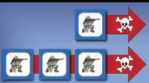

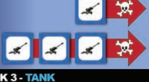
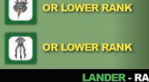

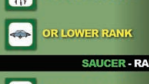
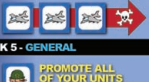
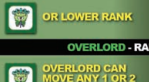
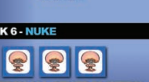


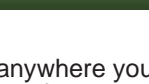



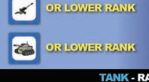



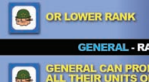

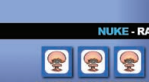
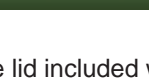
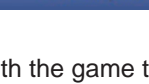


## ARMY BATTLE GUIDE

<b>RANK 1 - TROOPER</b>	<b>INVADER - RANK 1</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 2 - ARTILLERY</b>	<b>DEATH RAY - RANK 2</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 3 - TANK</b>	<b>LANDER - RANK 3</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 4 - AIRPLANE</b>	<b>SAUCER - RANK 4</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 5 - GENERAL</b>	<b>OVERLORD - RANK 5</b>
 PROMOTE ALL OF YOUR UNITS OF ONE CHOSEN RANK TO 1 RANK HIGHER	 OVERLORD CAN MOVE ANY 1 OR 2 UNITS INTO THE APPROPRIATE RALLY ZONES
<b>RANK 6 - NUKE</b>	<b>MOTHERSHIP - RANK 6</b>
 DESTROY ALL OTHER PLAYERS' UNITS OF RANKS 1, 2 & 3	 MOTHERSHIPS CAN DESTROY ANY 2 UNITS

## ALIENS BATTLE GUIDE

<b>RANK 1 - INVADER</b>	<b>TROOPER - RANK 1</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 2 - DEATH RAY</b>	<b>ARTILLERY - RANK 2</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 3 - LANDER</b>	<b>TANK - RANK 3</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 4 - SAUCER</b>	<b>AIRPLANE - RANK 4</b>
 OR LOWER RANK	 OR LOWER RANK
<b>RANK 5 - OVERLORD</b>	<b>GENERAL - RANK 5</b>
 MOVE ANY 1 OR 2 UNITS INTO THE APPROPRIATE RALLY ZONES	 GENERAL CAN PROMOTE ALL THEIR UNITS OF ONE CHOSEN RANK TO 1 RANK HIGHER
<b>RANK 6 - MOTHERSHIP</b>	<b>NUKE - RANK 6</b>
 DESTROY ANY 2 UNITS	 NUKES CAN DESTROY ALL OTHER PLAYERS' UNITS OF RANKS 1, 2 & 3

# ARMY VS ALIENS RULES

**Object of the Game:** To Rule the World!  
Whether you are playing as the Aliens or the Army, your goal is to destroy your opponent and have planet Earth all to yourself.

### Game Includes!

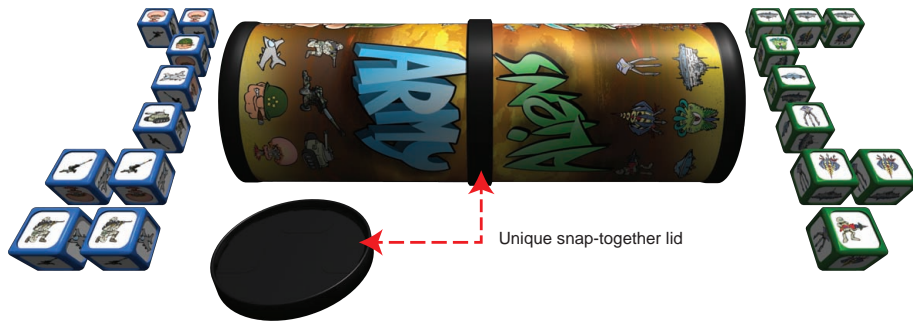
- 18 Dice (9 blue Army dice, 9 green Alien dice)
- 2 Cups and Lid Attachment
- 4 Interchangeable Battle Guides
- Instructions

### The Dice!

The faces of the dice represent the weapons you have at your disposal in your quest for world domination. Each unit has a different rank or value:

### Carrying Case!

Take Army VS Aliens anywhere you go! Use the lid included with the game to attach the dice cups together to create a carrying case.



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Wiggles 3D Incorporated  
Komoka, Ontario Canada N0L 1R0  
866-801-GAME (4263)

# WIGGLES

THREE-D















-  AGES 8+ KIDS
-  2 PLAYERS
-  15 MINUTES

**WARNING:**  
CHOKING HAZARD - Small parts  
Not for children under 3 years



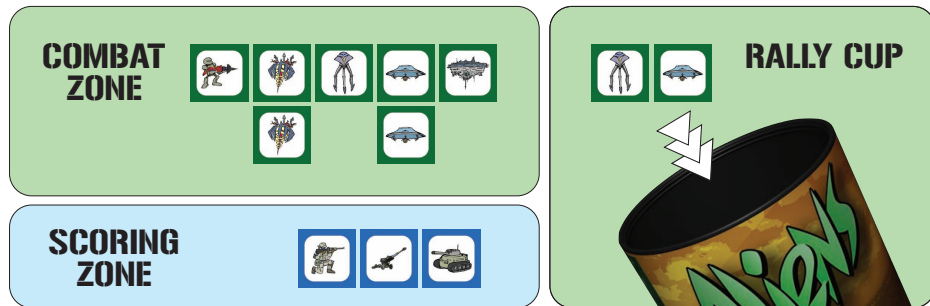
Go to [www.armyvsaliens.com](http://www.armyvsaliens.com) for more information!  
For more great Wiggles 3D games visit [www.wiggles3d.com](http://www.wiggles3d.com)

