



Basic Rules

Glatorian Fight Head-to-Head

Two Glatorians face each other across an arena, with their cans acting as bases. Shoot spiky Thornax balls to lower your **opponent's life** points and become the next champion.



Before you play

- 1) Set up the game using 2 cans and 2 Glatorians
- 2) Set the cans opposite each other, approx. 2 meters apart
- 3) Place the Glatorian in front of its can
- 4) Set the life counter to 5
- 5) Decide who goes first

Playing the game

- 1) Each player has **1 shot per turn** – Choose between either:
 - *Attack shot*
 - Hit **opponent's** can and opponent loses 1 point
 - Hit **opponent's** Glatorian and opponent loses 2 points
 - *Move shot*
 - Shoot and move to a new position
- 2) After shooting, always move your figure to where the Thornax ball lands.

Winning the game

The first player to take all the opponent's life points wins!

Advanced rules

Defend your Glatorian!

The Glatorian and the Agori figures form a team. The Agori acts as a shield to defend the Glatorian, but the Agori only has one life, so you have to use it with care. Shoot spiky Thornax balls to **lower your opponent's** life points and become the next champion.



Before you play

- 1) Set up the game using 2 teams each with 1 Glatorian, 1 can and 1 Agori
- 2) Place the cans opposite each other – approx. 2 meters apart
- 3) Place the Glatorian in front of its can
- 4) Agori can either be placed in front or behind the Glatorian
- 5) Set the Glatorian's life counter to 5
- 6) Decide who goes first

Playing the game

- 1) Each player has **2 shots per turn** - Choose between either:
 - *Attack shot*
 - Hit opponent's can and opponent loses 1 point
 - **Hit opponent's Glatorian** and opponent loses 2 points
 - **Hit opponent's Agori and it is out of the game**
 - *Move shot*
 - Shoot and move to a new position
 - *Revive shot*
 - Hit your own can and win back your Agori
- 2) After shooting, move Glatorian & Agori together to where the Thornax ball lands
- 3) If an Agori is eliminated from play, the remaining Glatorian has only **1 shot per turn** (2 shot rule applies if Agori is revived)

Winning the game

The first player to **take all the opponent's life points** wins!

Increase firepower!

2 Glatorians form a team, but can move independently of each other. The Glatorian *team* shares 2 shots per turn. Shoot spiky Thornax balls to lower your **opponent's life** points to become the next champion.



Before you play

- 1) Set up the game using 2 teams each with 2 Glatorians and 2 cans
- 2) Place the cans opposite each other – approx. 2 meters apart
- 3) Place the Glatorians in front of their cans
- 4) Set the life counters to 5
- 5) Decide who goes first

Playing the game

- 1) Each player has **2 shots per turn** - Choose between either:
 - *Attack shot*
 - Hit **opponent's** can and opponent loses 1 point
 - Hit **opponent's** figure and opponent loses 2 points
 - *Move shot*
 - Shoot and move to a new position
- 2) After shooting, always move the Glatorian that just shot to where the Thornax ball lands
- 3) If a Glatorian is eliminated from play the remaining Glatorian has only **1 shot per turn**

Winning the game

The first player to take all the opposing team's life points wins!

Play with powerful vehicles!

The driver and vehicle are the ultimate force in this game. In some cases, the vehicle has its own life counter which must be used first. The driver/rider has 2 shots per turn and may use them as attack or move shots. Fight to become the next champion.



Before you play

- 1) Set up the game using two BIONICLE vehicles
- 2) Place the BIONICLE vehicles opposite each other – approx. 2 meters apart
- 3) Set the life counter(s) to 5
- 4) Decide who goes first

Playing the game

- 1) Each player has **2 shots per turn** - Choose between either:
 - *Attack shot*
 - Hit **opponent's vehicle** and opponent loses 1 point
 - Hit **opponent's figure** and opponent loses 2 points
 - *Move shot*
 - Shoot and move to a new position
- 2) After shooting, always move figure and vehicle to where the ball lands
- 3) **Life points on the vehicle must be used first. Once the vehicle's life points are used up, the figure must exit the vehicle and continue the game on his own**
- 4) When a vehicle is eliminated from play the remaining figure has only **1 shot per turn**

Winning the game

The first player to take all the opponent's life points wins!