

little kid toys - big kid rules

Paul Arden Lidberg's

TOY WAR™



TEAM FROG STUDIOS

Team Frog Studios Presents
A Crunchy Frog Production
Of A Paul Arden Lidberg Game

TOY WAR

Starring: Every Toy Ever Made

Featuring: Fred Sadek as "the Cover Artist"

Phil Morrissey as "the Interior Artist"

Cinematography by D.B. Lincoln

Best Boy Grip: Michael Nunn

Catering By Cheryl & Jordan of Arizona

Written, Directed & Produced by Paul Arden Lidberg

Executive Produced by M. Mulligan

Read The Game

Soundtrack Available on Team Frog Records

Check Out The Website For More Info On Extra Bits for Toy War And
Our Other Games:

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Dedicated to Jordan, My Little Girl - May You Always Be Able to Find
That Little Kid Inside You!

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TOY WAR: Little Kid Toys, Big Kid Rules



Have you ever played Toy soldiers? Everyone sets up their Toys, and then fires rubber bands or throws rocks or bricks at the other guy's stuff. Inevitably, this led to arguments, as it is was always difficult to say who won. And once in a while someone would get hit with something and have to go home for a band-aid, not always the best ending. Well, now we have a way around that.

TOY WAR is a set of rules created so that anyone can play a miniatures game, and do so with stuff they already have plus a handful of dice. Any Toy you have can be used, no matter what size or what weapons it has.

Have Fun!

Needed For Play

You need the following stuff to play TOY WAR:

- o A bunch of Toys (at least 2-3 per player)
- o A yardstick/tape measure/ruler for each player.
- o One six-sided die for each player (the Bigger, the Better!)
- o Masking Tape and a Permanent Marker
- o Silly Background Music

What Is This Game, Anyway?

TOY WAR is a set of rules created for use with all your Toys. In the language of adventure gaming, this book is referred to as "miniatures

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rules." Miniatures rules use figures (or, in this case, Toys) as the playing pieces. Rather than use a board, this game is played freeform on a table, the floor, the backyard, or even in a mini-van. Technically, you don't even need real Toys to play. If you want to improvise with boxes, cans, food, or even chits of cardboard, go ahead!

Statistics

Each Toy has a set of numbers that let you know what the Toy can do. These numbers are called Stats. They are written on a piece of tape placed on the back of your Toy (explained below -- never write on your Toys!). These numbers tell you how far it can move, how far it can shoot, how well it can shoot, and how many shots it can take before it is out of the -game. The Stats are described below:

ATTACK - This is determined by what kind of Toy it is. You get this number from the Toy Descriptions (see below). Once you've chosen which is most appropriate, make a note of the ATTACK number it shows. It is used for several things, including the Toy's chance to hit, and the number of shots it can take before going out of the game. Also, the amount of damage a Toy has taken can have an effect on the ability of the Toy to hit (Optional Rule, see page 11).

SIZE - Measure the biggest dimension of your Toy (using the ruler or tape measure), and then look at the following table. Find the Length in the left column (if it is greater than one number, and less than the next, use that next number). This is the SIZE Stat for the Toy, and is used several things below.

<u>Length</u>	<u>SIZE</u>
1"	1
2-4"	2
5-9"	3
10-16"	4
17-25"	5
26-36"	6
37-49"	7
50-64"	8
65-81"	9
82" & up	10

MOVE - The distance a Toy can move in one game turn. To figure out how far that is, simply multiply the SIZE Stat by five. This is the distance, in inches, that can be moved each turn.

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Marking Your Stats

Both Major Stats (ATTACK and SIZE) are marked on Masking Tape with a marker, and that piece of tape is affixed to the back or top of the Toy. This is a very important step, as without these numbers you cannot play. And we really do not recommend writing on your toys directly.

You'll also want to mark these Stats on a copy of the TOY WAR Log Sheet, included in the back of this book. List a quickie description of the Toy ("Blue Cowboy", "Green Dinosaur", etc.) and then put the numbers next to it where appropriate.

Turn Sequence

All games have a structure of play to keep everything in order. This is called a Turn Sequence. Every turn follows through these parts one at a time.

