


-  3-5
-  10+
-  60-90'

GIANT

Background: The mountain rumbles, but it's not a volcano or earthquake - the giants have returned! Your medieval kingdom is one of many that will parish if you do nothing. As quickly as you can, you summon soldiers, wizards, and mercenaries to stop the thundering threat. One kingdom will emerge as the greatest defender!

Components:

6 Giant Stand-Ups

40 Defender Cards



17 Stand-Up and Card Holders

60 Victory Tokens

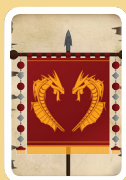
75 Player Token - 15 of each color



7 Dice

5 Flag Cards

1 Draw Bag



Needed: 1 opaque cup to shake tokens.



Set Up:

Give each player one flag card, place it in the card holder, and place all combat tokens of that color in the draw bag.

Stand up all giants in the stand-up holders (2 holders per giant).

Place all punch-outs (punch tokens that fit in the giant stand-ups) in place to match the giant pictures.

The cards are shuffled and 6 cards are dealt to each player. Extra cards are placed in a draw deck. Each player chooses one card, keeps it for his/her hand, and passes the rest to the left. Do this until each player has chosen a total of 6 cards to keep.

Draw random tokens from the draw bag - 3 times the number of players - and place in the cup. Shake the cup and pour the tokens onto the table - the tokens remain on the table as they land. Players may not look at the bottom side of the tokens.

Choose a starting player at random.

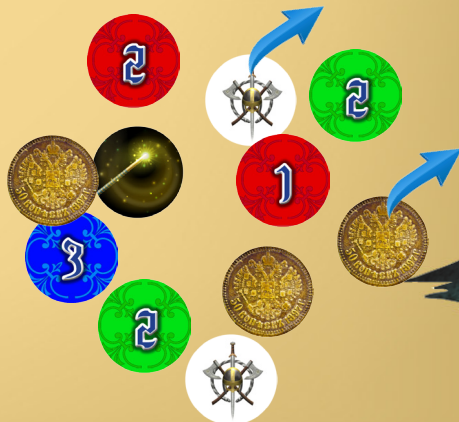
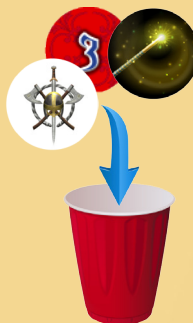
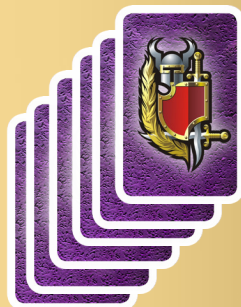
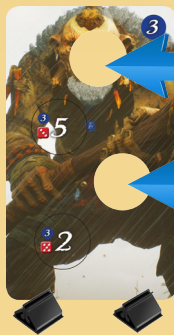
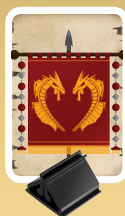
Actions:

Each action can be done one time on a player's turn. They must be done in order.

1. Draft Chip:

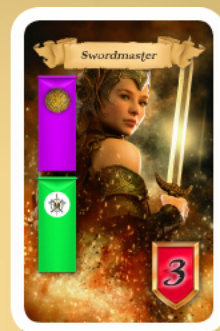
From the pool of tokens on the table, the player takes one of his/her choice. A player cannot choose tokens that are other player's colors. The number of tokens that can be drafted are between 1 and 3. A player may draft the number equal to the tokens of his/her color in the pool, but never more than 3 and always at least one (even if no tokens of that player's color are in the pool.) Example: If you are the red player and there are 2 red chips face up in the pool, you may draft two - either the ones of your color or the ones that show a sword, wand, plus number, or gold.

If you cannot draw a token, "re-roll" is triggered (see below).



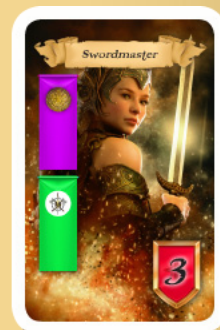
2. Hire One Defender Card For Your Army:

The player pays the cost (gold) shown at the top left of the card and places that card face-up. All face-up cards constitute a player's army. A maximum of one card may be chosen per turn. Some cards have no cost, but still count as the maximum that can be hired that turn. Gold used to pay hiring costs are put back in the draw bag. A player may choose not to hire, and draw one random token from the draw bag instead.



3. Attack a Giant:

The player may choose one number on any giant to target. The player pays the activation cost on one or more cards and if the damage produced (shown on the red shield of the card) is equal to or greater than the number shown on a giant, that player punches out that token and holds onto it. The numbers are shown on giants' head, arms, torso, and feet. The activation also triggers effects shown on the cards, if any. If the effect has to do with the combat damage, it is done at the time of the attack. If the effect does not change the attack damage, it happens after the damage is dealt. Effects that say "remove" mean to put tokens back in the draw bag. Any tokens spent are put back in the bag. Tokens that have a "plus" number may be added to the attack. Any number of them can be used in an attack, but they cannot be used alone without a card. A player may choose not to attack, and draw one random token from the bag instead.



Giant is Killed

When all 4 punch-outs of the giant are removed, the following occurs:

1. Points and chips are gained:

Each player with a hit token from that giant rolls dice equal to the number showing at the top of the giant. For example: if the red player has the punch token from the #2 giant's arms, he/she rolls two dice. For each die rolled, the player may draw a random chip from the bag. For any die that is 3 or higher (the die number showing on the hit token) that player may take a victory point token or a random chip from the bag, his/her choice.



2. Place the dead giant aside.
3. A “re-roll” of chips occurs as described below.

Re-roll:

Anytime any player cannot draw a chip from the pool or a giant is killed, 2 chips per player are drawn from the bag at random and placed in the cup. Those chips are rolled onto the table and added to the pool of chips already there.

Giant Smashes a Defender:

After any re-roll, if the numbers on any player’s tokens add up to a total of 7 or more, a member of his army gets smashed by a giant. The player chooses the card. The card goes into a discard pile. If a troop is smashed, that player may now turn any number of his colored tokens in the pool over so the number side is down. This will help prevent any more sudden, immediate smashes. The player then draws a random card from the draw pile to his/her hand.

End of Game:

When the last giant is killed the game ends immediately after the “Giant is Killed” process is over. The player with the most victory points wins. If there is a tie, the player with the largest army wins the tie. If there is still a tie, the player with the most gold tokens wins that tie.

Note: Anytime a card turns tokens into other types of tokens, the changed token is put into the bag and the replacement token is taken from the bag.

Time Bender Card Clarification: This card allows one extra giant attack phase only once after the player’s turn would otherwise be over. No other phase can be duplicated and all costs for the second attack must be paid and all troops can attack.

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