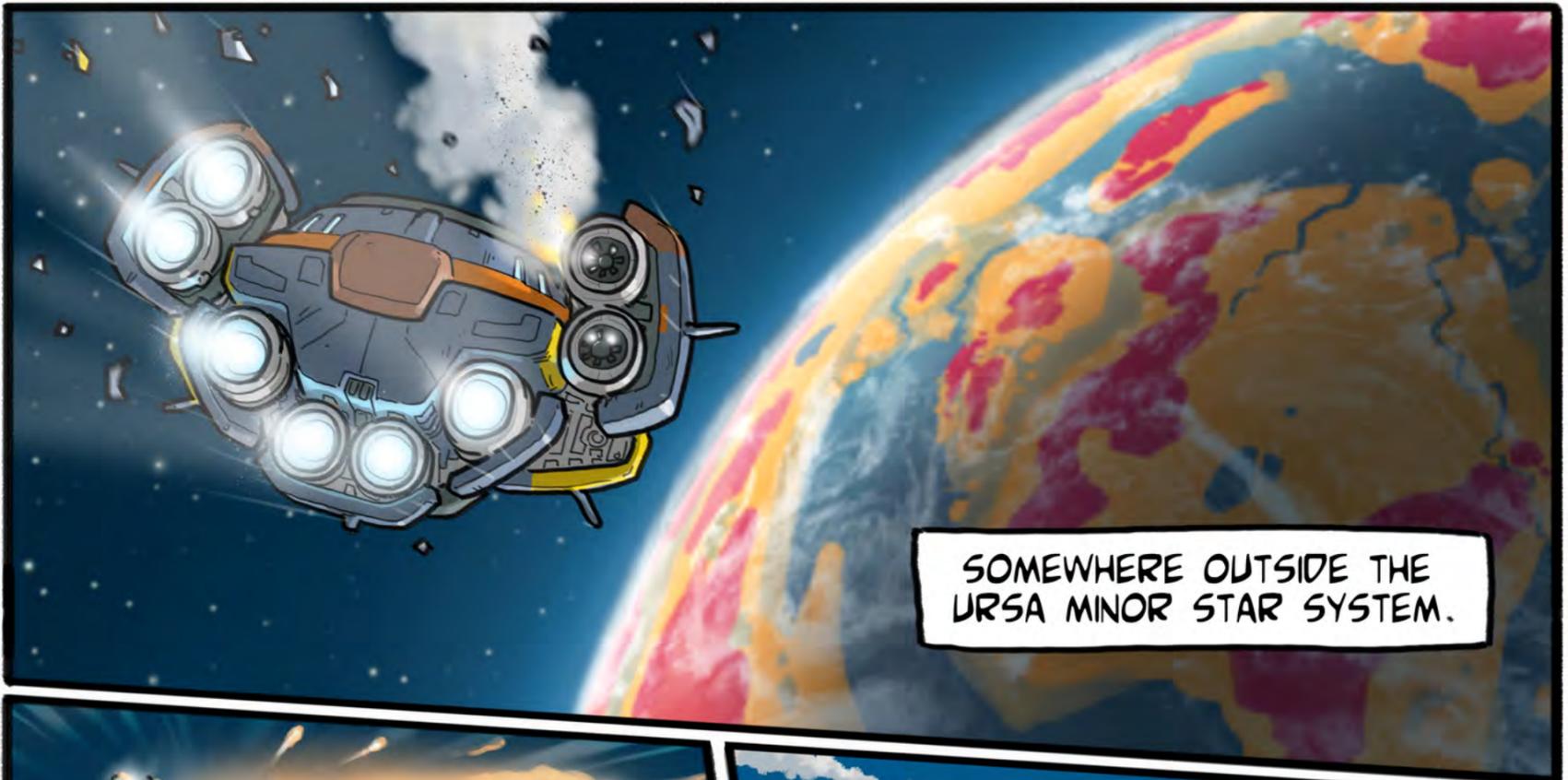
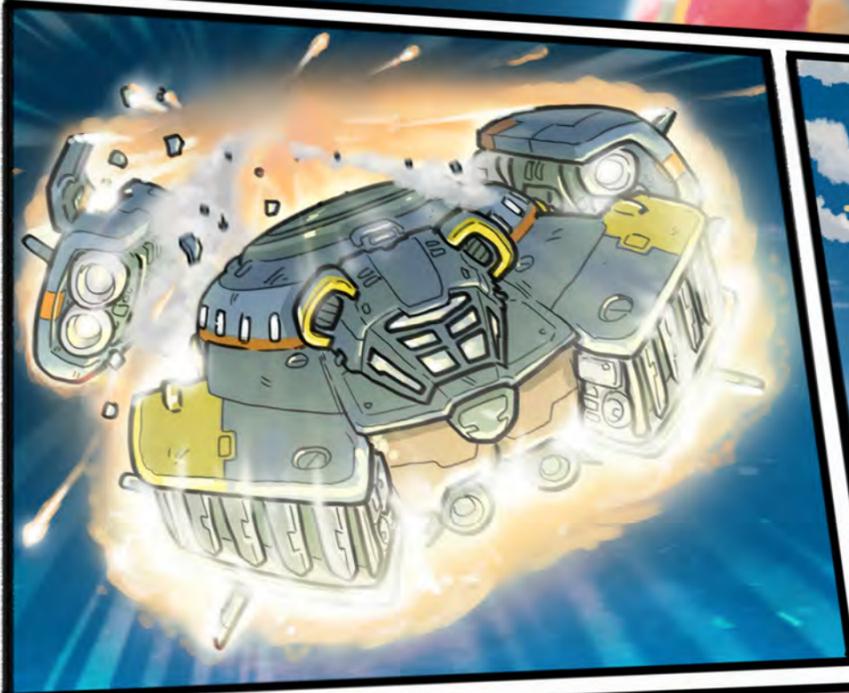


BATTLE BEARS





SOMEWHERE OUTSIDE THE URSA MINOR STAR SYSTEM.