The Turn Sequence has the following steps:

1. Who Goes First?

Each player rolls a six-sided die. The player who rolls highest goes first. After he is done, the player to his left is next, and so on until all the players have done that part of the turn. If there is a tie for highest roll, the tie can be broken using a quick game of rock-paper-scissors, rolling again, a coin toss, a fist fight, whatever...

2. Moving

Each player, in turn, moves their Toys.

3. It's Fightin' Time!

Each player settles any fights they are in. Even if a Toy has taken enough shots to be tossed out of the game, it always has a chance to shoot back if it hasn't attacked anyone already that turn.

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4. Start Over Again At Step 1

It's a whole new turn. Maybe you'll get to go first this time!

Guns, Guns, GUNS!

What specific weapon or weapons a Toy has is not very important. Weapons carried by a figure can do 1 point of damage. Weapons on a vehicle can do 2 points of damage. If the Toy does not have a gun or a throwing weapon, it can only fight toys that are right next to it. Only Toys with weapons that can shoot or be thrown (also called "at range") may fight other Toys at a distance.

The range of any of these weapons is equal to the distance the Toy can move in a single turn.

Unarmed Toy Figures can always fight something next to themselves, and they do 1 point of damage when they hit.

If a Toy vehicle does not have a weapon, it can only "Ram" another Toy. The Ramming vehicle must be moving and touch the other Toy by the end of their move to successfully Ram it. Roll to Hit (see below). If successful, the Ramming vehicle will do 2 points of damage to whatever it Rams, and it will take 1 point of damage itself.



Movement

Each turn, a player can move all, some, or none of his Toys. You don't HAVE to move ANY Toy. Standing right where you are might just be the smartest tactical move you can make. Its up to you.

Moving the Toys is very simple. Each Toy can move up to five times it's SIZE Stat in inches, each turn. This movement can be in any direction, or any combination of directions.

When a Toy comes to an obstacle that it wants to go over, movement is figured as the actual distance the Toy traveled across the obstacle. For instance, if the obstacle is 4" tall, and 8" across, the Toy would use 16" of movement to cross it (4" up, 8" across, and 4" down equals 16").

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If a Toy comes to an obstacle that is higher than its total MOVE, it cannot climb it. To climb an obstacle, a Toy must be able to get to a level point on the obstacle (or some other place for it to "rest" until next turn). If the Toy can fly, the see "Flying" (below).

Flying

A Toy that can Fly is considered either "flying" or "on the ground." On the ground the toy can move like any other, dealing with obstacles and finding its way around.

If a flying toy wants to go in the air, it uses half of its MOVE to get up there. Once there it is considered to be above everything. It can see all the toys on the ground, and can shoot at all of them too! The flip side is that everyone on the ground can see you, too!

ADVANCED RULE ***Flying***

Flying toys cannot see a target that is right next to a piece of furniture (within 12") if they are not on the same side as it. Their field of vision is blocked by the furniture.

Movement Noises

Some Toys make all kinds of silly noises when they move. Pops, clicks, and whirring noises are very common, as are electronic noisemakers. You must make the toy make its noise when moving or attacking with it. Its the rules!

Hitchin' a Ride

Bigger Toys can carry smaller Toys as long as the bigger Toy can actually hold them. If you can make the larger toy carry the smaller ones (however many that might be), you can they can Hitch a ride with no penalties to the larger toy. Toys can move off and on other Toys at any time, just keep track of how much of their move the Toy may have left.

It's Fightin' Time!

After all the Toys have moved, its time to get down to business. Each player gets to fight with as many of his own Toys as he wants. The only limitations are that the enemy Toys are within range, and the attacking Toy has not attacked this turn. Each Toy may only attack once a turn, although it may find itself defending against several attacks in the same turn.

Most toys fight each other face-to-face. This is called "Hand-to-Hand combat" in more complex games. We just call it Fightin'. To attack this way, the two toys must be within 2" of each other.

If a toy has a gun or other weapon that shoots, they can fight targets that are farther away. This is called a "Shoot Out" or sometimes a "Firefight." To hit in a Firefight, you need to be able to see who you are shooting at.

Make sure there isn't anything in the way between the toy shooting and the one he wants to hit. This is called having a clear "line of sight."

