



SONIC ROLL

RULEBOOK

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The evil Dr. Eggman is up to his old antics again! It's up to Sonic and his friends to put an end to his dastardly plans once and for all. Roll and draft your dice to speed through the Zone and take out Dr. Eggman's army of Badniks! Whatcha waiting for? Time to show that Eggman who's boss!

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COMPONENTS

12 Red Spin Dice



12 Blue Run Dice



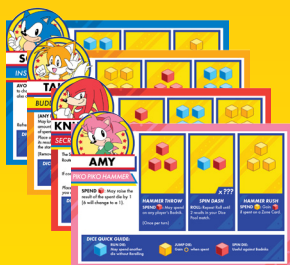
12 Yellow Jump Dice



4 Black Hazard Dice



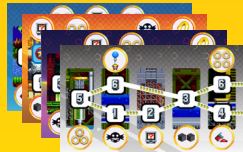
4 Character Dashboards



4 Act/Boss Boards



4 Zone Decks



4 Badnik Decks



7 Chaos Emerald Cards



5 Boss Attack Cards



24 Boss Pattern Cards



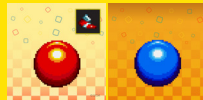
15 Life Tokens



108 Ring Tokens



16 Bonus Stage Tiles



24 Power Up Cards



20 Boost Tokens



12 Time Tokens



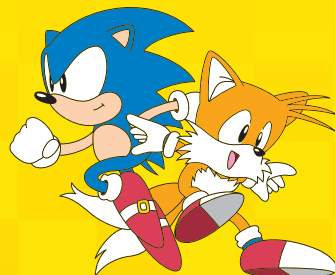
1 Instashield Token



6 Dice Placeholder Tokens



30 Animal Tokens

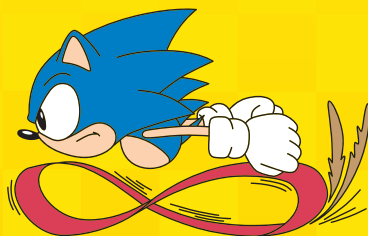
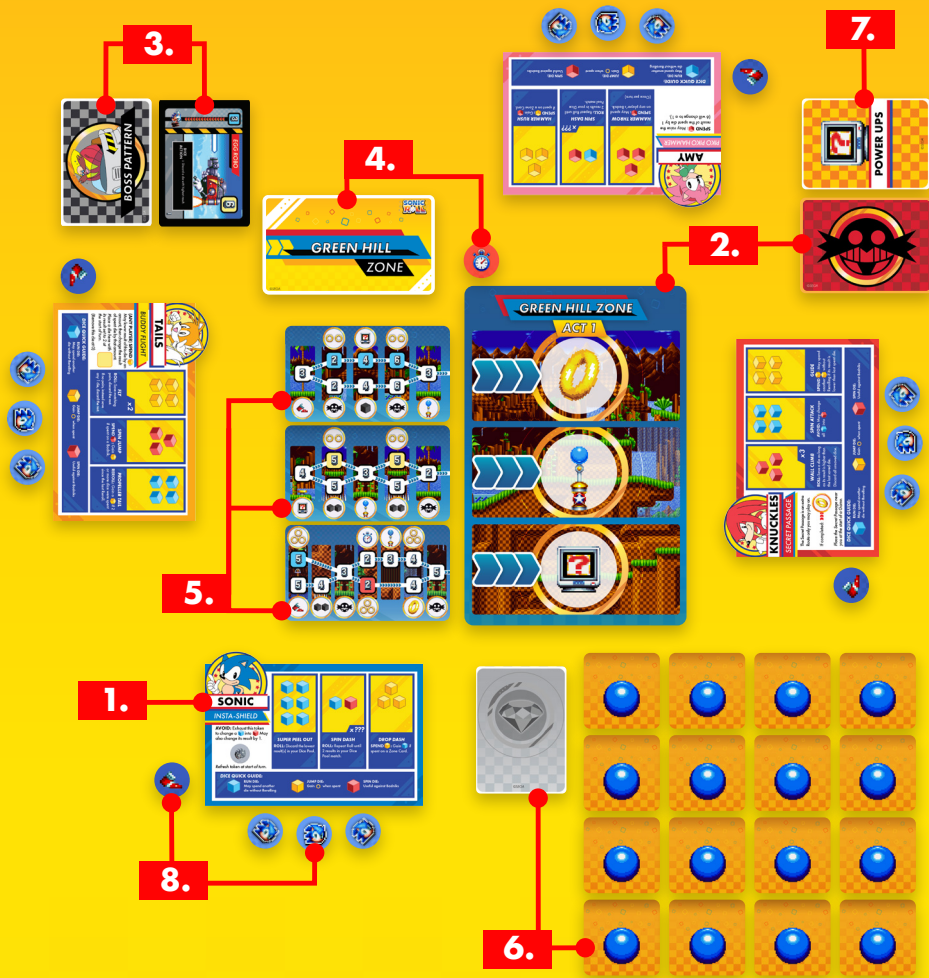