	ARMY		ALIENS
<b>Trooper</b>		<b>RANK 1</b>	
<b>Artillery</b>		<b>2</b>	
<b>Tank</b>		<b>3</b>	
<b>Airplane</b>		<b>4</b>	
<b>General</b>		<b>5</b>	
<b>Nuke</b>		<b>6</b>	

## Zones!

There are three gameplay Zones on each side:

- **Combat Zone:** This is where dice can attack or use special abilities during an Attack action.
- **Rally Cup:** This is where used dice are placed until they are re-rolled with a Rally action.
- **Scoring Zone:** When units are destroyed, place them into an area off to the side. Both players share this zone. Be mindful not to change the face of the destroyed dice since they may be used later for scoring.



## Getting Started!

Separate the dice into Army and Alien factions and place them in the appropriate cups. Randomly determine who will play each faction. Both players roll all 9 of their dice into the Combat Zone. Sort all dice by ranks.

## Heroes!

Player may only have 1 Hero (Rank 5) in the Combat Zone at any time. If more than one General or Overlord is ever in play at any time, change the additional copies to Rank 1 (Troopers or Invaders).

## Going First!

The player who has rolled the most Rank 1's goes first. In case of a tie, check the next higher rank to break the tie. Continue checking higher levels until the tie is broken.

## Game Play!

During each turn, a player **MUST** perform one action: **Attack or Rally**. (You may not pass on your turn, if you cannot attack, you must roll at least 1 die.)

### ► **Attack!** There are 4 ways to attack:

(See *Battle Guides* on back page, cards, or on the dice cups for additional dice details.)

- 1) Move 1 of your dice with a Rank 1-4 to your Rally Cup to destroy any enemy die of a lower or equal rank.  
*Ex: Tank (Rank 3) can be used to destroy a Lander (Rank 3), a Death Ray (Rank 1) or an Invader (Rank 1).*
- 2) Move a set of 3 matching dice with a Rank 1-4 into your Rally Cup to destroy an enemy die of exactly 1 Rank higher.  
*Ex: 3 Tanks (Rank 3) can be used to destroy a Saucer (Rank 4).*
- 3) Move 1 General or Overlord (Rank 5) to your Rally Cup and use their special ability.  
*For more information see "Special Abilities."*
- 4) Move 3 Nukes or 3 Motherships (Rank 6) to your Rally Cup and use their special ability.  
*For more information see "Special Abilities."*

Move any enemy units destroyed by your units to your Scoring Zone. Your turn is over.

### ► **Rally!**

If you do not want to attack or cannot attack you must rally. To rally, choose any number of your dice in the Combat Zone and all of your dice in your Rally Zone and roll them back into your Combat Zone. Your turn is over.

### **Winning!**

Turns continue back and forth with players rallying and attacking until one player destroys the other player's last die. That player is the winner.

### **Draws!**

If 5 turns go by without any dice being destroyed the game is over. The player with the most dice wins the game. If there is a tie, players add up the ranks of the units they have destroyed. The player with the highest total wins. If the totals are equal, the game is a Draw.

### **Special Abilities!** Using a special ability is considered an attack.



**General** – Upgrade all of your dice of the same rank to exactly 1 rank higher. To use this ability, take your General die and place it into your Rally Zone. Nukes (Rank 6) may be downgraded to Troopers (Rank 1) and Generals may upgrade themselves to a Nuke and remain in play using the General's ability.  
*EX: Upgrade all Tanks (Rank 3) to Planes (Rank 4).*



**Nuke** – Destroy all rank 1-3's in all other player's Combat Zones. To use this ability take 3 Nuke dice from your Combat Zone and place them into your Rally Cup.



**Overlord** – Overlord. Take any 2 dice from the Combat Zone and place them in their owner's Rally Zone. To use this ability, take your Overlord die and place it into your Rally Cup.

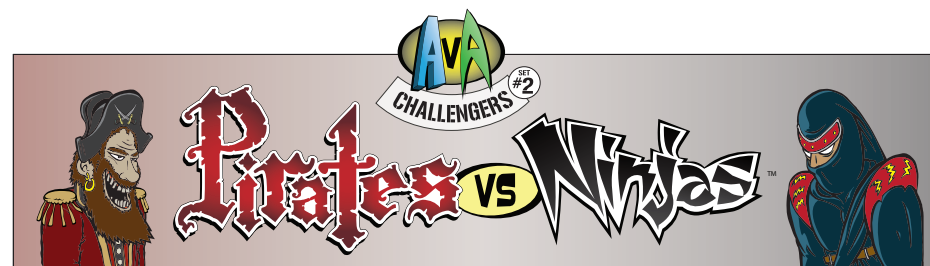


**Mothership** – Destroy any 2 dice in any player's Combat Zone. To use this ability take 3 Mothership dice from your Combat Zone and place them into your Rally Cup.

Visit

[www.armyvsaliens.com](http://www.armyvsaliens.com)

for exciting game variations and multiplayer formats.



For even more fun, grab a copy of **Army VS. Aliens** and battle it out against the Pirate and Ninja factions!