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If there is something in the way, then you can't shoot them. As long as the attacker can see at least 2 limbs or a limb and a head, he can choose to attack that target.

Maximum Range

All ranged weapons have a Maximum Range equal to their MOVE stat. To figure out if the target is in range of the Attacker, take a tape measure and figure out the distance between the two Toys. Being in the air does not count for this measuring. If this distance is less than or equal to the total MOVE of the Attacker, then the defending Toy can be attacked.

Each Toy has an ATTACK Stat determined by what kind of Toy it is (see page 7). Using a six-sided die, you must roll this number or less on the die to hit who you are shooting at. If you do, you have "hit" them.

Doin' Some Damage

If the Attacking Toy is a figure, it does 1 point of damage to the defender. If the Attacking Toy is a vehicle, it does 2 points. For the basic game, this is not modified by the SIZE of the Toys.

Takin' Damage

Damage is taken from the Toy's ATTACK value. If the Toy's ATTACK value drops below 1, then it has been defeated, and it removed from the game. This happens after the Toy has had a chance to fight. So if you have a toy with an ATTACK value of 3, he can take three points of damage before having to leave the game.

ADVANCED RULE Range To & From Flying Targets

When a flying Toy is involved in Ranged Combat, add 10" to the range after you measure it. If the total is higher than the maximum range of the Attacker, that combat cannot happen.

ADVANCED RULE Size Ratio and Damage

Using this rule, damage is modified by the SIZE Ratio of the two Toys. Divide the Attacker's SIZE by the Defender's SIZE. Then take that number and multiply it by the base damage done by that Toy (1 or 2). This is how much damage the Defender takes. No matter what result you get, a successful attack will always do at least 1 point of damage.

Example: G.I. Jim is a SIZE 4 soldier. He decides to fight Spider-Guy, a SIZE 1 Hero figure. G.I. Jim can hit targets up to 20" away ($\text{SIZE } 4 \times 5" = 20"$). Spider-Guy is 8 inches away, so he is "in range." G.I. Jim has an ATTACK value of 2. He rolls a 1, and has "hit" Spider-Guy. Jim does a base of 1 point of damage. This is modified by the "SIZE Ratio." Jim is SIZE 4, and Spider-Guy is SIZE 1. $4 \div 1 = 4$. Damage of 1 times 4 equals 4, and Spider-Guy takes 4 points of damage. Spider-Guy has been defeated.

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Toy Types

Toys come in two basic groups -figures and vehicles. After that, they divide into smaller groups that look or feel more like the specific Toy. We didn't peek in your Toy box, so we just tried to cover all the main groups from ours. You can add new ones or change these if it makes the game more fun for you.

Figures

There are several different types of figures:

Soldier - These are your average military guys. Any figure in fatigues or camo can qualify as a soldier. Bad haircuts are another dead giveaway. **ATTACK = 2**

Cowboy - Any guy in a cowboy hat or chaps qualifies. **ATTACK = 1**

Indian - Any native american Toy depiction qualifies as an Indian. Bows and arrows (and feathers) are a few of the things that distinguish these guys. **ATTACK = 1**

Space Alien - They've come to take our women...or maybe our fast food! Antennae, space guns, or even a bubble helmet are a dead giveaway. **ATTACK = 3**

Robot - These guys are rejects from the appliance factory. Big, metal and boxy are sure signs. Any figure that has wheels or treads is a sure bet. **ATTACK = 2**