SETTING UP

1. Each player chooses a character to play and takes the corresponding dashboard (players may also choose to deal out Character Dashboards randomly).
2. Choose a Zone to play and gather the Act Board, Zone Cards, and Badnik Cards for that Zone. For first time players, we recommend starting with **Green Hill Zone (GHZ)**.
3. Find the Boss Attack Card with the name that matches the Boss on the back of the Act Board. Shuffle the Boss Pattern Deck and place them both off to the side.
4. Place the Act Board in the center of the play area, Act 1 side face up. Count out a number of Zone Cards based on the number of players to form the Zone Card Deck, then put the unused Zone Cards away:

1P/2P - 8 Zone Cards | 3P - 9 Zone Cards | 4P - 10 Zone Cards
- Shuffle the Zone and Badnik Decks separately and place the decks near the Act Board along with 7 Time Tokens.
5. Deal a Zone Card from the Zone Card Deck face up next to the top, middle, and bottom Route of the Act Board.
6. Shuffle the Bonus Stage Tiles and lay them out in a 4x4 grid with the Blue Sphere side face up. Place the Chaos Emerald Cards next to it face down in a pile.
7. Shuffle the Power Up Deck and place it in the play area.
8. Deal each player 1 Boost Token and 3 Life Tokens.
9. The fastest player goes first, or pick a player randomly to go first.

SETUP EXAMPLE



CHARACTERS

Meet everyone's favorite hedgehog Sonic and his memorable group of friends! Super fast and super cool, this team will do anything it takes to make sure Dr. Eggman never gets his hands on the Chaos Emeralds!



SONIC

Sonic the Hedgehog: The world's fastest hedgehog, running as fast as he can to thwart Dr. Eggman's diabolical plans.

Special Ability: Insta-Shield

Once per turn, change a  into a  and change its result by up to 1.

Miles "Tails" Prower: A fox with two tails and Sonic's best friend. By spinning his tails, he can fly like a helicopter.

Special Ability: Buddy Flight

At the start of your turn, place a die on 2. When any player spends a  you may tick this die down to adjust the results by that amount. Discard the die at 0.



TAILS

Knuckles the Echidna: Born and raised on Angel Island, he is the guardian of the Master Emerald.

Special Ability: Secret Passage

At the beginning of a Zone, place the Secret Passage near you. It is treated as a Route only you may play on.



KNUCKLES

Amy Rose: One of Sonic's most trusted friends, she wields a giant hammer and a pure heart! She can smash through any Badniks that stand in her way.

Special Ability : Piko Piko Hammer

May add 1 to the result of a  when spent.



AMY

OBJECTIVE

In Sonic Roll, one to four players run, jump, and spin their way through each Zone as Sonic and his friends, racing to stop Dr. Eggman from building his evil empire.

If time runs out or any player loses all their lives, it's **Game Over** for everybody! At the end of each Zone, players can tally their Points to see who got the most (see **SCORING** page 27).

