



## **BATTLE STADIUM GAME**

### **Rules**

**For 1 or more players / Ages 5 and up**

Rules ©1989 Parker Brothers, Division of Tonka Corporation, Beverly, MA 01915. Printed in U.S.A.

It's the Champions of THE ELIMINATORS™ and THE DREAD FORCE™ at war at the earth's core! In a series of gladiator bouts at the center of the earth, the heroic steel-tipped CHAMPION SWITCHBLADE™ and the evil brass-tipped CHAMPION SHOTGUN™ go one-on-one in the Battle Stadium. Launch the two bullet-sized battlers down a ramp onto the slick, sleek, curved arena and watch them fight it out — like gladiators of ancient times. Keep track of the battles you've won with the movable scoring flags.

The Battle Stadium comes with two Power Winders and the two SPINJAS™ Champions. Players can, of course, use any of the 24 collectable warriors in the giant dome — and virtually any number can play! The additional figures may be lined up around the ramparts of the Stadium. As many as four players may use the scoring flags to keep score during the fight.

### **THE ELIMINATORS...**

EMPEROR GAR™ leads this heroic band of steel-tipped warriors who protect him and his kingdom at the center of the earth. GAR's second in command is the high-ranking noble CHAMPION SHOTGUN, who is backed by THE STALKERS™, or scouts, who scour the kingdom for enemies who have breached the barriers.

The rest of this valiant army consists of THE FIRE KNIGHTS™, the Red Group, who are hot-tempered and fierce; they trained in the lava-hot camp at the planet's molten core. And THE ICE KNIGHTS™, the Blue Group, who are cold-blooded battlers who trained on the polar ice caps.

### **THE DREAD FORCE...**

KING DETHBLO™, pretender to the throne at the center of the earth, has built his mutant army of brass-bottomed mercenaries to help him wrest the throne from his cousin GAR. The vicious, malicious CHAMPION SWITCHBLADE is his right-hand mutant; he commands THE STALKERS, guerrilla warriors who are in the fight for the money and the spoils of war.

This vile bunch also includes THE MUCKERS™, the Yellow Group, who are usually sent forth to create as much havoc as possible in the shortest amount of time. And THE ROTTERS™, the Green Group; nothing more than a bunch of thugs, they're rotten to the core.

### **EQUIPMENT**

SPINJAS™ BATTLE STADIUM game unit • 4 Launch Ramps • 4 Movable Flags • 2 SPINJAS Warriors: CHAMPION SWITCHBLADE™ and CHAMPION SHOTGUN™ • 2 Power Winders

### **OBJECT**

To be the first player whose SPINJAS Champion wins five battles in the Battle Stadium.

### **ASSEMBLY**

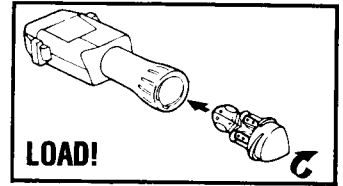
See the game package. Insert all four Launch Ramps around the edge of the Stadium. Insert a Flag for each player (up to four may keep score at the same time) into the first hole of each scoring panel around the ramparts.

## GAMEPLAY

### To Load Your Winder:

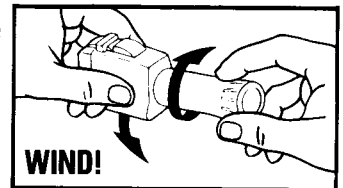
#### 1. Load!

Hold the pointed end of your SPINJAS Champion and insert him headfirst into the open end of one power winder, then twist him slightly to the right to lock him in place.



#### 2. Wind!

Wind up the power winder by turning the top half clockwise until you can't twist it any more; do NOT over-wind it.

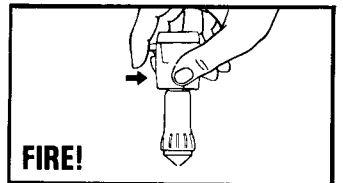


### To Do Battle:

3. Position the ramp to aim down into whichever part of the arena offers the best battle advantage.

#### 4. Fire!

Hold the loaded winder over one of the Launch Ramps and push the button on the side to fire your Champion.



### To Win a Battle:

You win a battle if your Champion is left standing and spinning when your opponent has bit the dust, or you knock him out of the ring. Each time you win a battle, move your scoring flag over one notch.

**Note:** If you are both knocked out of the ring, the battle's a tie. Begin again.

### The Final Winner:

The first player whose SPINJAS Champion wins five battles — and moves his flag to the end of the scoring rampart — wins the game!

## FOR MORE THAN 2 PLAYERS

If you've collected other SPINJAS Warriors, let them in on the fun of the fight! You can launch as many as you want down the Battle Stadium ramps. Or they can scale the walls and be launched straight down into the arena!

Up to four individual players — or teams — can score at the same time with the movable scoring flags.

Develop your own battle and scoring strategies, because with more SPINJAS Warriors, the fight can turn into a wild free-for-all!

We will be happy to answer your questions or comments about our SPINJAS Battle Stadium game. Write to: Consumer Relations Department, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