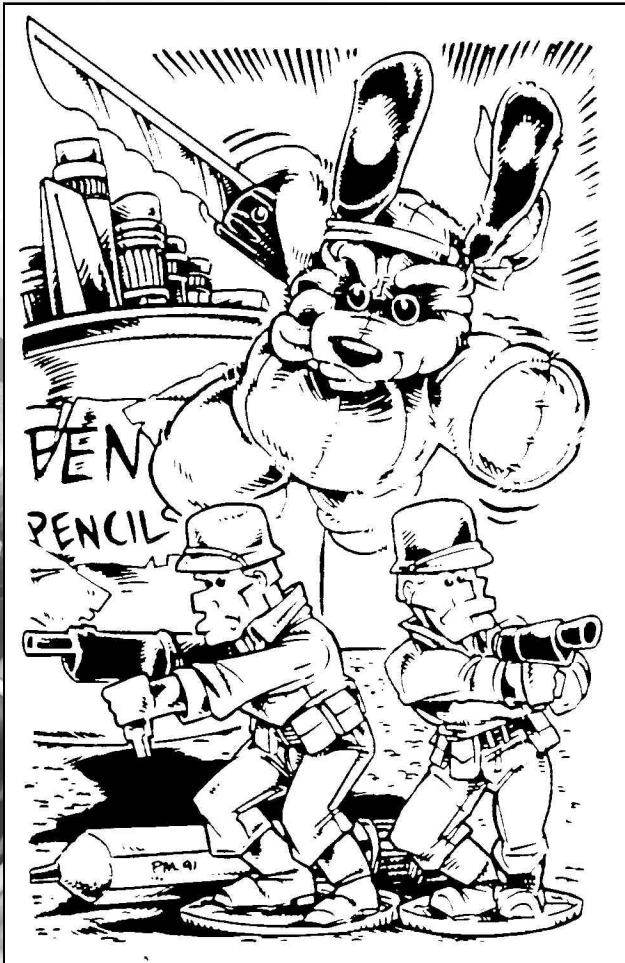
Monster - These guys look like refugees from old horror movies, covers all the Japanese Monster flicks of the 50s as well. **ATTACK = 3**

Funny Animal - All cartoon and farm animals fall into this category (except stuffed Toys, see below). **ATTACK = 1**

Mutant - These guys used to live in Love Canal, or maybe New Jersey. Pretty much any figure with an odd number of limbs, or maybe non-matching parts is likely. **ATTACK = 2**



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Hero - Tights are a dead giveaway. All superheroes, and even pseudo-heroes. Sometimes a figure will look more like one of the other categories, but he is more of a "hero" than anything else. **ATTACK = 4**

Kung Fu Dude - These guys tend to wear karate robes and no shoes. Flying through the air in a super leap and tagging 3 guys at once is a trademark. **ATTACK = 3**

Stuffed Animal - Cheap fur and a cuddly face are a sure sign of a stuffed animal. This can also be used to cover virtually any stuffed toy. **ATTACK = 2**

Knights - Big armor, sharp pointy weapons, horse optional. **ATTACK = 3**

GUY! - This is for anything that didn't quite fit into one of the above categories. When in doubt, it's a Guy! **ATTACK = 1**

Vehicles

There are several different types of vehicles.

Cars - Any passenger vehicle. **ATTACK = 1**

Trucks - Any hauling vehicle with a large cargo space. **ATTACK = 1**

Armored Vehicles - Any armored vehicle without a prominent gun. **ATTACK = 3**

Tanks - Armored vehicles with a mounted prominent gun. **ATTACK = 3**

Mole Machines - Any land vehicle that can travel beneath the Earth. **ATTACK = 1**

Propeller Planes - Any airplane with a propeller. **ATTACK = 1**

Jet Planes - Any aircraft with Jet engines. **ATTACK = 2**

Boats - Any water-going surface vessel that carries 5 passengers or less. **ATTACK = 1**

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Ships - Any water-going vessel that will carry more than 5 passengers. **ATTACK = 2**

Submarines - Any water-going vessel that travels underwater. **ATTACK = 1**

Space Craft - Any vehicle capable of travel in space. **ATTACK = 3**

ZOOM! - This is the catch-all, to cover anything that doesn't seem to fit in above. When in doubt, it's a Zoom! **ATTACK = 1**

Terrain

TOY WAR is played in and around the house, the backyard, or wherever. Existing trees, furniture, etc., act as terrain and add to the excitement. You are encouraged to add things to the terrain, including additional chairs, tables, boxes, etc. This will only add to the fun!

NOT CROSS - WARNING! DANGER! - DO NOT CROSS - WARNING!
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NOT CROSS - WARNING! DANGER! - DO NOT CROSS - WARNING!

Keep in mind that any piece of furniture your Mom and Dad REALLY LIKE is considered OFF LIMITS and IMPASSABLE. You cannot fly over it, nor can you move across it. This is as much for your safety as mine! Trust me! Mom knows what will happen to her cherished possessions if you ignore her, and I will take no responsibility for anyone that finds themselves grounded for life for doing the obviously wrong stuff!