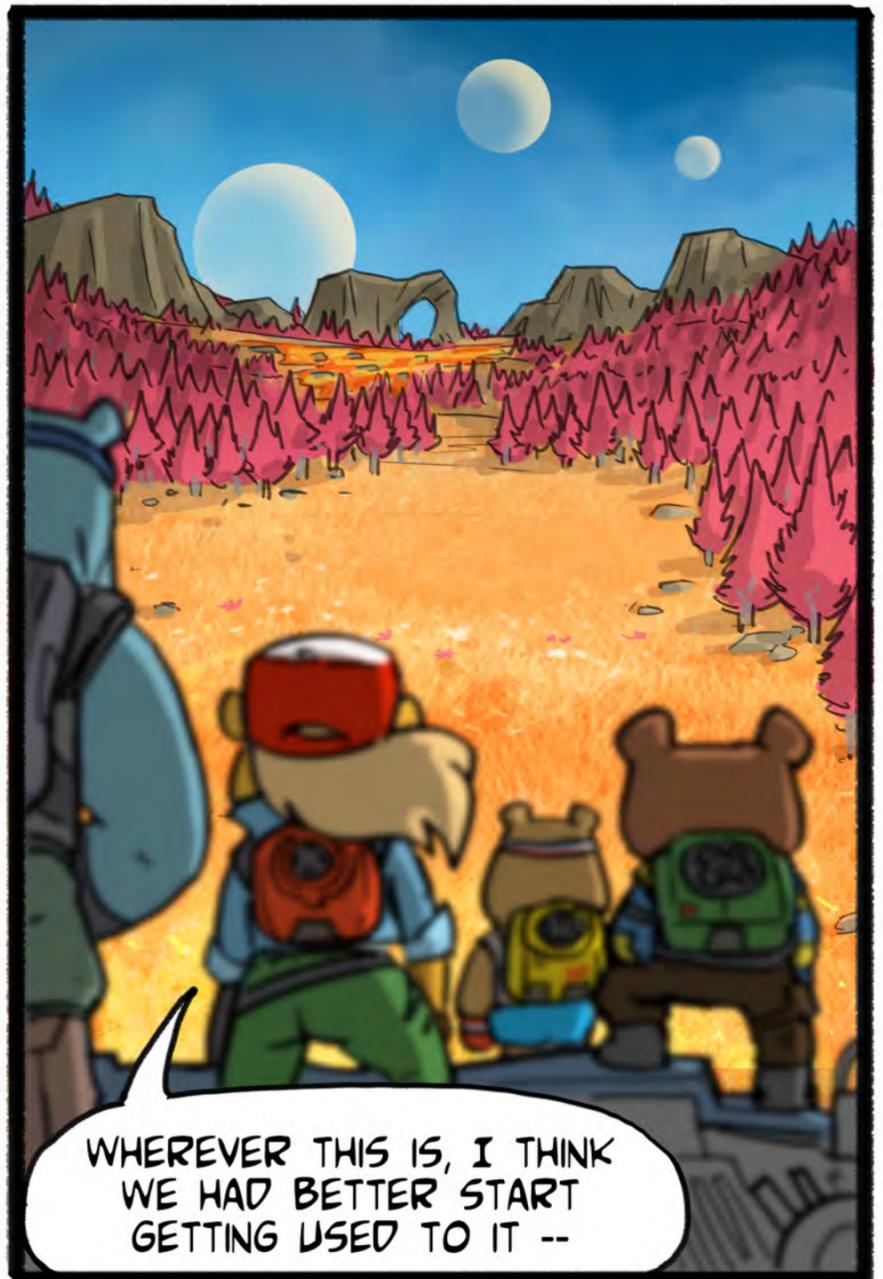
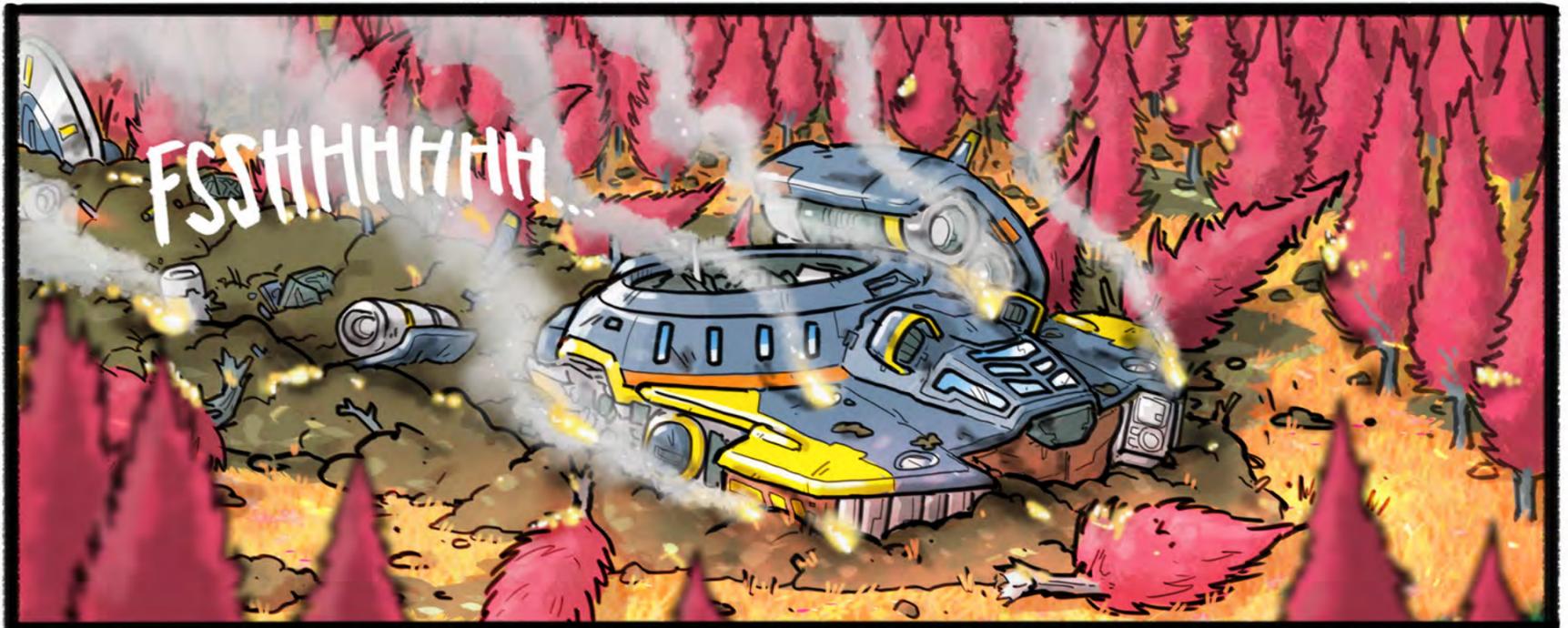


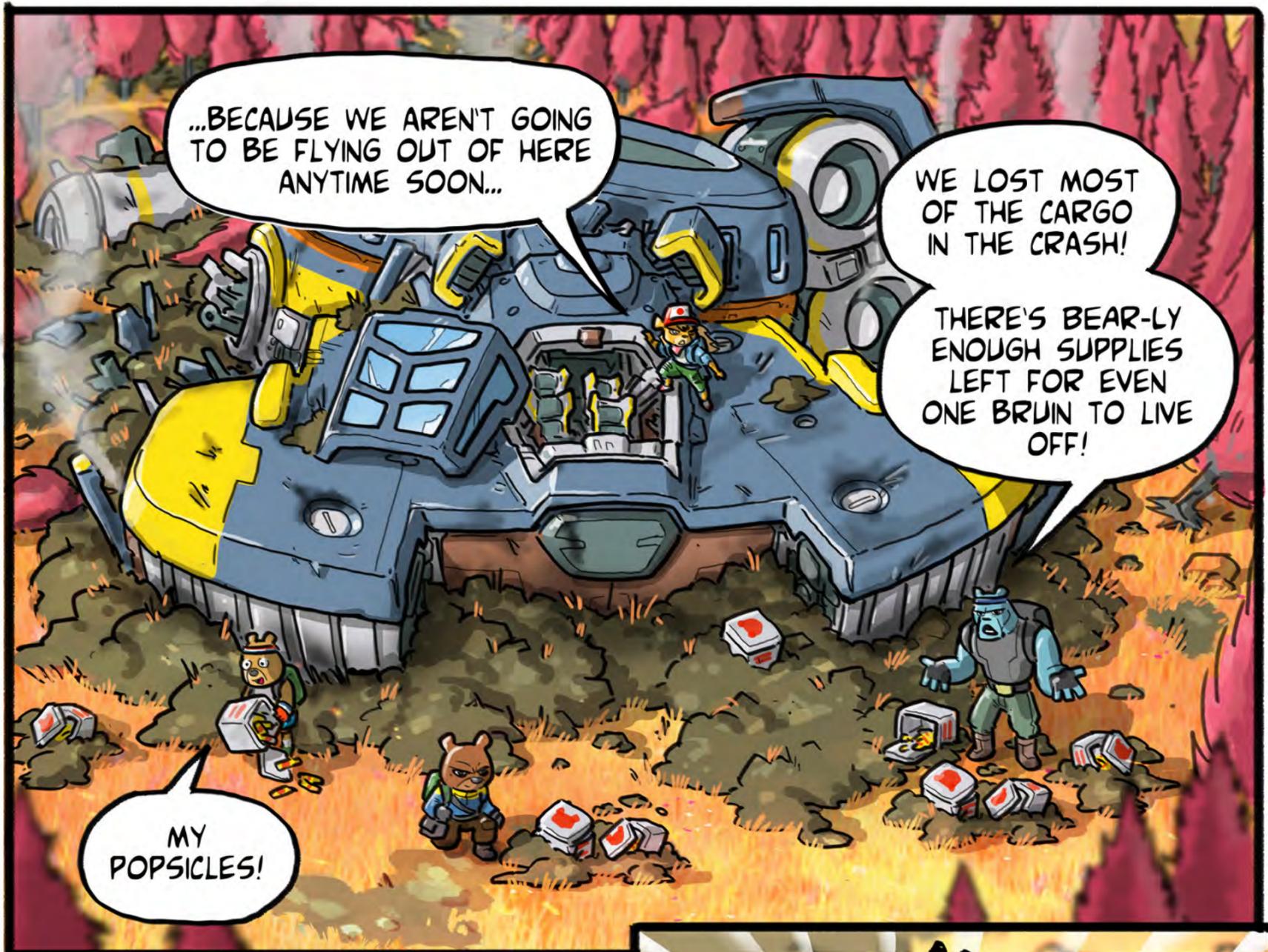
BOOM!!!



BRACE FOR IMPACT!

THIS IS WHY I HATE SPACESHIPS!





...BECAUSE WE AREN'T GOING TO BE FLYING OUT OF HERE ANYTIME SOON...

WE LOST MOST OF THE CARGO IN THE CRASH!

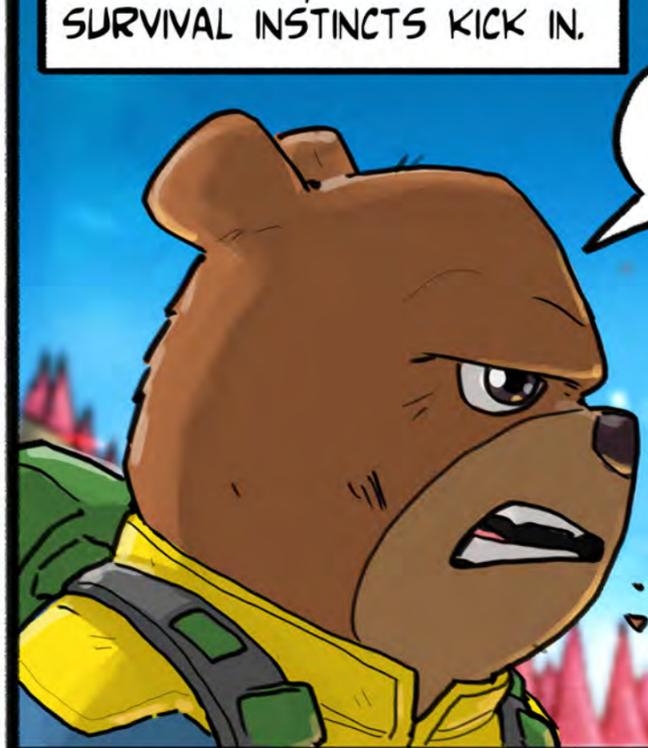
THERE'S BEAR-LY ENOUGH SUPPLIES LEFT FOR EVEN ONE BRUIN TO LIVE OFF!

