

SNOWBALL FIGHT!

STEP 1: SET UP YOUR WINTER WONDERLAND.

STEP 2: FIGHT!

STEP 3: PLAY AGAIN!

How to Play

- **EACH PLAYER GETS A PLAYER TOKEN, A SNOWBALL TOKEN AND A STARTING SNOW BUNKER.**
- **SET UP THE FIELD BY HAVING PLAYERS PUT THEIR STARTING SNOWBANKS WHERE THEY WANT. THEN ALTERNATE PLAYERS TO PUT A TERRAIN PIECE ON THE TABLE.**
- **START THE GAME! PLAYERS MOVE THEIR TOKENS BY FLICKING THEM ACROSS THE PLAYING SURFACE. WHEN THE TOKEN STOPS, PLAYERS THROW A SNOWBALL BY FLICKING THAT DISC AT AN OPPONENT TOKEN. SNOWBALLS HAVE TO BE FLICKED FROM NO MORE THAN 1 INCH AWAY FROM THE PLAYER'S TOKEN.**

Modes

REGULAR MODE: PLAYERS TAKE ALTERNATING TURNS. WHEN A SNOWBALL DISC HITS A PLAYER TOKEN, THE HIT PLAYER IS OUT. LAST TOKEN STANDING WINS! PLAY AGAIN!

CHAOS MODE: PLAYERS TAKE THEIR TURNS AT THE SAME TIME! WHEN YOU'RE HIT, YOU'RE OUT. LAST ONE STANDING WINS! PLAY AGAIN!

CAPTURE MODE: PLAYERS TAKE ALTERNATING TURNS FLICKING THEIR TOKENS AROUND THE PLAY SURFACE. FIRST PLAYER TO LAND IN ANOTHER PLAYER'S HOME BUNKER WINS! IF YOU GET HIT BY A SNOWBALL, START OVER AT YOUR HOME BUNKER.