

3 to 5 Players  
12 Years and Older  
60 to 90 Minutes

# Giant

**Background:** The mountain rumbles, but it's not a volcano - 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  
6 Giant Holders  
32 Defender Cards  
60 Victory Tokens  
75 Combat Tokens, 15 of each color  
7 Dice  
5 Flag Cards  
5 Card Holders  
1 Draw Bag

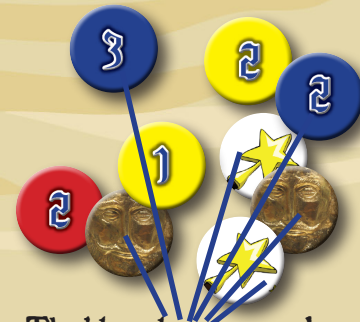
**Needed:** 1 cup or glass to shake tokens.



**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 giant holders with the circle punch outs in place. One player is randomly chosen as the dealer. The cards are shuffled and 6 cards are dealt to each player. Extra cards are removed from the game. Each player chooses one card, places it face down, and passes the rest to the left. Do this until each player has a total of 6 cards. 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 chips remain on the table as they land. Starting with the dealer and going counterclockwise, each player takes one token from that pool (read the remaining rules to know what is a good token to choose). You may not draft a chip that is another player's color.

**Actions:** Each action can be done one time on a player's turn. They must be done in order. The first player is left of the dealer, play goes clockwise.

1. **Draft Chip:** From the pool of chips on the table, the player takes one of his choice. You cannot choose chips that are other player's colors. You may draft as many chips as there are your color of chips in the pool up to a maximum of 3. Example: If you are the



The blue player may take two tokens. Any of these are available.

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 have no colored tokens face-up, you may draft one chip. If you cannot draw a chip, “re-roll” is triggered (see below).



The Ranger can be hired for one gold token.

2. Hire One Troop For Your Army: Pay the cost (gold) shown at the top right of the card and place that card face up in front of you. All face up cards constitute your 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 bag. A player may choose not to hire, and draw one random token from the bag instead.

3. Attack 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 is equal to or greater than the number shown on a giant, that player punches out that token and holds onto it. A player may only target one number per turn. The numbers are shown on giants' head, arms, torso, and feet. The activation may target effects shown on the cards. If the effect has to do with the combat damage, it is done at the time of the attack. If the effect does not affect the attack damage, it happens after the damage is dealt. Effects that say “remove” mean to put tokens back in the bag. Any tokens spent are put back in the bag. Tokens that have a “plus” number may be added to the 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.



The Apprentice and the Footman combine to take out the Hill Giant's head.





**Giant is Killed** - When all 4 parts of the giant are hit, 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 hit token from the Hill Giant's arms, he 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 number showing on the hit token) that player may take a victory point token or a random chip from the bag, his 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 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 Troop:**

After any re-roll, whether from a killed giant or a player not being able to draw chips, if any player has a total of 7 or more face up on his colored chips, 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.



### End of Game:

When the last giant is killed the game is over 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.

In the unlikely event that it is impossible for the players to kill the giants, the towns become enslaved by the giants. In this case the player with the most gold tokens (to gain favor with the new overlords) is the winner. Ties are broken with the most magic tokens followed by the most weapon tokens.



### Clarification of Certain Cards:

**Time Bender:** 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.

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.

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