

# SNOWBALL FIGHT!!!

Players 2+

Age 7+



## Object of the Game

Players take turns Building, Hiding or Throwing Snowballs. The goal is to hit the other players until they have no Hit Points, knocking them out of the Snowball Fight. The last player with Hit Points is the winner!

## Game Set-Up

Each player starts with 3 Snowballs, a "Snow Fort" (made of 3 Snow Bricks) and a pencil. Write 20 Hit Points and 10 Freeze Points in their place on the "Snow Fort" sheet. Also, write 10 Hit Points on any three of the Snow Bricks.

## Who goes first?

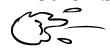
The first person to roll a Smiley is Player 1. Play continues, clockwise, with the next player on the left and so forth.

## Game Play

Each turn a player first, discards any unused Hide Tokens and then chooses three actions. A player can choose to Hide, Throw a Snowball or Build with each action. Once an action has been chosen follow the directions of that action. Players can choose actions in any order and may choose the same action more than once for a total of 3.

Once a player has completed 3 actions and any needed Game Cube rolls, the turn is over.

## Actions



### Throw a Snowball at a player

(A player must have a Snowball to choose this action!)

Clearly state which player is targeted and give that player a Snowball. Then, if the targeted player wants to Hide, that player must say "hide" before the Game Cube is rolled (only if the target player has unused Hide actions remaining). When a Hide action is used, the throwing player does not roll the Game Cube.

If the player does not Hide, roll the Game Cube for these possible outcomes:

- **MISS:** If the outside number is less than the targeted player's number of Snow Bricks, it is a miss. Dodge Rule: If the outside number is a 1 and the targeted player has zero Snow Bricks it is still a miss.
- **NEAR MISS:** If the outside number is equal to the target's number of Snow Bricks it is a near miss. A near-miss will damage one Snow Brick. Subtract the inside number from

one Snow Brick's Hit Points (only one Snow Brick is damaged per throw). '0' = 10 points.

- **HIT:** If the outside number is greater than the target's number of Snow Bricks, it is a hit (Exception: Dodge Rule, as mentioned under "MISS"). Subtract the inside number from the target's Freeze Points. If the Freeze Points reach zero, any remaining points are lost but the player is now frozen. If a player is already frozen (0 Freeze Points), a hit subtracts Hit Points using the inside number. '0' = 10 points.
- **INSTANT FREEZE:** A roll of the Smiley is an INSTANT FREEZE! Reduce the target's Freeze Points to 0 and subtract Hit Points using the inside number. '0' = 10 points.

### **Throw a Snowball at a Snow Brick**

(A player must have a Snowball in his pile to choose this action!)

Targeting a Snow Brick is an automatic hit. Give the player a Snowball and roll the Game Cube. Subtract damage from one Snow Brick's Hit Points using the inside number of the Game Cube. A roll of Smiley automatically destroys one Snow Brick (remove it from the Snow Wall). When a Snow Brick reaches 0 Hit Points, it is removed from the Snow Wall. If a player is reduced to zero Snow Bricks, that player can no longer Hide and must immediately discard any unused Hide actions. Only one Snow Brick can be damaged per throw. A roll of '0' = 10 points.



### **Hiding**

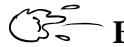
(You must have at least 1 Snow Brick in your wall to choose this action)

A Hide token is used to regain Freeze Points and is also saved for later to dodge a Snowball. When this action is taken, a Hide token is placed on the Snow Fort sheet, and one Freeze Point is added (Maximum of 10 Freeze Points). If a player with a Hide token is the target of a Snowball, it may be used to duck for cover and Hide. The Hide token is discarded when used. On a player's turn, unused Hide tokens are discarded before new actions are taken. If, at any time, a player is reduced to zero Snow Bricks, that player must immediately discard all remaining Hide tokens.



### **Build a Snow Brick**

Snow Bricks allow players to Hide and protect them from being hit. When attempting to add a new Snow Brick to a Snow Wall, a player rolls the Game Cube. If a Smiley is rolled add another 10 point Snow Brick to the Snow Wall. A maximum of six Snow Bricks are allowed. Note: On a six Snow Brick wall, a Smiley will still hit the targeted player but there is no chance of a "near-miss".



### **Build a Snowball**

Take a Snowball token. This action does not require a roll of the Game Cube.

### **Eliminating a player from the game**

If a player loses all Hit Points, that player is out of the game and must watch from the sideline until the next Snowball fight. As a reward, the player who eliminated the player receives all of the eliminated player's Snowballs. Hide tokens are discarded.

Now, keep your head low, your wall high and let 'em fly!  
Have a Great Snowball Fight!!!

Compliments of The Day Dream Games Team.