TAKING A TURN

Players must spend dice one at a time on a Zone Card or a Badnik to progress through the Zone. The actions on a player's turn are as follows:

1. ROLL ACTION STEP

- Choose a Roll Action and build a Dice Pool (see **Building a Dice Pool** page 9).

2. SPENDING STEP

- Spend a single die on a Zone Challenge or Badnik.
- If a player cannot play a die (and has no Boost Tokens or other way to change their Roll) they take Damage instead.
- **Players may then choose to proceed to the Reroll Step or skip to the End Turn Step.**
- If a player has no dice left in their Dice Pool, skip to End Turn Step automatically.

3. REROLL STEP

- Reroll all remaining dice in Dice Pool.
- May use Boost Token to Reroll results.
- Check for any Badnik Attacks.
- Repeat Spending Step.

4. END TURN STEP

- If any dice are remaining in a player's Dice Pool, discard them all and take a Time Token.
- Play passes to the player to the left.

ROLL ACTION STEP

Players begin their turns by picking one of the three Roll Actions available on their Character Dashboard. They then gather the dice listed on the Roll Action, perform the action's instructions, and create a **Dice Pool** (see **Building a Dice Pool** page 9).

SONIC
INSTA-SHIELD

AVOID: Exhaust this token to change a blue die into a red die. May also change its result by 1.

Refresh token at start of turn.

ROLL ACTION

SUPER PEEL OUT	SPIN DASH	DROP DASH
ROLL: Discard the lowest result(s) in your Dice Pool.	ROLL: Repeat Roll until 2 results in your Dice Pool match.	SPEND: Gain 1 when spent on a Zone Card.

DICE QUICK GUIDE:

RUN DIE: May spend another die without Rerolling	JUMP DIE: Gain 1 when spent	SPIN DIE: Useful against Badniks
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SPECIAL ABILITY

ACTION EFFECTS

Some Roll Actions have special effects that can change how a turn is played. Be sure to pay attention to these special abilities to get the most out of your Roll Action!

ROLL - ROLL effects **ONLY** occur during the Roll Action Step when building a Dice Pool. **They do not occur when dice are Rerolled.**

REROLL - REROLL effects happen at the beginning of the Reroll Step.

SPEND - SPEND effects happen when a die of that color is spent.

AVOID - AVOID effects can be used at any time to dodge taking Damage or change the results of a die.

BUILDING A DICE POOL

To build a Dice Pool, players roll the dice shown on the Dice Action, then complete any ROLL type Action Effects. This leaves a player with their Dice Pool for the turn.

Some Dice Actions have you roll the shown dice multiple times. Pay attention for the **x???** icon. All of the dice shown on the Dice Action must be rolled each time to build a Dice Pool.

Once a Dice Pool is built, players can spend those dice to advance through Zone Cards and defeat Badniks (see **BADNIKS** pg 16).



This action is performed 3 times to build a Dice Pool.

x3

WALL CLIMB

ROLL: Save a die as long as its result is higher than the last saved die.

Discard all unsaved dice.

EXAMPLE: Knuckles uses his Wall Climb action to begin his turn and build a Dice Pool. Wall Climb has the player roll 3  dice; the player then picks dice to save and discards any remaining. This action is taken 3 times, and each saved die must have a higher result than the last.

The first roll is a 2, 3, and 6. The player saves the 2 to their Dice Pool, and then saves the 3 to their Dice Pool, then chooses to discard the 6.

The player then repeats the roll of 3  dice, this time rolling a 1, 3, and 5. The player cannot save the 1 because it is lower than the last saved die (3) and cannot save the 3 because it is equal to the last saved die (3). They choose to save the 5 to their Dice Pool and discard the other dice.

The player repeats the roll of 3  dice one more time, rolling a 3, 4, and 6. They cannot save the 3 or 4 because they are lower than their last saved die (5), so they save the 6 to their Dice Pool and discard the other dice. Their Roll Action is now complete.

Their Dice Pool is now built: a  2, 3, 5, and 6.

SPENDING STEP

Spending Dice is the main action taken in Sonic Roll.

Dice are spent **one at a time** from the Dice Pool by placing them on a Badnik or a Zone Card to complete its Challenge.

