your Character Mat. You may place any new Melee Weapon cards over this space, covering your old Melee Weapon when you reload & rearrange.

FINISHING AN ACTION ON A GAS ICON

When you finish an action on a GAS icon draw 2 Gas Cards from the deck. That Gas icon is now used, and will not provide more cards until the beginning of the next player's turn.

After drawing your Gas Cards you may equip any just-drawn cards to any empty slots on your Character Mat. Move your Weight Token to show the new weight your character has equipped. Only count the weight of cards on your Character Mat. Remaining cards are placed into your hand. You may not rearrange or unequip items from your Character Mat when drawing Gas Cards.

COMPLETING YOUR TURN

DISCARDING

At the end of your turn you must reduce your hand down to 5 cards. Discard the cards of your choice to the discard pile face-up.

NOTE: When the Gas deck become empty, shuffle the discard pile and use as the new Gas deck.

ADVANCE THE SWARM! ○

Place 1 Huggable Token onto the board, covering up a tile space. Huggable Tokens are placed on the edge of the map, or beside an existing normal Huggable Token.

NOTES: Huggable Tokens may not be placed onto a space occupied by a character. After placing your Huggable Token, if one or more tiles cannot be accessed by any player without passing through Huggables, remove those tiles. If your character is dead, you advance the swarm twice on your turn.

NOTE: You may never remove the Map Tiles in between Characters, even if no Character can reach those tiles without crossing the Huggables Tokens!



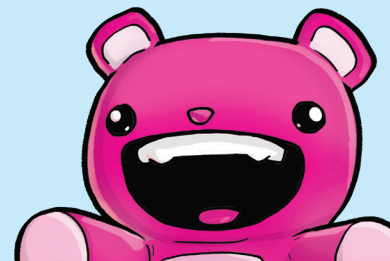
SURROUNDED! ○

At end of your turn if all the spaces adjacent to your character are occupied with Huggable Tokens, you take 3 from excessive hugging!



ABOUT HUGGABLE TOKENS

- Huggable Tokens can take 1 and you may attack Huggable Tokens as if they were a Character.
- Huggable Tokens count as Hard-to-Hit at all times, even for weapons that ignore Hard-to-Hit.
- The only exception is which automatically hits the Huggable Token.
- If you attack a Huggable token at 1 and miss, that Huggable Token hugs you dealing 3. Remove the Huggable Token.



DEATH OF YOUR CHARACTER

When a player is reduced to 0 health (overcome by the Huggable swarm) take the following actions:

- 1) Discard all the cards in your hand and Character Mat to the discard pile (face-up).
- 2) Flip over your Character Mat to the Huggable side and place your Health Token on 3.
- 3) At the beginning of your next turn, place your new Huggable Character onto the board at any location a Huggable Token can be placed.

As a Huggable character, you are limited to the actions Move or Attack. You may no longer draw Gas Cards.



HUGGABLE CHARACTER ABILITIES

- 1) You may move through Huggable Tokens as if they were empty spaces.
- 2) Forests, Cliffs and Lava are difficult terrains (2 movement points to move onto).
- 3) If you move into the same space as another non-Huggable character, you instantly EXPLODE!
- 4) At the end of your turn, place 2 Huggable Tokens. You may also place these tokens in open spaces around yourself.

When you are reduced to 0 health **OR** you attack with EXPLODE or VENDETTA you no longer have a character in the game. However, you will still be able to place 2 Huggable Tokens on all of your remaining turns. This will give you the chance at stealing victory from the remaining players.

END OF GAME

PLAYER WINS!

If only one player is left on the board (Huggable characters do not count) that player gets to show the other players their best victory dance, as they have survived the Huggable Forest, and win, by leaving this dangerous world!

HUGGABLES WINS!

Huggables, and all Huggable characters, win in one of 3 situations:

- 1) If there are no Huggable Tokens left to place.
- 2) If there are no legal spaces left to place Huggables.
- 3) If the last players are all eliminated together.



EQUIPPED

Cards placed onto your Character Mat are now **equipped** and ready to use.

EXHAUSTED

When an equipped card is used, you must exhaust it by flipping it face-down. It cannot be used again until it is reloaded.



Does Not Exhaust

This card never becomes exhausted, and does not need to be reloaded.



Range

Indicates how many spaces away from you the item may be used.



Melee

May only be used against Characters one space away from you. This cannot be increased.



Splash Damage

Deals the indicated amount of damage to every space surrounding your target space. This damage ignores Hard-To-Hit.



Quick

After taking a MOVE action, you may immediately make a free ATTACK action with the weapon.



Damage

This indicates how much damage is dealt to a target. If a target is in range, damage is automatic, unless the target is Hard-to-Hit.



Melee Weapon



Light Weapon



Heavy Weapon



Single Use Item



Armor



Backpack



Cone

These weapons deal full damage at range 1, and reduced damage for every space of range after the first. The different damage values show how much damage is dealt that number of spaces away.



Hard-to-Hit

A player in a Forest wearing certain equipment or using specific abilities, are Hard-to-Hit. When attacking a player that is Hard-to-Hit you must roll the dice to see if your attack succeeds. On a Hit or Crit result your attack is successful. On a Miss result your attack deals no damage to the target, but can still deal Splash Damage to surrounding spaces if applicable.