NOT CROSS - WARNING! DANGER! - DO NOT CROSS - WARNING!
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Ground Toys cannot cross water, and water vehicles cannot move on land. Air Toys can cross anything, but can only land on ground (or an aircraft carrier, if you happen to have one - Timmee Toys makes one for plastic army men!). Space Toys can move anywhere.

A neat place to hold a battle is a backyard. You can mark out oceans real easily with string or tape or even a blue blanket.

When you can avoid it, try not to use real water. Some boats don't float, and no boat Toys will stay put while other players move their Toys anyway. Under no circumstances should you mention, or even think about, real water (like a pool) as terrain. It's too dangerous for smaller kids. Real water is impassable, ALWAYS!

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Going To The Toy Box

Each player gets a certain number of points each game to put together their favorite fightin' force. Remember, each type of Toy has a point cost equal to their ATTACK value.

Toy Point Costs

For the basic game, the cost of each toy is equal to its SIZE, regardless of what weapons it carries.

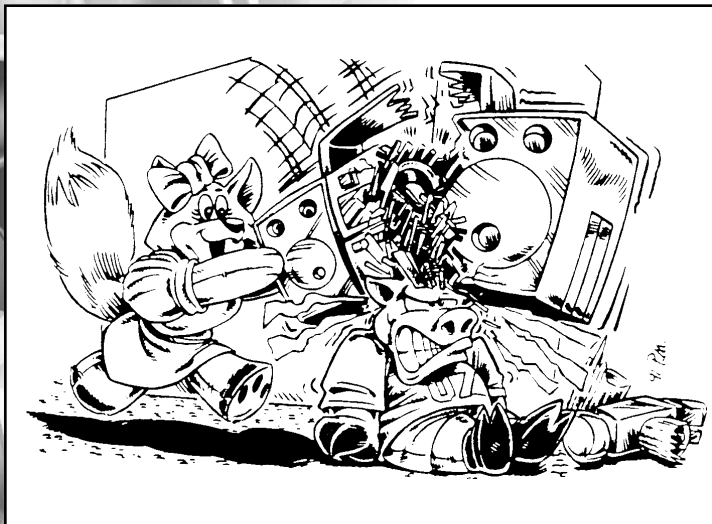
Battles

"The Battle For Plush Toy Hill!"

This is a battle played with Stuffed Toys and Toy Soldiers. One side plays the defenders of Plush Toy Hill, while the other plays the attackers -- the Toy Soldiers.

Each side gets 100 points to buy their forces. After the players have the fightin' force they wish to use, the Plush Toy player sets up. First, however, he needs to create "Plush Toy Hill." This can be whatever size seems best, from a stack of pillows to a couch. Draping a blanket over it all is a good idea, too. After the Hill is set up, the Plush Toy defenders set up anywhere on it.

When they are done, the Toy Soldier player can set up anywhere in the room, except on the hill. The Plush Toy player then picks something as the "Treasure" of Plush Toy Hill. A small bright, shiny toy works well for this.



ADVANCED RULE Realistic Toy Costs

Only use if you are already using the rules that determine damage as affected by SIZE. The cost of each Toy is equal to the SIZE of the Toy Multiplied by the ATTACK score of the Toy. Using the log sheet at the end of the book, keep track of the Stats of your Toys as well as calculate their individual costs. When playing a scenario below that mentions a total number of points you can have, be sure to get as close to that value as you can without going over.

This is placed somewhere on the hill by the Plush Toy player.

The object of this battle is for the Toy Soldiers to capture the Treasure, and the Plush Toys to stop them from getting it.

For a Toy to pick something up, he has to be right next to it, and not fight that turn.

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"Defend The Sand Box!"

This is a little more involved, and is great for 3 or more players. Go to the backyard (or the park, or the beach, whatever). Get all the players together and build a big sand castle with walls, towers, and other neat stuff. Then play rock-scissors-paper to see who gets to defend the neat sand city. Next comes the Special Bombardment Rule. Everyone that helped build the castle gets to throw one rock, mudball, or old sneaker to simulate "battle damage." The castle defender sets up after ALL others players are done setting up. Each Attacker gets 200 points. The Defender gets half as many point as the total of all of the Attackers. So, if there were 5 Attackers, the Defender would get 500 points ($5 \times 200 \text{ points} = 1000 \text{ points} \times 1/2 = 500 \text{ points}$).

