

NOTE: A TURTLE CAN ONLY BATTLE ANOTHER TURTLE IF THEY ARE TRYING TO GET THE OOZE OFF OF THEM. TO DO BATTLE, A TURTLE MUST BE ON AN ADJOINING SPACE TO A TURTLE WITH THE OOZE.

- 13.** If you have the ooze and are defeated, you must move your character to the nearest pizza space, adding two pizza tokens to your health counter, and the ooze gets dropped on the playing space that you previously occupied.
- 14.** If either the player without the ooze or the villain is defeated, they move to either a pizza space or black space as previously instructed.
- 15.** In order to pick up the dropped ooze cannister, you must travel over it or land on it during your next move.
- 16.** Play continues until a turtle returns to their starting space with the ooze cannister.

HOW TO WIN

The turtle who returns to their starting space with the ooze cannister is the winner!



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MOVIES

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SEWER BATTLE INSTRUCTIONS



4+

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SETUP

1. Each player selects a turtle and takes that turtle's character card, placing four pizza tokens on their health counter in front of them.
 2. Take the two villain character cards and place them within reach of all players and place four pizza tokens onto each of their character cards.
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3. Place the turtle character pieces onto their corresponding spaces on the game-board and place the two villains onto any of the black playing spaces.
 4. Place the ooze cannister onto the ooze space on the game-board.

HOW TO PLAY

1. Take turns to press the Pressmatic® Unit, and the first player to roll a double starts the game. Play will continue clockwise.
2. On your turn, press the Pressmatic® Unit and move your turtle the number shown on the white dice and move any villain the number shown on the black dice.

3. If at any point, a villain lands on an adjoining space to a turtle, they must **'DO BATTLE'**.
4. To **'DO BATTLE'** with a villain, the player whose turtle is fighting must press the Pressmatic® Unit.
5. The number on the white dice correlates to a move on their character card. Follow the instruction of that move as stated on the character card.
6. The number on the black dice correlates to a move on the villain's character card. Follow the instruction of that move as stated on the character card.
7. Keep pressing the Pressmatic® Unit, until either the turtle or villain has no more pizza tokens.

NOTE: ALWAYS CARRY OUT THE TURTLE'S MOVE FIRST.

8. If the turtle loses the battle, they are placed on the nearest pizza space and add the number of pizzas on that space to the health counter on their character card.
9. If the villain loses the battle, they are placed on any black playing space of the winning players choice, and two pizza

tokens are added to the villain's health counter on their character card.

NOTE: IF AT ANY POINT YOU NEED MORE PIZZA TOKENS, YOU MUST LAND EXACTLY ON A PIZZA SPACE, WHERE YOU CAN ADD THE NUMBER OF PIZZA SLICES ON THAT SPACE TO THE HEALTH COUNTER ON YOUR CHARACTER CARD. YOU CANNOT HAVE MORE THAN FOUR PIZZA TOKENS ON YOUR CHARACTER CARD.

10. If you land on the ooze space when the ooze cannister is there, pick it up and place it next to your character card.
11. You must now attempt to get back to your start space with the ooze.
12. Other turtles may battle you, and other players could strategically place villains in your path to defeat you and make you drop the ooze.