MY POPSICLES!



THEN WE BEST SALVAGE WHAT WE CAN.

MAROONED, THE BEARS' SURVIVAL INSTINCTS KICK IN.



GRRRR! THAT WAS MINE!

WELL IT'S MINE NOW!

CONSIDER IT PAYMENT FOR GETTING ME INTO THIS MESS...







WHAT IN THE--

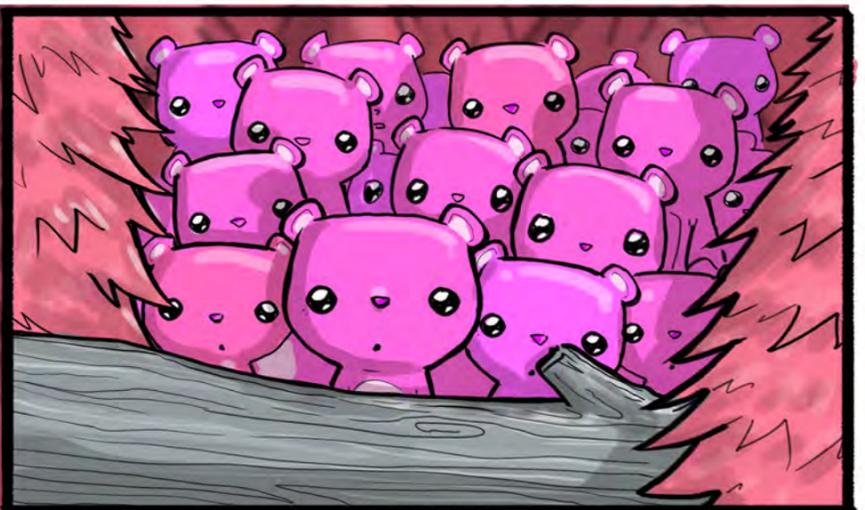
IS THAT WHAT I THINK IT IS?

AWWWWWWWW!
HE'S SO CUTE!

BACK UP, WIL...



HEY THERE, LITTLE FELLA. DON'T BE SCARED.



GEE, THEY SURE ARE FRIENDLY.

A LITTLE TOO FRIENDLY...
THOSE ARE HUGGABLES!



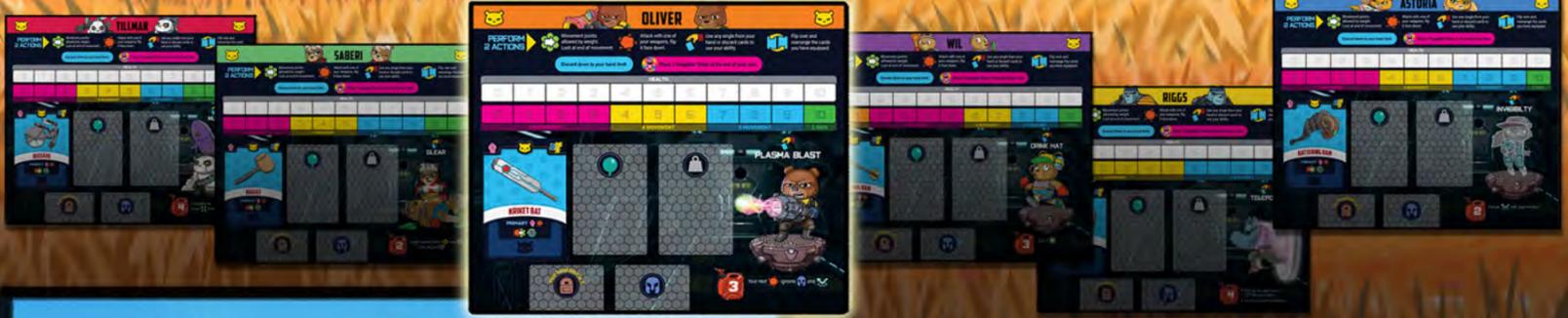
BATTLE BEARS

LET'S PLAY!



CHOOSE A BEAR

WE EACH HAVE OUR STRENGTHS!



OLIVER

AWWW...

NOW PLACE YOUR CHARACTER AND MATCHING CHARACTER MAT IN FRONT OF YOU... EACH PLAYER DOES THE SAME.

IF WE ARE GONNA SURVIVE HERE, REMEMBER IT'S EVERY-BEAR-FOR-HIMSELF!





THIS IS YOUR WEIGHT MARKER. IT TELLS YOU HOW MUCH YOU ARE CARRYING AND THUS HOW FAR YOU CAN MOVE.



THIS IS A HEALTH TOKEN THAT IS USED TO INDICATE YOUR HEALTH.

FORMATIONS



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

PLACE YOUR HEALTH TOKEN ON 10 TO START.

Flip rear of the cards equipped.

Discard down to your hand limit



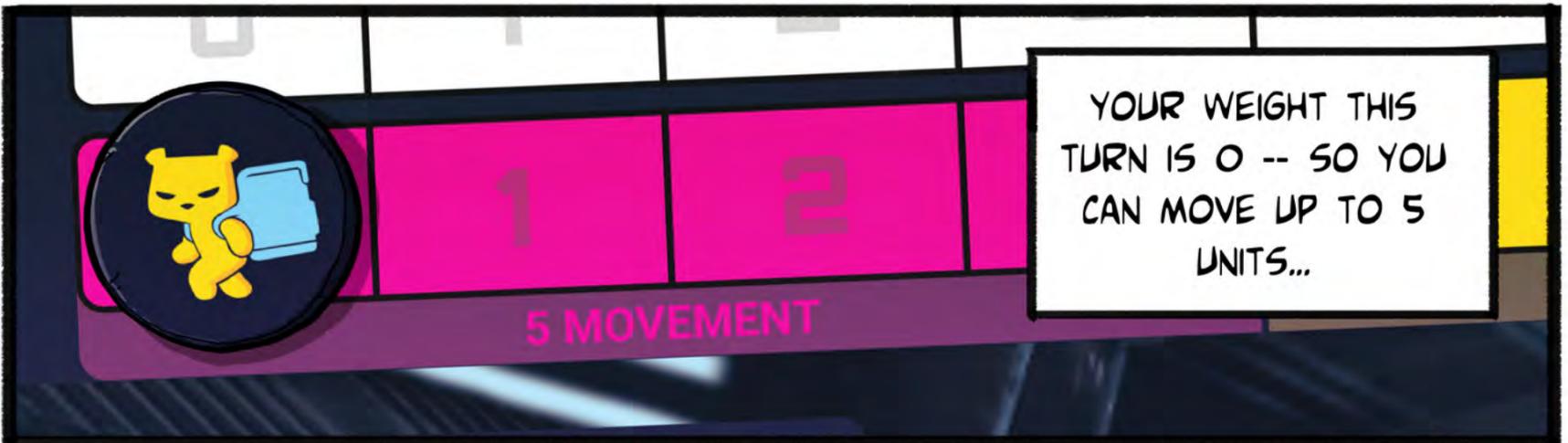
PLACE YOUR WEIGHT MARKER ON 0 TO START.

ALRIGHT. NOW WE'RE READY!

WZZZZ KACHIK!