Dead Huggable

If you use this attack, remove your Huggable Character afterwards, as you have exploded into a cloud of rainbows! You still get to add 2 Huggable Tokens to the Map during each of your following turns, but no longer have a Huggable Character on the Map.



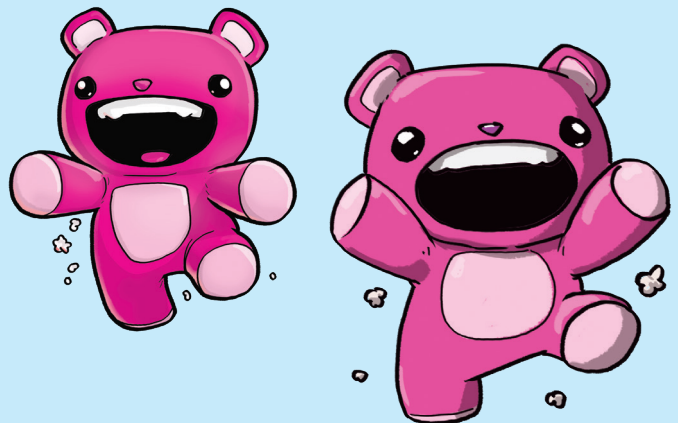
Miss



Hit



Crit



Advanced rules may be used when playing in either the standard game mode or with any of the additional game modes.

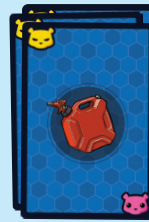
A) CHARACTER ITEMS

Setup

- 1) Sort out the Gas Cards into 6 decks according to each character's icon.
- 2) When you choose your character at the beginning of the game, place the corresponding character's Gas deck next to your Character Mat.



Discard Pile



Gas Deck

Special Rules

- 1) When you would draw a card during the game, draw from your own Gas deck
- 2) When you would discard a card during the game, discard to your own discard pile.
- 3) When you run out of cards in your gas deck, shuffle your deck into a new draw pile.



Character Mat

B) TEAM BATTLE

If you are playing with an even number of players (2, 4 or 6) you can play as teams. Team Battle may use the main rules, or any of the following game modes with the following Additional Rules:

- 1) You win if the opposing team is eliminated OR your teams total score is higher than your opponents total score.
- 2) When a you reach 0 Health, do not flip your Character Mat and become a Huggable until the end of your next turn. This gives your teammates a chance to heal you.
- 3) Each player starts with a Team Ability Card, which allow you to heal or revive an eliminated teammate.
- 4) If you revive a teammate, they pick up and equip all items they previously had equipped.
- 5) Trading: If you end the round's actions adjacent to your teammate, you may trade with them.
- 6) Team Healing: You may use a Healing Item on a teammate that is in Melee range.
- 7) Table talk is allowed. You may sit next to your partner or not; either way, the gameplay won't be affected.

C) FREE-FOR-ALL (FFA)

Setup

- 1) Remove all Weapons, Armor, and Backpacks from the Gas Deck leaving only Single-Use Items.
- 2) Each player takes their set equipment load as listed on the back of their Team Ability Card.



Team Ability Card



A) DEATHMATCH

Setup

- 1) Choose a **5** or **10** round match. The first player takes this number of Huggable Characters and places them in front of themselves.
- 2) Place the Skull & Bone Tokens in an area easy to access for all players.
- 3) In turn order, place your Character onto any Grassland space along the edge of the Map.

Special Rules

- 1) If you are eliminated do not respawn as a Huggable.
- 2) Place your Character onto any Grassland space along the edge of the Map at the beginning of your next turn.
- 3) The first player tracks the rounds. At the beginning of each round, place a Huggable Character beside the Map.
- 4) OPTIONAL: Do not place Huggable Tokens on the Map.

Gameplay Changes

When you eliminate a player take 1 Skull & Bones Token.

Victory

At the beginning of the first player's turn, if there are no Huggable Characters left to place, the game ends. The player with the most Skull & Bone Tokens wins. In the event of a tie all tied players win.



B) KING OF THE WINDMILL (KTW)

Setup

- 1) Choose a **10** or **15** victory match.
- 2) Place the Skull & Bone Tokens in an area easy to access for all players.
- 3) In turn order, place your Character onto any Grassland space along the edge of the board.
- 4) Place one Huggable Token in the center of the Map.

Special Rules

- 1) Do not place additional Huggable Tokens on the Map during KTW.
- 2) If you are eliminated do not respawn as a Huggable
- 3) Place your Character onto any Grassland space along the edge of the Map at the start of your next turn.

Gameplay Changes

- 1) If you are holding the Huggable Token when you die, place it in the space your Character was standing.
- 2) If you land on the same space as the Huggable Token, pick it up and place it in front of your Character Mat.
- 3) If you are holding the Huggable Token at the end of your turn, take **2** Skull & Bone Tokens.
- 4) When you eliminate a player holding the Huggable Token, take 1 Skull & Bones Token.

Victory

When a player has Skull & Bones tokens equal to, or more than, the victory amount, the game ends and that player wins!

This is a living document. For the most up-to-date rules and additional game modes visit oommgames.com. For even more Battle Bears mayhem, look for Battle Bears in the App Store and Google Play.

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