"Valley Of Terror!"

This is a team scenario, recommended for 4 or more players per side. Each player gets 100 points and a neat object (like a penny or a marble - as long as it is unique). Each side gets a big blanket to make a mountain range. Connect the blankets end to end so you end up with 2 mountain ranges that are across a valley from each other. Use pillows or books or other sturdy items to build up the mountains. Each team starts on one end of the mountain range and places their object there. No fair hiding it under the blankets (but a cave sculpted in the blankets is okay). The object is to get to the opposite side of the valley, grab as many of the objects as possible, and return to your end. Picking up an object requires the Toy to stop at the object and not attack that turn. The side that gets the most wins!

OPTIONAL RULES AND STUFF

If you are feeling particularly adventurous, the following Optional Rules can be added to the game to makes things even more interesting. Be sure to tell everyone which optional rules are in effect before the game starts. If there is disagreement on a rule, then I recommend not using it.

Damage Is Crippling

When a Toy takes damage, and isn't defeated, the damage now causes the Toy to shoot worse than before. Rather than using the base rating, the reduced ATTACK score (after damage is taken out) is used.

Transforming Toys

Some of those goofy japanese robot Toys, as well as some others, transform into other things. When determining cost, figure out which version of the Toy is more expensive. This is what the Toy costs. The Toy can change to its other shape during a turn, but it must stop all other movement or fights to do that. The new form may have different attacks, and different Stats. Be sure to check and revise them as needed.

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Running Over

Similar to a Ram, this is the way that small cars (like a Hot Wheels) as well as any wheeled vehicle, can run over other Toys on the floor. If a Toy runs over another Toy, the attack rolls 1 six-sided die. On a roll of an odd number, the attacking Toy has crashed and is removed from play. On an even roll, he succeeds. The defender takes one point of damage, and the attacker takes none.

Kamikaze Dive-Bomb Attacks

Sometimes, when all else seems hopeless, a player decides to chuck it all, and kamikaze attack his opponent. This kind of attack automatically destroys the attacking Toy.

Only flying Toys, or Toys that are higher than the defending Toy, may do this attack. Roll to hit as normal. If the attacker hits, the defender takes twice the normal damage. The attacker is automatically destroyed.

You can only kamikaze attack a Toy within your normal MOVE. If the target isn't within that, then the attack cannot even be attempted.



Real McCoy? Or Cheesey Stand-In?

As in real-life, everything is not always as it seems. Sometimes unscrupulous manufacturers in the orient produce Toys that are very similar to, but aren't quite exactly just like a real, popular Toy. And sometimes we buy them. To simulate this with your media-based Toy knock-offs, roll on the following table.

Roll	Result
1-2	Real McCoy. Has all abilities of the real Toy.
3-4	Its a character actor, with reduced abilities. Take only one possible special power.
5-6	Cheesey Stand-In. Has no special abilities.

Fashion Doll Seduction

Female fashion dolls have a special power (seduction) on other Toys, specifically male-oriented action figures. This power will make all Toys of the opposite sex stop in their tracks, thus losing their MOVE that turn.

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They are also unable to attack. Zooms are not affected, and neither are robots. The fashion doll can affect a number of Toys equal its SIZE. You must roll each as an attack, during the Movement Step. The Fashion Doll must move at least 2 inches during its turn to use this power. The range of the attack is the same as the Toy's normal range.

A G.I. Jim (or other similar figure) can have a similar effect on female dolls. To do this, the figure must remove its shirt (if possible) and flex his muscles!

Anti-Heroes

This just lets dastardly villains be just as powerful as the good guys. No other effect.

Bombs & Grenades

Some Toys come equipped with bombs and grenades. These count for one use each. The cost of them is included in the base price of the original Toy. They have a damage radius of five times the bomb's SIZE. They do 1 point of damage to each Toy in the radius. They can be thrown with-

in the normal range of the Toy. If dropped from a flying Toy, they drop straight down.