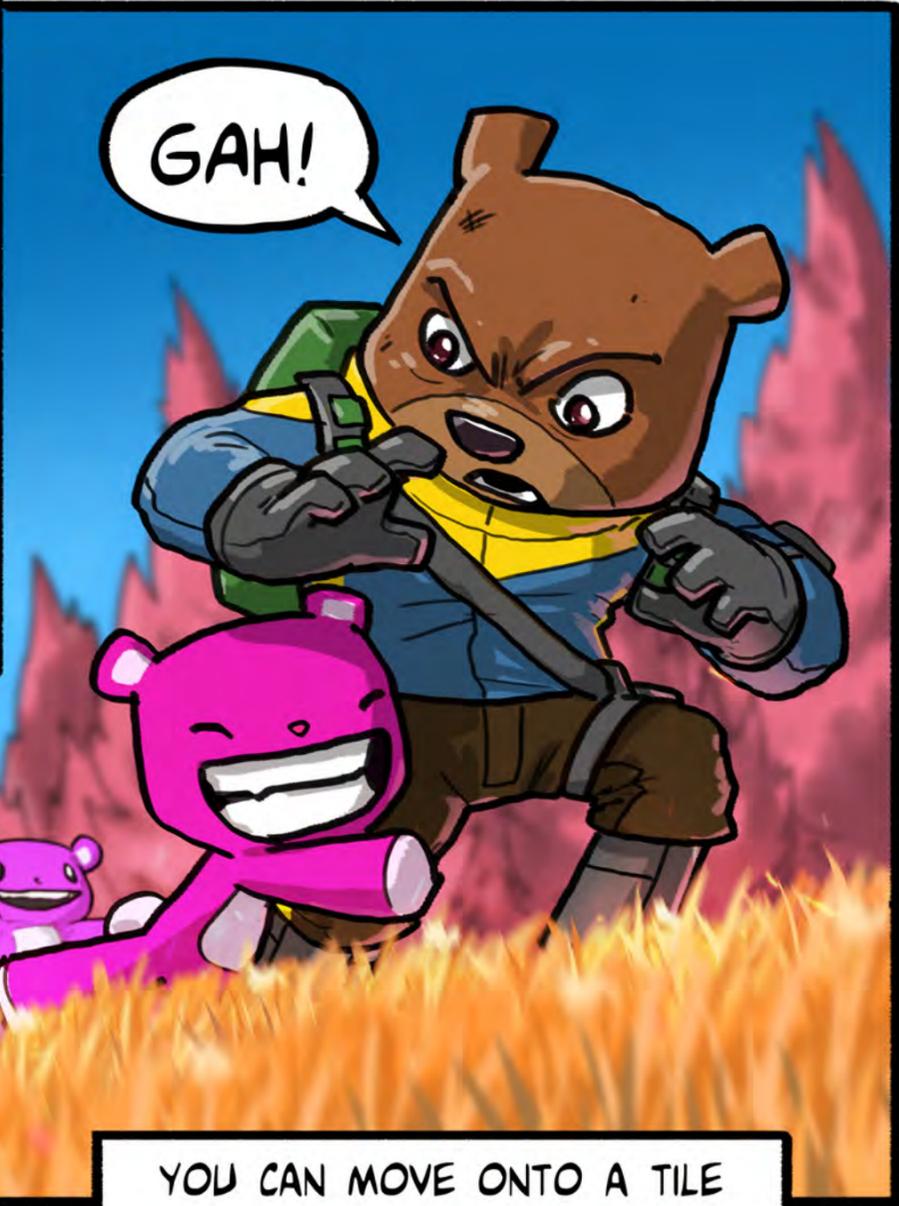
EACH BEAR BEGINS IN AN EMPTY GRASS FIELD...



IT'S HARDER TO CROSS
FORRESTS AND COSTS 2 MOVES



GAH!



YOU CAN MOVE ONTO A TILE
WITH A HUGGABLE ON IT -- BUT
TAKE 3 DAMAGE.

huggable token at the end of you

HEALTH

5	6	7	8	9	10
5	6	7	8	9	10

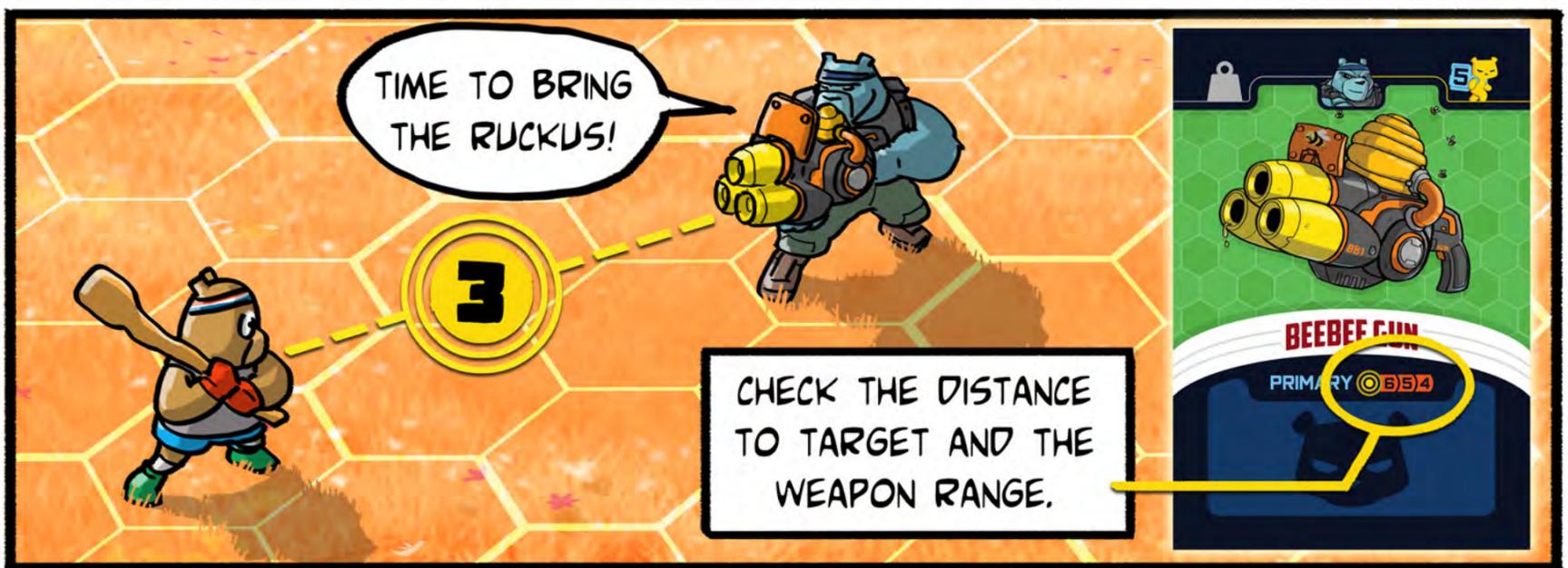
YOU CAN **ATTACK**





TO ATTACK,
SELECT A
WEAPON TO USE.

YOU CAN'T GO
WRONG WITH ME
WELDING IT...



TIME TO BRING
THE RUCKUS!

CHECK THE DISTANCE
TO TARGET AND THE
WEAPON RANGE.



CHECK LINE-OF-SITE.

YOU CANNOT
HIT AN
OPPONENT
THAT IS
BLOCKED
BY A CLIFF.



FIRE AWAY!



I'M ALL OUT
OF BEES...

WEAPONS ARE EXHAUSTED
AFTER USE -- SO FLIP ITS
CARD OVER.

PRO TIP: +1 RANGE
AND ALL TARGETS
ARE VISIBLE FROM
A TOWER!



WARNING: OPPONENTS CAN SEE YOU FROM
ANYWHERE WHEN YOU ARE IN A TOWER.



FIGHTING OFF HUGGABLES!

THEY ARE CUTE -- AND THEY ARE AFTER YOU!
ATTACK TO FEND THEM OFF!

TASTE THE
POTATO GUN!



BUT AIM TRUE...

BECAUSE IF YOU MISS AND A LIL'
FELLA HUGS YOU...

WUH-OH!



POOM!

-3

...HE EXPLODES!!! AND YOU
TAKE 3 DAMAGE.



USE AN ITEM OR ABILITY

NOW YOU SEE ME --

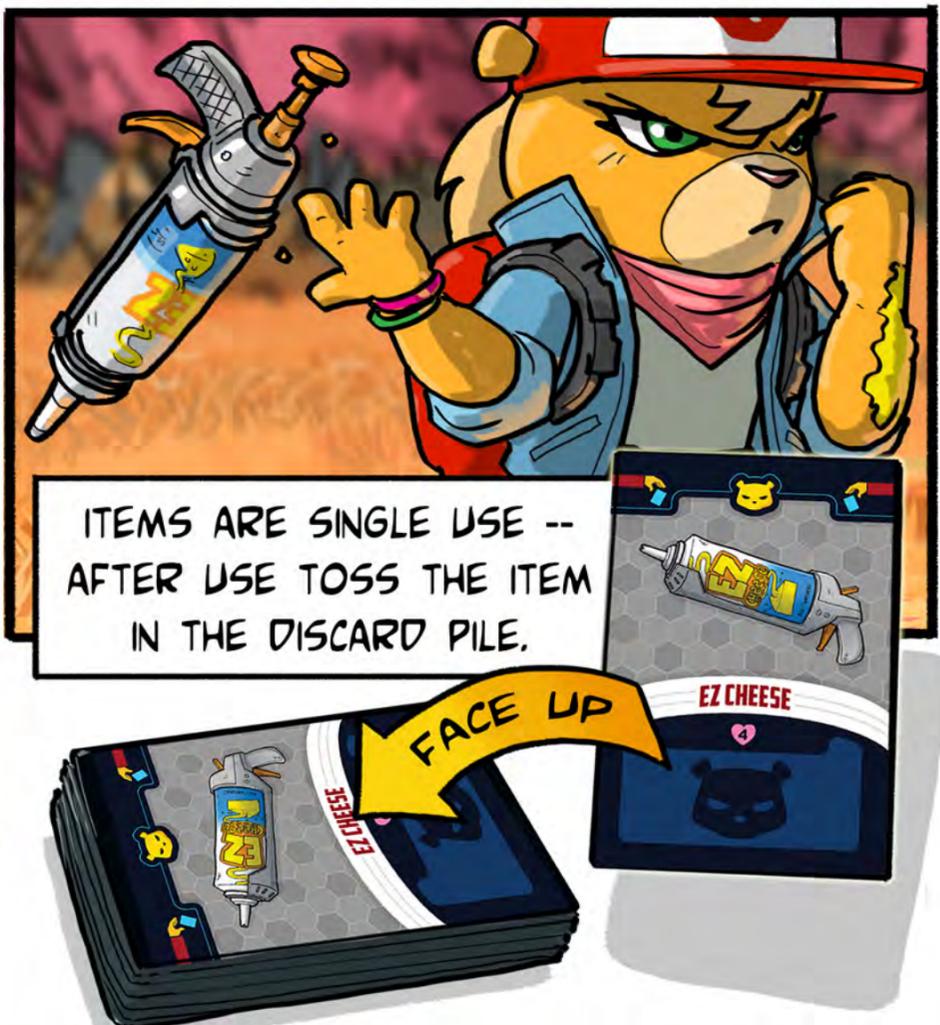
-- NOW YOU DON'T!!

