

# *Gummy Bear* **BATTLE**



## RULEBOOK

Gummy Bear Battle

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A tactical combat board game with edible pieces.

Made for my younger brother for his birthday.

# Components:

- A chess board.
- Two packs of gummy bears in colors: red, green, yellow, orange and white/neutral.
- Ten unit cards (two of each color).



Screenshot taken in Tabletop Playground

## **Setting:**

- Sterilize the board and cards.
- Each player places one card of each color on their side of the table and sets aside an equal stack of gummy bears (units) and a container for your pool.
- Draw 5 random units (pick gummy bears from your stack without looking).
- Decide who starts. Whoever starts returns 1 unit to the stack.
- Place each unit in a space on your half of the board (only 1 of each color). If the color is repeated, place it on the corresponding card (which represents that unit's level).
- Unit levels range from 0 to 3. Each unit level has an attack/defense value and cumulative skills. Skills with (1) or (2) cost units from the pool (you can eat them or set them aside). "Tap" skills require you to tap the card. If it is already tapped, the skill can't be used.

## Rules:

- White/Neutral can be used to increase the level of any color.
- Stack Attack: If a unit reaches the opponent's last row, it can attack the opponent's stack, transferring the amount of damage to their own pool.
- First Strike: The unit with this skill deals damage first and only takes damage if the unit survives.
- Range: Standard units have range 1, both for attack and skills. The target can be the unit itself.
- Untap: If an attacking unit gets untapped by a skill, it can attack again or use a "Tap" skill, but it cannot move twice.
- Return to stack: place the target unit from the board to the stack, but not the units on the card.
- Draw unit: Resolve as in phase 2 of the turn.
- "+1 target's level" skill: Place the unit taken from the pool on the target's card.

## **Sequence of play:**

1. Untap all units.
2. Draw 1 unit from the stack. It can be placed (initially tapped) on your half of the board if you have none of that same color; OR placed on the corresponding card to increase the level of that color; OR placed on your pool.
3. Movement: Each unit moves up to 2 squares (no diagonal movement), except Yellow, which moves 3.
4. Attack/Skill: Tap the cards of the units that will attack or use a tap skill this turn. The target must be in range. If more than 1 unit attacks the same target, they add their values. The defending unit chooses 1 unit to damage.
5. Damage: Remove 1 unit from the target's card plus 1 for each attack point that exceeds the defense. Place the units in your pool.
6. You can use skills that don't require tapping at any time.

# **Winning**

When a player loses all their units on the board and has no more units on their stack, the opposing player is the winner.