Toys With Controls

Some Toys have a separate remote control attached to them by a wire. When figuring SIZE for these Toys, do NOT include the length of the wire and the controls, just the Toy.

Live Firing

Some Toys actually fire little bombs and missiles. If the players choose, rather than roll to hit, the Toy could be fired and whatever it hits is hurt by the damage. However, with this option, the Toy is limited to the ammunition on hand. Damaged is determined as above rules indicate.

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Toy Trains & Slot Car Tracks

Some games can be livened up with the addition of a Toy train, or a slot car track. The train/car can move as normal, up to 5 times SIZE. They may also make Ram attacks (see above). If another Toy attempts to cross the tracks, there is a chance of electrocution. Roll a six-sided die. An even result means you are okay, and odd result means you took 1 point of damage.

Capturing

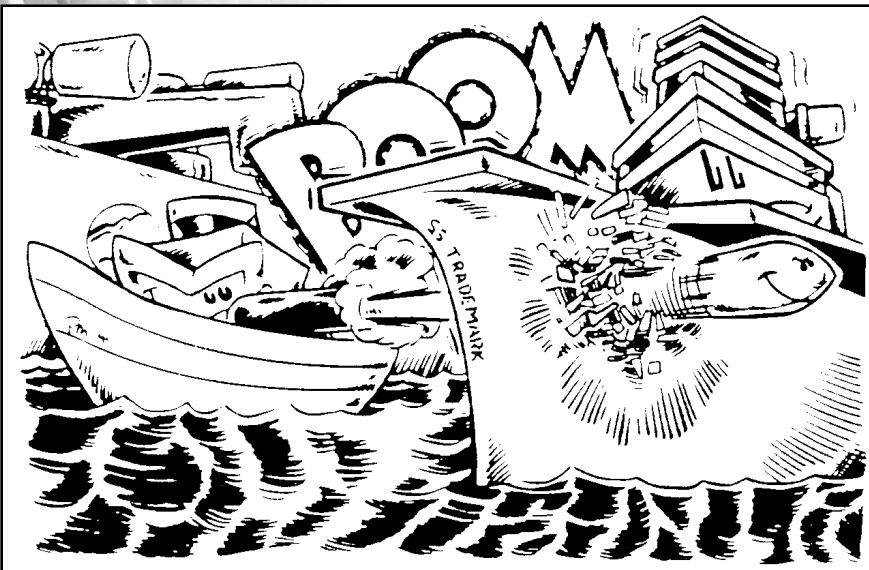
A number of Toys have the ability to capture other Toys. Also, some Toys are quite inventive, and they can use items around battlefield to create traps.

A Toy with a trap attack rolls to hit as normal. If they succeed, the defending Toy is trapped, and may not move or attack. Another Toy must use a whole turn to rescue him.

Area Effect Attacks

This allows you to have weapons that can hurt more than just the Toy you targeted. Area Effect weapons will cause anything that is in a circle with a radius equal to the Attacker's actual SIZE to take damage too. This is a special ability that causes your Toy to cost more. When working out how many points it costs, a Toy with Area Effect weapons will temporarily cost 2 more points in SIZE than a similar Toy.

For example, the DestructoBot has missiles, and I want them to have an Area Effect. My current SIZE is a 3, which means it will effect anything that is 3" or less from the Toy I happen to hit. The cost for this is handled by temporarily making the DestructoBot a SIZE 5 for that calculation.



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Tournament Scenarios

The following are some tournament scenarios that can provide lots of fun for a large group wanting to play all at once. These are best used for parties with 8 or more players, or conventions where they are good for up to 16 players at once.

"There Can Be Only One!"

This is a great scenario that I've run at several conventions, and would work extremely well at a kids birthday party. Go to your nearest toy dis-counter (Toys 'R Us, Kaybee Toy) or mass market chain (Wal-Mart, K-Mart) and buy approximately \$3-5 worth of discounted toys per expected player. Concentrate on getting the most bang for the buck, so bags of army men and dinosaurs are good, \$1 action figure knock-offs, etc. Also locate some kind of Slinky® or knock-off that can serve as "the Prize".