EACH CHARACTER POSSESSES A UNIQUE ABILITY THAT YOU CAN ACTIVATE...

THESE REQUIRE GAS TO USE. DISCARD THE AMOUNT OF GAS INDICATED.



YOU CAN ALSO CHOOSE TO USE AN ITEM.



ITEMS ARE SINGLE USE -- AFTER USE TOSS THE ITEM IN THE DISCARD PILE.

RELOAD AND REARRANGE

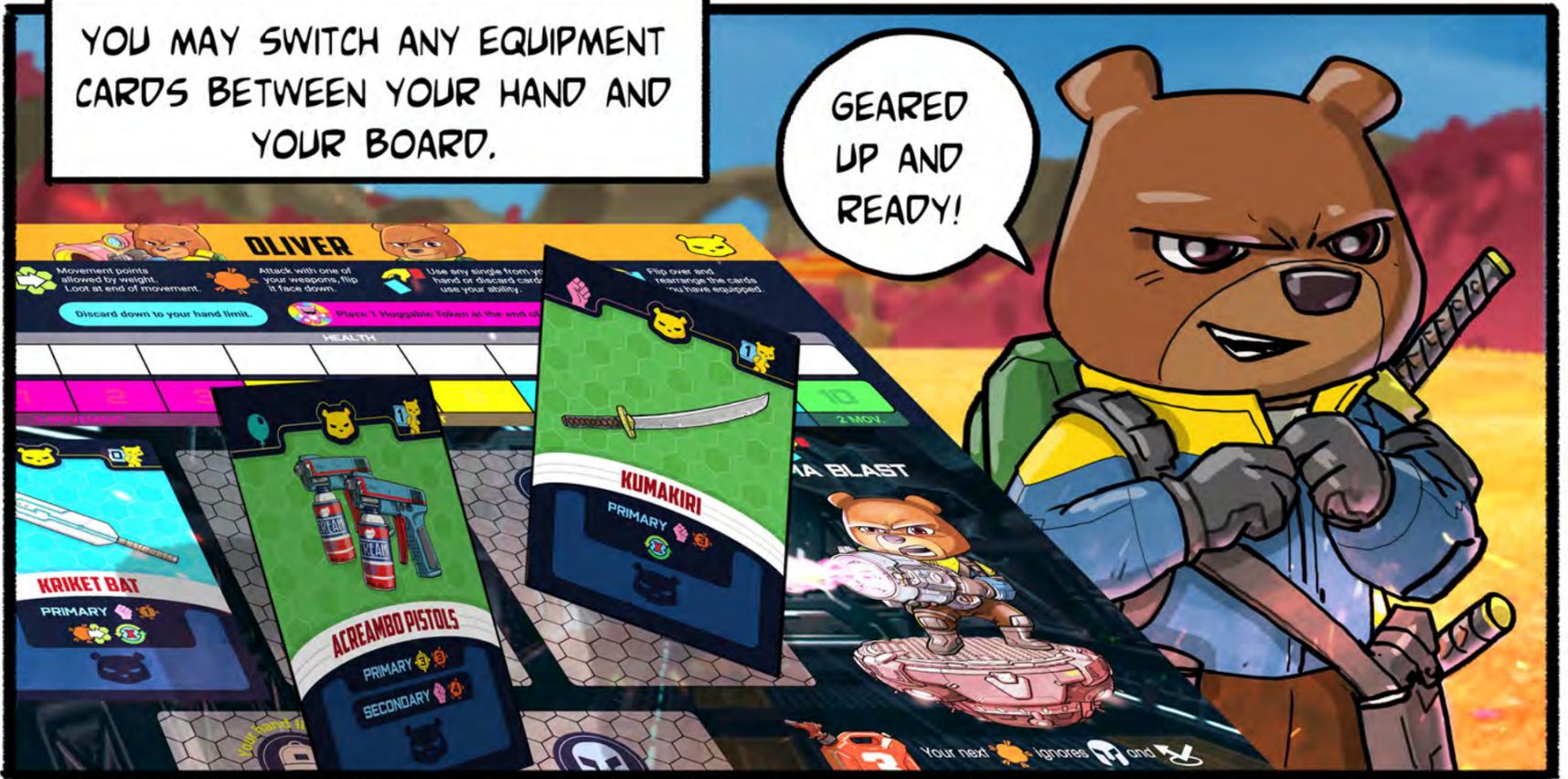


LOCK AND LOAD!

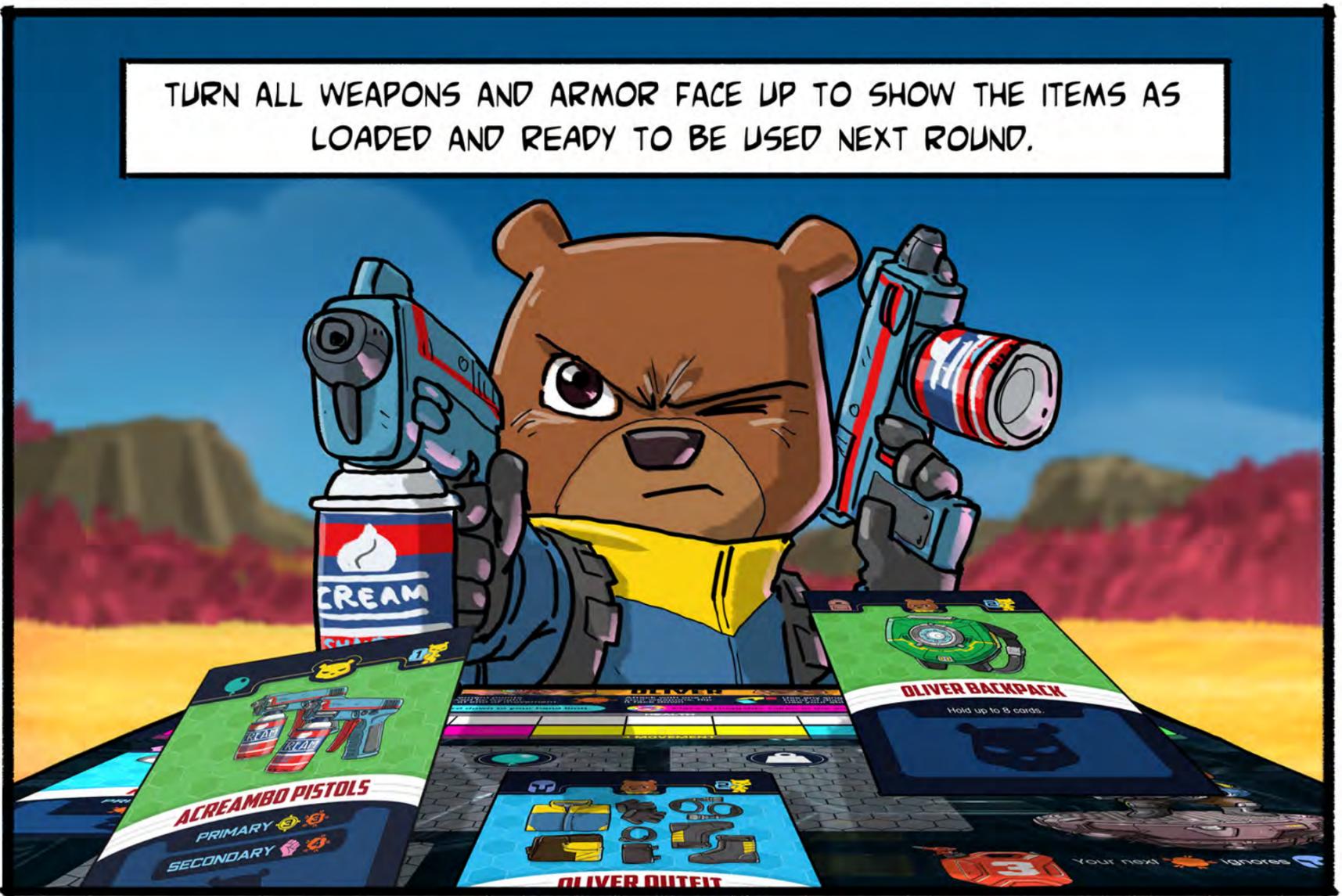
CHOICES, CHOICES!