After a die is spent, the player **MUST** Reroll **ALL** of the dice in their remaining Dice Pool before spending another die.

If a player does not spend a die, they will take Damage and exit the Spending Step (See RINGS & DAMAGE page 18).

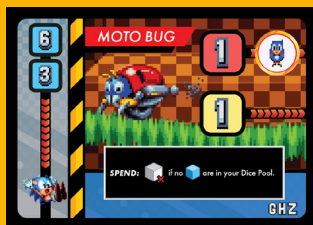
ZONE CARDS

Zone Cards are filled with Challenge spaces representing obstacles and hazards the players must overcome (See **ZONES** page 13).



BADNIK CARDS

Badniks are Dr. Eggman's robot army. They menace the players when Rerolling dice, but can be swiftly dealt with using the right die (See **BADNIKS** page 16).



If a player has spent the last die in their Dice Pool, their turn is now over, and play passes to the player on their left.

Otherwise, if a player has dice remaining in their Dice Pool after spending a die or taking Damage, they do 1 of the following 2 options:

- Reroll the remaining dice in their Dice Pool. They may then spend another die (See **REROLL STEP** page 11).
- Discard the remaining dice in their Dice Pool, and skip to the End Turn Phase. Players must take a Time Token if they discard dice this way (See **END TURN STEP** page 12).

REROLL STEP

After spending a die or taking Damage, a player with dice remaining in their Dice Pool may choose to skip to the End Turn Phase.

OR...

That player can press onward! Before they can spend another die though, that player must Reroll all the remaining dice in their Dice Pool. Once they Reroll, they can spend another die.

PERILS OF REROLLING

Be warned, rushing ahead does not come without risks! Dangers can be lurking around every hill...

When Rerolling, players are open to Attacks from Badniks. If a player rolls a die that matches a Badnik's Attack, that player takes Damage (See **BADNIKS** page 16).

After a Reroll, the player must take another Spending Step. If they cannot spend a die during the Spending Step, they must take Damage.

BOOST TOKENS

Along the journey, players can collect Boost Tokens to help them out of a bind. Boost Tokens may be spent during the Reroll Step to immediately Reroll their entire Dice Pool again. This can be used to dodge Badnik Attacks or if the results of a Reroll were undesirable.



A Boost Token may also be spent during the Roll Action Step. After the Roll Action has been completed and Dice Pool built, a Boost Token may be spent to Reroll the Dice Pool. The player will immediately skip to the Reroll step, and their Dice will become vulnerable to Badnik Attacks.

Boost Tokens cannot be used to avoid Hazard Dice.

DICE PROPERTIES

Each die has its own unique property. A quick guide can be found at the bottom of the Character Dashboards.



RUN - Any time a Run Die is used, the player may spend another die without having to Reroll their Dice Pool. Players are not forced to spend another die and may choose to Reroll or stop after each spent Run Die.



JUMP - Any time a Jump Die is spent, that player immediately gains a Ring. That Ring is in addition to any other Rewards the player would gain from that Challenge or Badnik.



SPIN - Spin Dice are useful when dealing with Badniks and are the safest to Reroll against them. When a Badnik is defeated by a Spin Die, it will free the Small Animal trapped inside (See BADNIKS page 16).



HAZARD - These dice represent danger. When rolled, the player takes Damage if the result matches any result in their Dice Pool. Hazard Die are not added to the Dice Pool, but instead are discarded after they are rolled. Players cannot use Boosts when Rolling a Hazard Die.

END TURN STEP

If a player spends all the dice in their Dice Pool, their turn is immediately over and passes to the next player.