Make extra copies of the Toy War Log Sheet, with at least 1 per player. Layout all of your discounted toys on the table. Each player gets to build a force from those toys, any combination they want, up to 150-200 points. Place the Slinky® in the center of the table. The scenario is simple -- destroy your enemies and claim the prize. The surprise catch is -- you kill it, you keep it! This is a great way to fuel the combat feelings and get them involved quickly. "The Prize" is especially useful for toys that only have hand-to-hand attacks - they can use it to attack anything the Slinky can be stretched to touch. thus giving them a ranged attack. If a toy is taken from the game due to damage and they had possession of the Prize, it automatically moves to whomever did the final lethal blow to the former carrier. Play continues until there is only the toys of one faction left - and that player is the only one who can also take home the toys he had been playing with (the ones that survived, anyway).

"Christmas At The Johnsons"

This is a great scenario for around the Christmas holidays, or any time you feel like being exceptionally strange. Set up a 6 ft. Christmas tree in the center of the play area. Decorate it accordingly (minimum of lights and garland). Then set up a toy train to run around the tree at its base. Make sure you can plug in the train to really operate, as that is part of the fun. For each player, create a 200 point force and wrap it up in a box with paper and a bow. Place the packages under the tree and make sure they are not marked in any way to reveal the contents. Each player will pick one randomly. Players should set up their forces approximately 4 feet from the tree.

The goal of the scenario is to get to the top of the tree and capture the Angel. You must climb up the tree from the center. Once in the tree you can use the branches. The train around the base should be run once around per complete turn, and any toy on the tracks that is hit is out.

TOY WARTM

TOY ROSTER SHEET

THIS
BELONGS
TO:

NAME	ATTACK	X	SIZE	=	COST

It's Very Simple...



We Must
Buy The New
**CRITTER
COMMANDOS™**
Or We Are Done For!

Is That The
Game With The
Cool Animal
Figures?



It
Sure Is!
And More
Stuff Is
Coming!

Sounds
Great!
Where Can
We Get It?

We
Can Get It At
Game & Hobby
Stores, or
Online At:

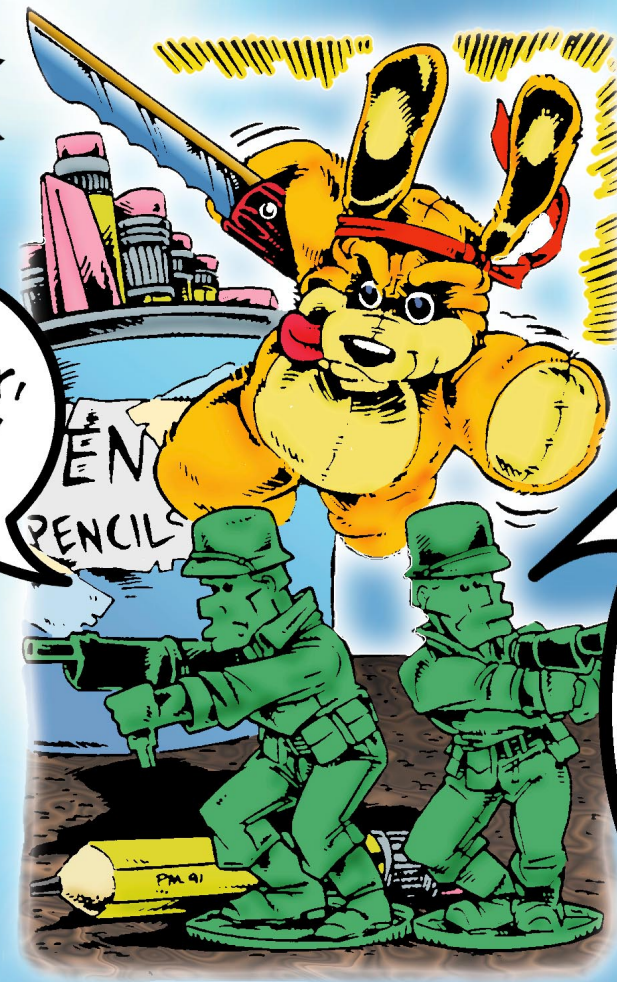
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"All Clear,
Sarge!"



"Keep Your
Eyes Peeled,
Private.
You Never
Know What
Might
Drop In!"

Find Out Who Is King Of The Toy Box!

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