YOU MAY SWITCH ANY EQUIPMENT CARDS BETWEEN YOUR HAND AND YOUR BOARD.

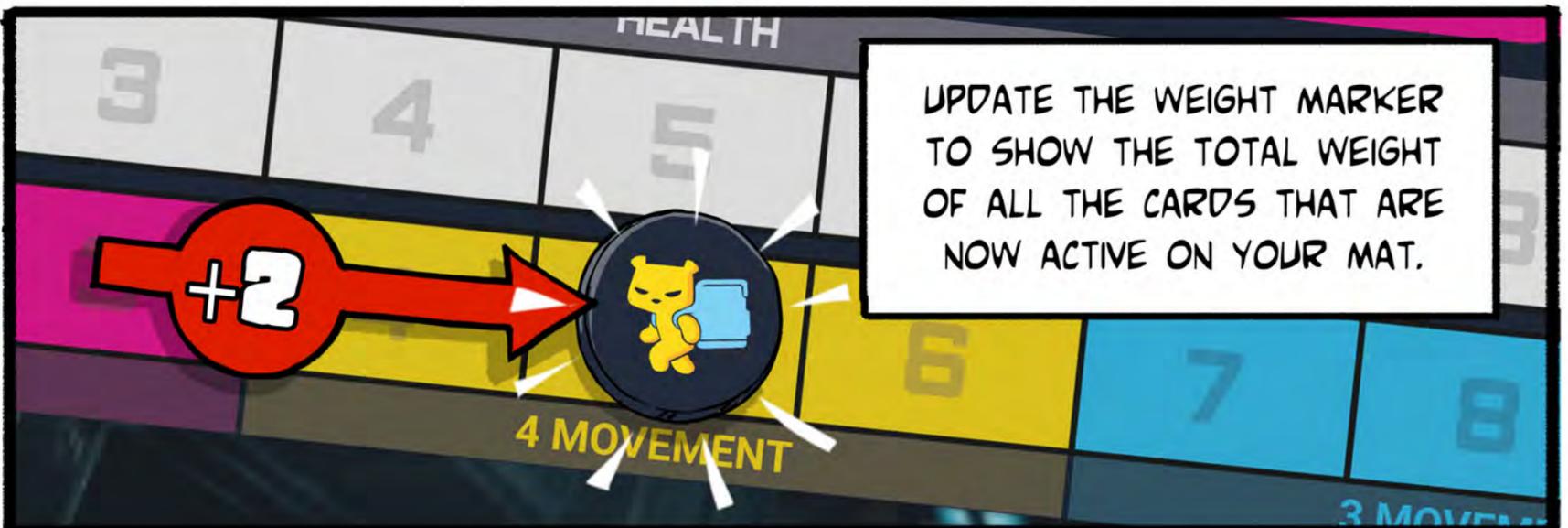
GEARED UP AND READY!



TURN ALL WEAPONS AND ARMOR FACE UP TO SHOW THE ITEMS AS LOADED AND READY TO BE USED NEXT ROUND.



UPDATE THE WEIGHT MARKER TO SHOW THE TOTAL WEIGHT OF ALL THE CARDS THAT ARE NOW ACTIVE ON YOUR MAT.



IF YOU FINISH ON A GAS ICON...



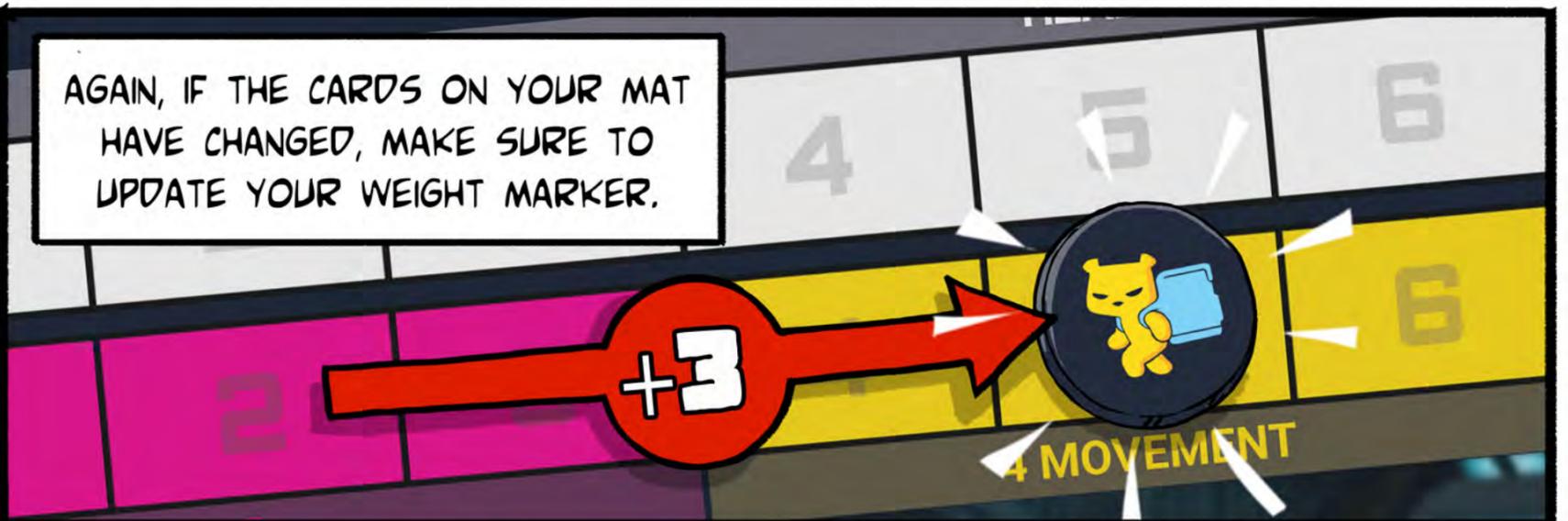
DRAW 2 CARDS FROM THE DECK!

YOU MAY EQUIP DRAWN WEAPONS,
PACKS, ITEMS, ARMOR, ETC...



... TO ANY EMPTY
SLOTS ON YOUR MAT.

AGAIN, IF THE CARDS ON YOUR MAT
HAVE CHANGED, MAKE SURE TO
UPDATE YOUR WEIGHT MARKER.



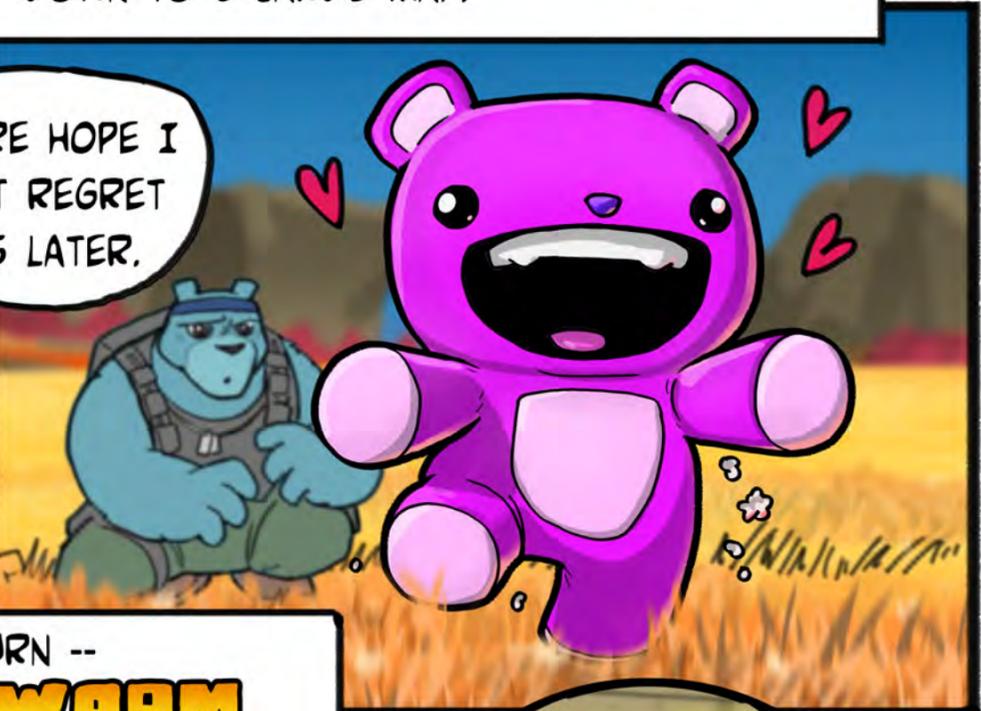
END OF TURN



AT THE END OF YOUR TURN, IF YOU HAVE MORE THAN 5 CARDS IN YOUR HAND (EQUIPPED ITEMS ARE NOT IN YOUR HAND) THEN YOU MUST DISCARD YOUR HAND DOWN TO 5 CARDS MAX.



I SURE HOPE I DON'T REGRET THIS LATER.