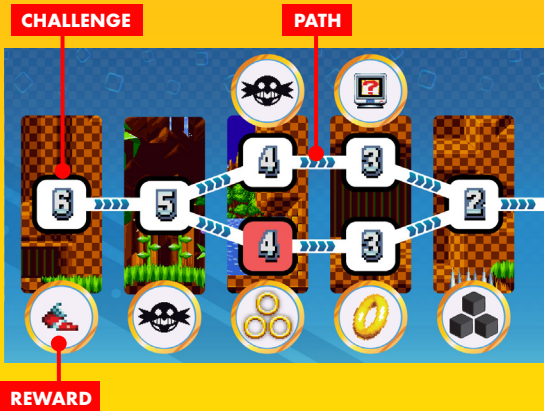
A player may choose to end their turn after any Spending Step, but if they have dice remaining in their Dice Pool, they discard them and take a Time Token.

If all Time Tokens have been removed from the Act Board, it's **Game Over**. The game is finished and all players lose!



ZONES

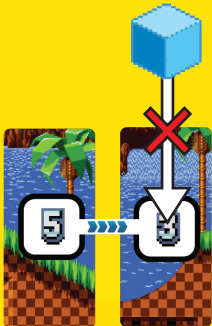
Players may spend a die on a Zone Card to continue through the Zone. Each Zone Card has a number of Challenges that must be cleared to progress.



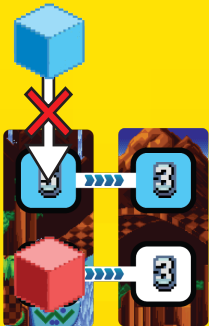
CHALLENGES

To complete a Challenge, a single die from a player's Dice Pool must be spent. A die spent on a Zone Card must follow 3 rules:

- 1. It must be spent on the leftmost uncleared Challenge on any of the 3 available Zone Cards.**



**This is not the leftmost
uncleared space...**



**This Challenge has
already been cleared...**



Bingo!

2. It must meet the clear condition of the Challenge.



White spaces only require a die that matches the number shown. A die of any color may be used here.

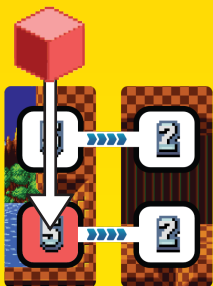


Spaces that have a colored background require a die that matches the number and color shown.



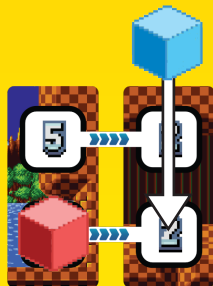
Bumper: The first player to play on a series of Bumpers may play any number, but every Bumper afterwards in that series must match that number.

3. It must be on the same path as the previous die spent on that Zone Card. Follow the path.



If a die is spent on the lower path...

THEN



The next die spent on this Zone Card must follow that path.

Players may freely switch which of the 3 available Zone Cards they spend dice on during their turn.

Once a Challenge has been cleared, players receive the Reward from that Challenge space. If the space has multiple paths, players receive the Reward closest to the space they played their die on to clear the Challenge. See the Reward chart on the back cover for more info.

FINISHING A ZONE CARD

When a player clears the last Challenge on a Zone Card:

- That player takes that Zone Card to show they completed it.
- They receive the Reward listed on the Act Board for that Route.
- Draw a new Zone Card from the Zone Card Deck to replace the completed Zone Card.

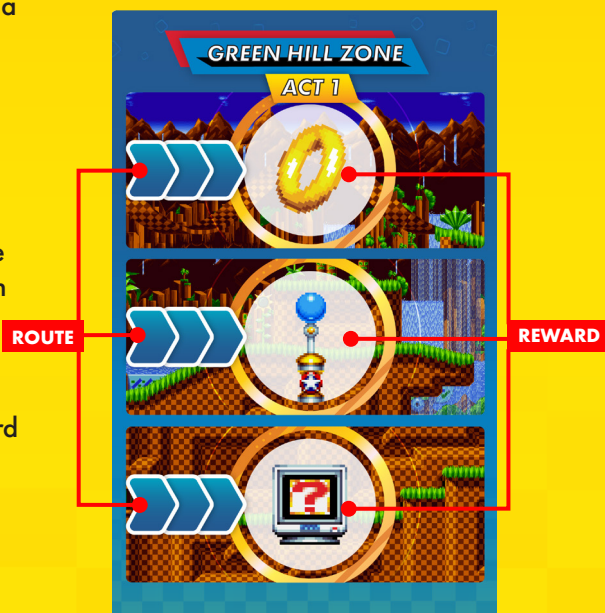
If there are no Zone Cards left in the Zone Card Deck to replace it, flip over the Act Board and begin the Boss Fight (See **BOSS FIGHT** page 23).

