

**WIZKIDS™**

CAGE BATTLE



Components

- 1 Cage Battle Ring
- 16 Superstar Cards
- 16 Superstar Dice

**2-4 PLAYERS****5-10 MINUTES****AGES: 10+**

WELCOME TO THE CAGE!

When the steel cage descends onto the ring, you know that the match you're about to witness will be intense, exciting, and unforgettable. Now it's your turn to pick who will go toe to toe in the WWE's most infamous setting.

Build a team of your favorite Superstars, and battle it out within the Cage's four walls. Stage a rematch from Raw or SmackDown like Roman Reigns vs. John Cena or Charlotte Flair vs. Sasha Banks, or classics like Triple H vs. Stone Cold Steve Austin. Or maybe you want to try completely new combinations? Maybe you want to bring 16 Superstars into the Cage for a Elimination Chamber battle full of mayhem!

Who will be the last one standing?

CAGE BATTLE

In a Cage Battle, you use your team of Superstars to pin or stun your opponent's Superstars. The last team standing wins the round. Win three rounds, and you win the battle!

HOW TO PLAY (2-PLAYER GAME)

1. Place all Superstar Cards on the table, Cage Battle side up. Pick a player at random to choose first, and take turns selecting one Superstar Card at a time, until you each have 4. Collect the Superstar Dice that match your Superstar Cards, and set all remaining cards and dice aside. Your dice are your Superstars.
2. The player who selected first will start the battle. (**The player who loses a round chooses who will go first in the next round.**)
3. Player #1: place a Superstar of your choice on the midpoint (a "dot") of any ropes, and flick it into the ring.
4. Player #2: place a Superstar of your choice on the midpoint of any ropes and flick it into the ring. You can flick a die with any side up, but it must tumble when flicked, otherwise you must turn it stunned side-up. (**On your first turn only, your Superstar must hit the ropes before striking Player #1's Superstar.**)
5. Players alternate turns until all their Superstars have entered the ring. Then, players continue play using the Superstars left in the ring. During their turn, players may pick-up and flick one of their Superstars as follows, based on which side is facing up:



The Superstar's **special icon** can be



All other Superstars can

WINNING: Play continues until one player wins the round. You win a round when your opponent's Superstars are all stunned or pinned. The first player to win three rounds wins the Cage Battle!

PINNED: When a Superstar falls through one of the holes in the corner of the ring, they've been pinned, and are unavailable for the rest of the round. If, during a Cage Battle, you pin an opponent (*provided you have at least one non-stunned Superstar in the ring*). You may immediately pick up one of your non-stunned Superstars, and flick it. **If you select a special icon-up Superstar, you can flick it from any part of the ropes.** Otherwise, you must flick it from the midpoint of any ropes.

The "extra flick" rule is in effect at all times. **So if you pin an opponent's Superstar on a Superstar's first flick, you get an extra turn provided you have a Superstar in the ring that can be flicked.**

SPECIAL ABILITIES: Each Superstar has a special ability that can help your team win the Cage Battle. Each round, you can use a single Superstar's ability a single time. You do not have to use the same Superstar's power each round, but you cannot use more than one power in a single round.

PENALTIES: If you flick or knock your own Superstar out of the ring, that Superstar is unavailable for the rest of the round. If you knock your opponent's Superstar out of the ring, they bounce off the bars instead, and your opponent may place that Superstar Special icon-up anywhere in the ring.

POINTS BATTLE

In a Points Battle, your goal is to score 21 points before your opponent does. Points are awarded at the end of each round based upon the position of the Superstars left in the ring.

HOW TO PLAY (2-PLAYER GAME)

1. Place all Superstar Cards on the table, Points Battle side up. Pick a player at random to choose first, and take turns selecting one Superstar Card at a time, until you each have 4. Collect the Superstar Dice that match your Superstar Cards, and set all remaining cards and dice aside. Your dice are your Superstars.
2. The player who selected first will start the battle. (**The player with fewer points at the end of a round chooses who will go first in the next round. If tied, the player who started the last round goes first.**)
3. Player #1: place a Superstar of your choice on the midpoint (a "dot") of any ropes, and flick it into the ring.
4. Player #2: place a Superstar of your choice on the midpoint of any ropes and flick it into the ring. You can flick a die with any side up, but it must tumble when flicked, otherwise you must turn it stunned side-up. (**On your first turn only, your Superstar must hit the ropes before striking Player #1's Superstar.**)
5. Players alternate turns until they have both flicked all four of their Superstars. Players then add up the values of their team's Superstars that are still in the ring. Points are awarded based on which side is facing up:



Kicking, punching, or elbow

6. Compare your scores. The player with the higher score earns points equal to the difference between the scores for that round. (**Example:** *If Player #1 has 9 points and Player #2 has 5, Player #1 earns 4 points for the round.*)

WINNING: Play continues until one player reaches 21 points and is declared the winner.

PINNED: When a Superstar falls through one of the holes in the corner of the ring, they've been pinned, and are unavailable for the rest of the round. If, during a Points Battle, you pin an opponent, you get an extra flick (*provided you have at least one non-stunned Superstar in the ring*). You may immediately pick up one of your non-stunned Superstars, and flick it. **If you select a Special icon-up Superstar, you can flick it from any part of the ropes.** Otherwise, you must flick it from the midpoint of any ropes.

You don't have to use your extra flick after pinning an opponent. For instance, if you have only high point value Superstars in the ring, you may not want to risk flicking one of them onto their stunned side.

PENALTIES: If you flick or knock your own Superstar out of the ring, that Superstar is unavailable for the rest of the round. If you knock your opponent's Superstar out of the ring, they bounce off the bars instead, and your opponent may place that Superstar Special icon-up anywhere in the ring.

OTHER GAME VARIANTS AND FAQ

“Hell in a Cell” Cage Battle Rules. A Cage Battle using the “Hell in a Cell” rules is similar to a regular Cage Battle, with two exceptions: **(A)** you win a battle only when all your opponent’s available Superstars are Pinned; and **(B)** you can flick your stunned Superstars, but you must do so with your pinky or your opposite hand (your choice).

3 or 4 player “Elimination Chamber” Cage Battle Rules. When playing with three or four players, the “Elimination Chamber” Cage Battle Rules apply. Your goal is to eliminate all other teams by Pinning all of your opponents’ available Superstars. While each player starts with four Superstars, players only use two to start the battle (the others are set aside as reinforcements). When your first two Superstars are Pinned or unavailable,, you continue play using your two reinforcements, which you must flick into the ring on consecutive turns (both reinforcements must enter play before you can pick-up and use either one from the ring). When all four of your Superstars are Pinned or unavailable, you are eliminated from the battle. The last team standing wins!

3 or 4 player Points Battle. When playing with three or four players, the same general rules apply with three exceptions: **(A)** players use only three Superstars; **(B)** points are awarded to each player—and added to that player’s total score—at the end of each round (*see Rule 5*); and **(C)** games last five rounds, after which the player with the most points is declared the winner!

Classic Cage Battle Rules. Each player selects one Superstar Card and the matching die. They then take any three additional dice each, and play Cage Battle as if all their dice are copies of the die on their Superstar Card. They should take the cards that match their other dice to track whose dice are whose, but otherwise ignore the Superstars or abilities on those cards.

FREQUENTLY ASKED QUESTIONS

Can you turn your Superstar to any side before flicking it?

Yes. But your Superstar must always tumble when you flick it into the ring. In other words, you cannot place your Superstar Special icon-up on the ropes, and intentionally flick it so that it doesn’t tumble and stays Special Icon-up. (If it tumbles and lands Special Icon-up, that’s ok.)

What happens if my Superstar doesn’t tumble?

A Superstar that doesn’t tumble when flicked is turned Stunned side-up wherever it landed.

What happens if I knock my opponent’s Superstar and one of my own Superstars out of the cage on the same turn?

Both Superstars are knocked out of the cage, and your turn immediately ends (you do not get an extra flick).

What happens if I knock my opponent’s Superstar out of the cage, and one of my Superstars falls off the board?

Your Superstar is unavailable for the remainder of the round, and your turn immediately ends. Your opponent may place their Superstar any side up, anywhere in the ring.

In a 3-4 player game, must the third and fourth player’s Superstar hit the ropes on their first flick?

No. Only the second player’s Superstar must hit the ropes before hitting another Superstar.



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