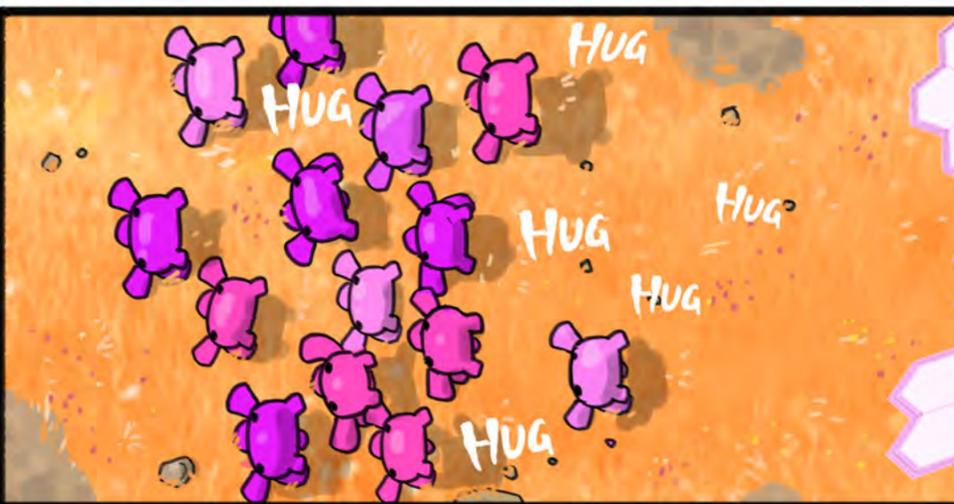
BEFORE YOU FINISH YOUR TURN --
ADVANCE THE SWARM
BY ADDING ONE NEW HUGGABLE TO ANY EMPTY TILE ON THE EDGE OF THE BOARD!!!



OR BESIDE ANY EXISTING HUGGABLES...



...EVEN IN LAVA OR ON CLIFFS -- THE LAWS OF CUTENESS DEFY PHYSICS!



IF HUGGABLES BLOCK ACCESS TO A MAP TILE, THE MAP TILE IS REMOVED COMPLETELY FROM PLAY.

UNDER ATTACK!



WHEN YOU TAKE DAMAGE, MOVE YOUR HEALTH TOKEN DOWN ACCORDINGLY.

DEFENDING AN ATTACK



ARMOR IS EXHAUSTABLE -- IF A PLAYER USES IT TO ABSORB SOME DAMAGE... FLIP THE CARD OVER.

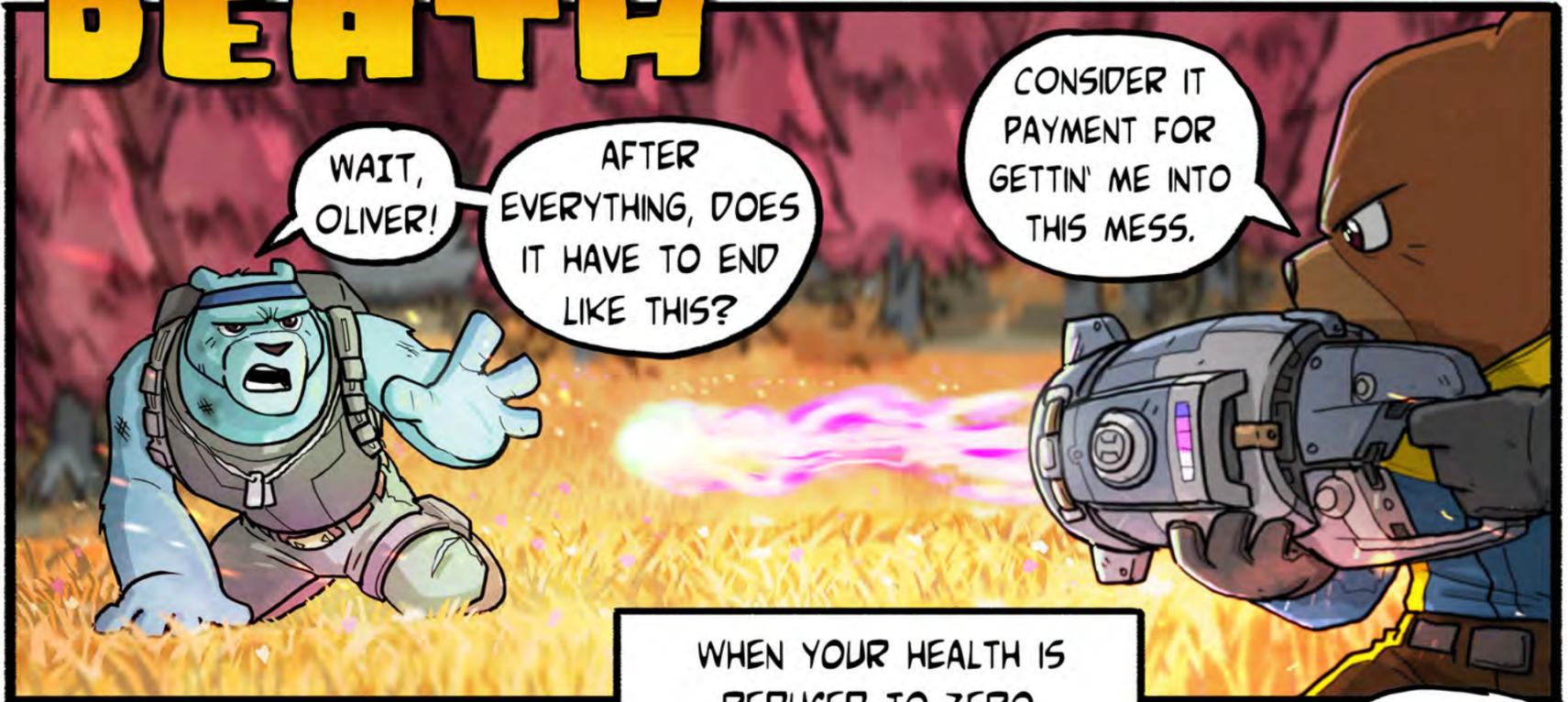
CALCULATE THE DAMAGE AND MOVE THE HEALTH TOKEN.

Attack with one of your weapons, flip it face down.

Place 1 Huggo

5 MOVEMENT

DEATH

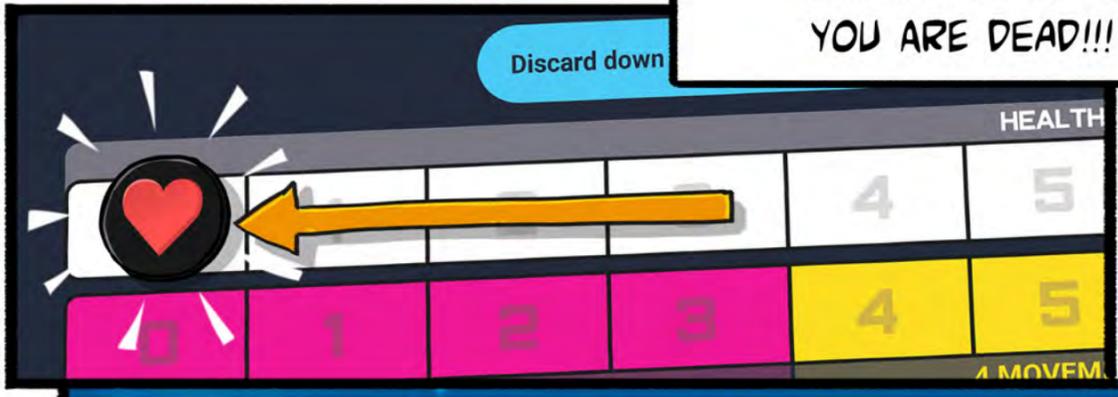


WAIT, OLIVER!

AFTER EVERYTHING, DOES IT HAVE TO END LIKE THIS?

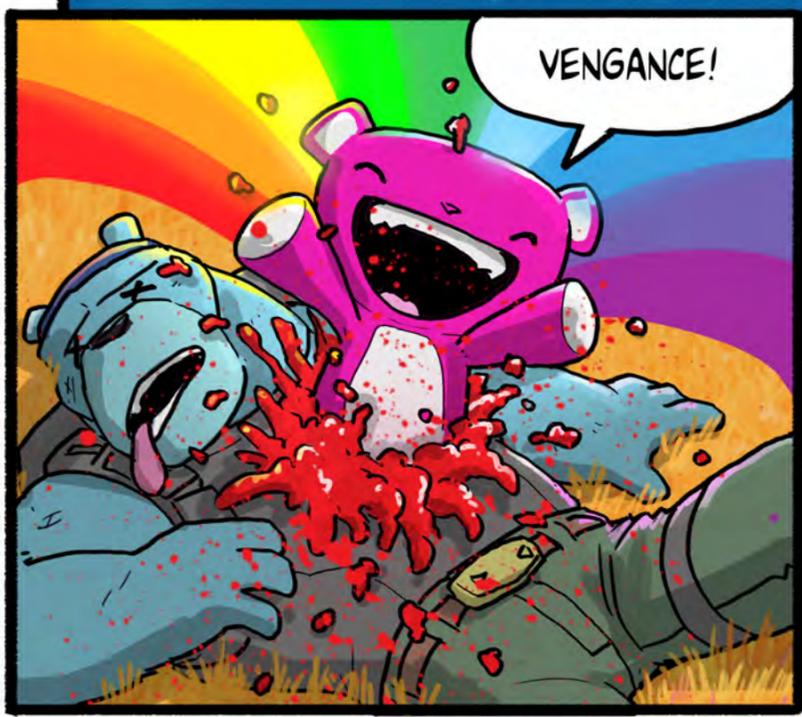
CONSIDER IT PAYMENT FOR GETTIN' ME INTO THIS MESS.