ACT BOARD

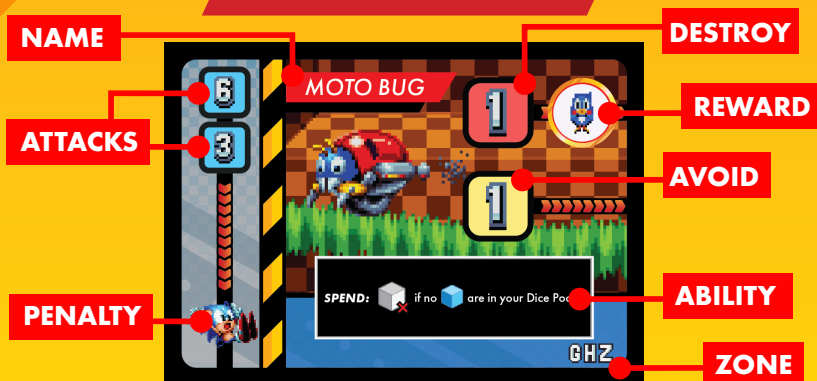
Each Zone Card is next to a different Route on the Act Board.

If a player completes the final Challenge on a Zone Card, they collect the Zone Card and receive the Reward from that Route on the Act Board.

After enough Zone Cards are collected, the Act Board will flip over to reveal the boss for that Zone (See **BOSS FIGHT** page 23).



BADNIKS



Badniks are encountered along the stage and will try to stop Sonic and his friends from reaching the end. Each time a player Rerolls, any Badniks that player has drawn will try to Attack them!

DRAWING A BADNIK

When a player gets a Badnik Monitor Reward they do **BOTH** of the following:

- Draw a Badnik
- Pick any player with fewer than 3 Badniks to draw a Badnik



If all players have 3 Badniks, no more Badniks can be drawn.

Badniks are placed in front of a player after they have been drawn and remain there to hinder that player until they are dealt with.

DEFEATING BADNIKS

When the Badnik deck is empty:
Shuffle all discarded Badniks back in.

Most Badniks have two ways to deal with them:

- Destroy them using a Spin Die to free the Small Animal inside. The player who destroys the Badnik gains an Animal Token Reward.
- Avoid them by using the appropriate die. This removes the Badnik, but does not free the Small Animal inside.

Once a Badnik has been destroyed or avoided, it is discarded.

BADNIK ATTACKS

This Badnik will Attack
a 6 or 3 on a Run Die

Badniks are a threat to players when Rerolling their Dice Pool. If a player gets a result that matches an Attack of one of their Badniks, the Player is Attacked and takes the Penalty from that Attack (usually Damage).



Badniks can ONLY Attack a die that is being Rerolled.

Dice that are being rolled for the first time that turn, such as dice used during a Roll Action to build a Dice Pool and dice that are added to a player's Dice Pool from a Reward or Chaos Emerald, are safe from Attacks!

Boost Tokens and Avoid Abilities can be used to try and dodge a Badnik Attack before the player takes the Penalty.

If a Badnik does manage to Attack a player, their Spending Step is not over! Players may still spend a die on a Zone or even the Badnik that Attacked them (See **RINGS & DAMAGE** page 18).

BADNIK ABILITY

Many Badniks have abilities that will additionally hinder the player in some way. Clear Badniks quickly to avoid being overwhelmed!

DEFEAT - Occurs when the Badnik is destroyed or avoided.

SPEND- Occurs whenever you spend a die.

REROLL - Occurs at the beginning of the Reroll Step. They do NOT occur when using a Boost Token.

DICE ACTION - Occurs at the end of the Roll Action Step.

END TURN - Occurs at the beginning of your next End Turn Step.

