Object of the Game: Rule the World!
Whether you are playing as the Pirates or the Ninjas, your goal is to destroy your opponent and decide once and for all who is better, Pirates or Ninjas!

Game Includes!
- 18 Dice (9 red Pirate dice, 9 black Ninja 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 Pirates VS Ninjas anywhere you go! Use the lid included with the game to attach the dice cups together to create a carrying case.
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 Pirate and Ninja factions and place them in the appropriate cups. Randomly determine who will play each faction. Both players roll all 9 of their dice into their 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 Pirate Captain or Ninja Master is ever in play at any time, change the additional copies to Rank 1 (Pirates or Ninjas).

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: Pirate Ship (Rank 3) can be used to destroy a Kuji Magic (Rank 3), a Shuriken (Rank 2) or an Ninja (Rank 1).
  2) Move a set of 3 matching dice with a Rank 1-4 to your Rally Cup to destroy an enemy die of exactly 1 Rank higher.
     
     Ex: 3 Pirate Ship (Rank 3) can be used to destroy a Dragon (Rank 4).
  3) Move 1 Ninja Master or Pirate Captain (Rank 5) to your Rally Cup and use their special ability.
     
     For more information see “Special Abilities.”
  4) Move 3 Jolly Rogers or 3 Kuji Shrine (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 Cup 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.

- **Pirate Captain** – Force any number of other players to immediately Rally all their dice in their Combat and Rally Cups. To use this ability take your Pirate Captain and place it into your Rally Cup.

- **Jolly Roger** – Destroy all Rank 6’s in ALL Combat Zones. To use this ability, take 3 Jolly Roger dice from your Combat Zone and place them into your Rally Cup.

- **Ninja Master** – Destroy a Hero unit in any Combat Zone. To use this ability, take a Ninja Master die and place it into your Rally Cup.

- **Kuji Shrine** – Take all your Ninja dice in the Combat Zone and move them to your Rally Cup. On your next turn you must rally and attack. To use this ability take 3 Kuji Shrine dice from your Combat Zone and place them into your Rally Cup.

Visit www.armyvsaliens.com for exciting game variations and multiplayer formats.

For even more fun, combine your Army VS. Aliens set with other AvA challenger sets.