WHEN YOUR HEALTH IS REDUCED TO ZERO, YOU ARE DEAD!!!



I FEEL ALL WARM AND FUZZY INSIDE.

YOU ARE NOT DONE YET!



VENGEANCE!



DISCARD ALL YOUR CARDS AND FLIP YOUR MAT OVER -- YOU ARE NOW A HUGGABLE!!!



YOU START WITH A HEALTH OF 3.



HUG HUG HUG

FORRESTS, CLIFFS, AND LAVA ARE DIFFICULT TERRAIN AND COST 2 MOVEMENT POINTS.



YOU MAY MOVE THRU HUGGABLE TOKENS AS IF THEY ARE EMPTY SPACES.



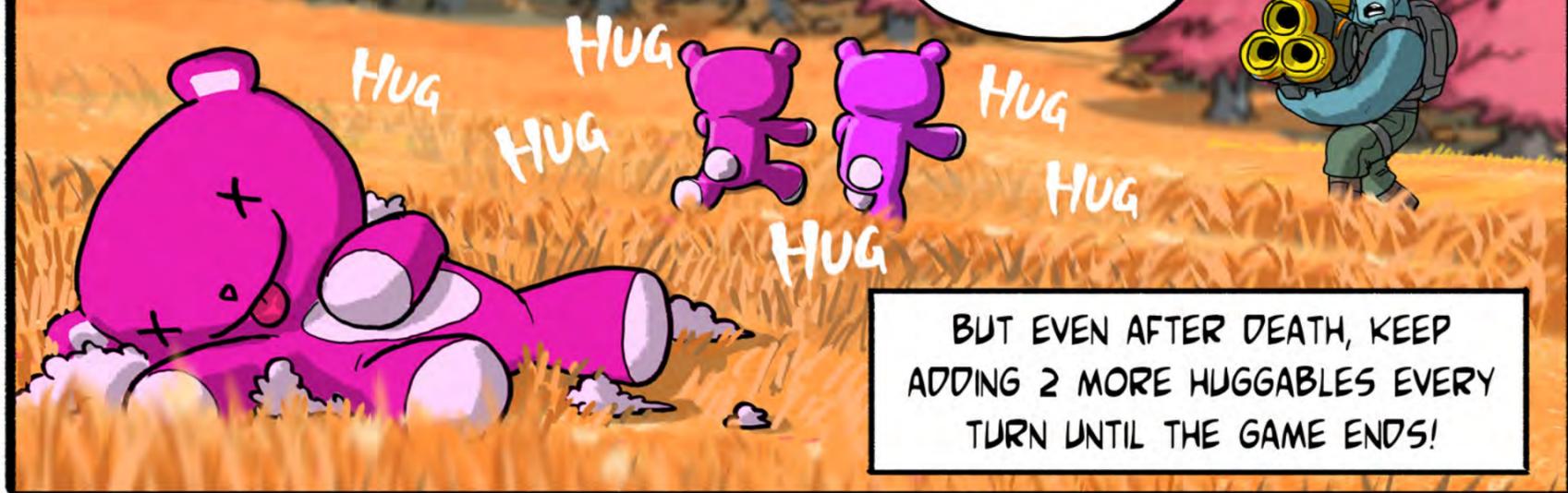
IF YOU MOVE INTO THE SAME SPACE AS ANOTHER PLAYER -- YOU **EXPLODE!!!**



AT THE END OF EACH TURN, YOU CAN ADVANCE THE SWARM BY ADDING 2 MORE HUGGABLES TO THE BOARD.

YOU ARE OUT OF THE GAME WHEN YOUR HUGGABLE IS KILLED OR EXPLODES.

THEY JUST KEEP COMING!



BUT EVEN AFTER DEATH, KEEP ADDING 2 MORE HUGGABLES EVERY TURN UNTIL THE GAME ENDS!

HUGGAPCALYPSE!?!



IF ALL OF THE HUGGABLE TOKENS ARE IN PLAY, OR THERE ARE NO MORE SPACES LEFT TO PLAY THEM IN, OR IF THE LAST PLAYERS ARE ELIMINATED TOGETHER ---
THE HUGGABLES WIN!!!

WINNING THE GAME

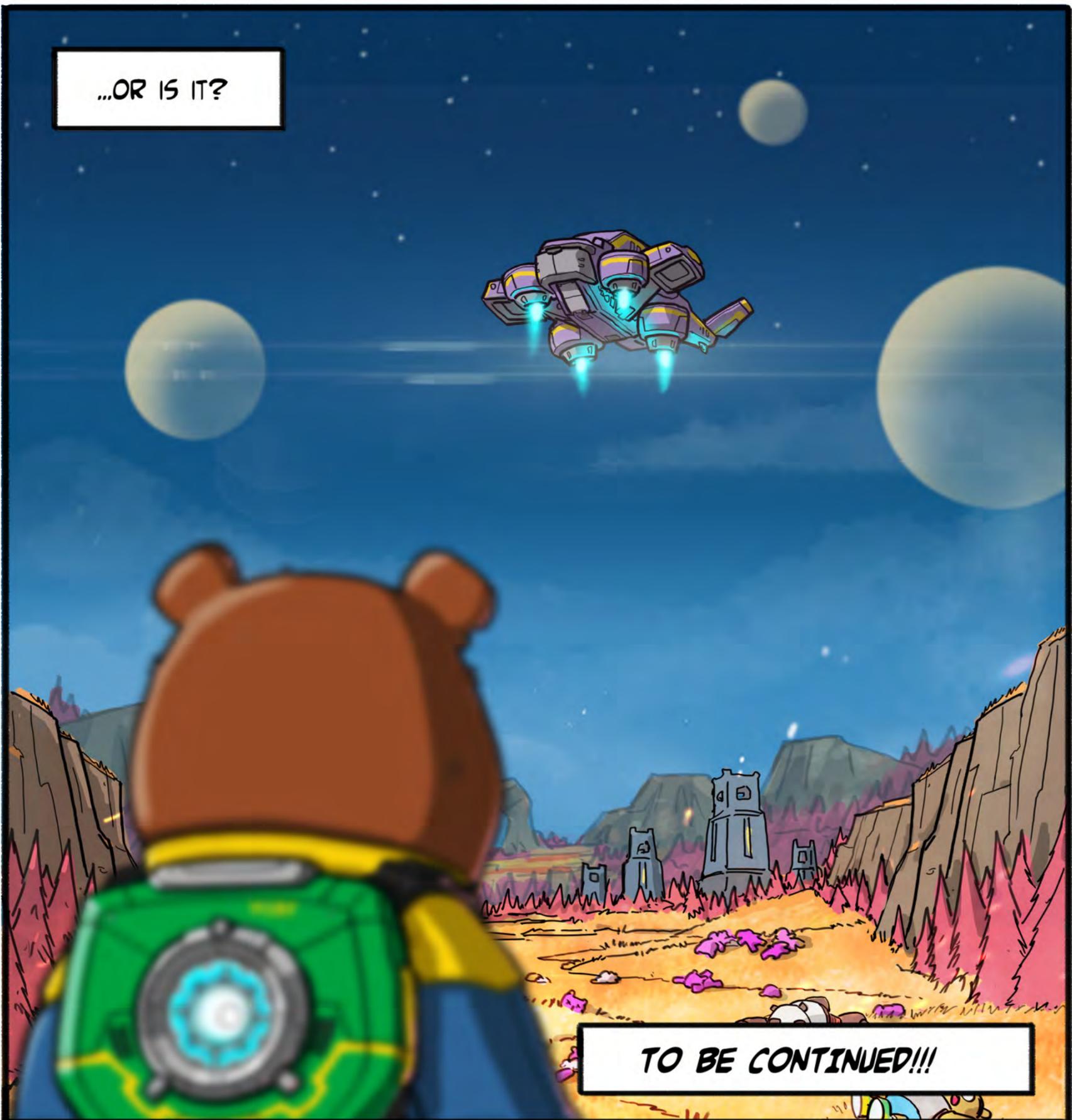
BE THE LAST BEAR STANDING!



IF YOU ARE ABLE TO SURVIVE THE HUGGABLE SWARM AND ELIMINATE ALL OF YOUR FORMER SHIPMATES --
YOU WIN!!!



FINALLY, IT'S OVER...



...OR IS IT?

TO BE CONTINUED!!!