Other Badniks have unique effects; make sure to read each Badnik as you draw them and pay attention to their Attacks and Abilities!

RINGS & DAMAGE

Rings can be found scattered about the Zones. Sonic and friends can collect Rings to protect themselves from danger. Any Rings a player keeps until the end of the game are worth Points.

COLLECTING RINGS

Rings are collected in 2 main ways:



1. Rewards for completing Challenges on Zone Cards



2. Spending a Jump Die gives the player 1 Ring

HELD RINGS

When a Ring is collected, it goes into the player's Held Ring pile. When a player takes Damage, they lose **ALL** the Rings they are currently holding. They do not lose any Saved Rings.

SAVED RINGS

Passing a Star Post will let a player save all of their Held Rings.



Saved Rings are set aside and are not lost when a player takes Damage, but they no longer protect a player from losing a Life Token.

When a player chooses to save their Rings, they must save **ALL** of their Rings or none of them. A player cannot save a partial amount of their Rings.

*If a player saves 5 or more Rings at once,
they go to the Bonus Stage!*

DAMAGE

When a player takes Damage, they lose **ALL** Held Rings. Rings that a player has saved with a Star Post are not lost.

If a player has no Held Rings, the player must instead flip over a Life Token to its Death Token side. They discard any Badniks in front of them and any dice left in their Dice Pool. Their turn is now over (they do not take a Time Token for this).

If a player flips over their final Life Token, that's **Game Over**. The game is finished and all players lose!

Even a single Ring can protect a player from losing a life, so try to make sure you're always carrying Rings!

There are 3 main ways a player will take Damage:

1. **Dice that cannot be spent during the Spending Step.**
2. **Getting Attacked by a Badnik.**
3. **Hazard Dice that match a result in your Dice Pool.**

INVULNERABILITY

If you take Damage, don't fret! A player is invulnerable for a moment after they take Damage.

This means if a player takes Damage from a Badnik Attack, they cannot also take Damage from a Hazard Die or from not playing a die during the Spending Step. Use this chance to get back in the game!

Once a player spends a die, Rerolls, or ends their turn, they become vulnerable to Damage again.

Once a player has taken Damage, they ignore any other Damage until they Reroll or spend a die.

BONUS STAGE: BLUE SPHERE

The player who entered the Bonus Stage may flip up a tile and collect the Reward; the goal is to locate the Chaos Emerald hidden under one of the Blue Spheres.

Players can find hidden Rings and Power Ups with each attempt, as they get closer to finding the Chaos Emerald!



BLUE SPHERE- Flip this tile to reveal the Reward underneath.



RED SPHERE- When flipped, the Bonus Stage immediately ends. The player collects the Reward shown in the corner of the tile and returns to the Zone to continue their turn. Tiles that have been flipped remain that way until the Bonus Stage is Cleared.



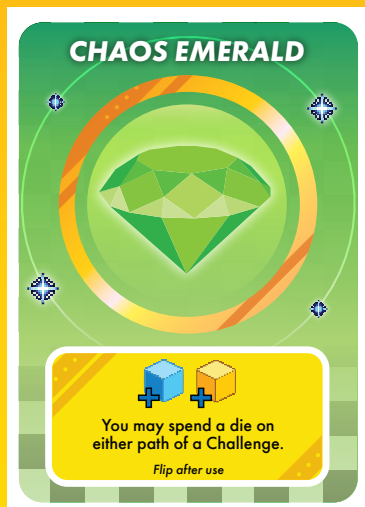
BUMPER SPHERE - When flipped, the player rebounds! They collect the Reward shown in the corner, then continue the Bonus Stage and flip another tile.



CHAOS EMERALD - Stage Cleared! The player who flips this tile draws a Chaos Emerald. Once this tile is flipped, the Bonus Stage is complete and must be reset.

To reset the Bonus Stage, all Blue Sphere Tiles are then shuffled and placed back in their 4 x 4 grid with the Blue Sphere side face up.

CHAOS EMERALDS



The Chaos Emeralds have tremendous power inside just waiting to be unleashed!

When a player earns a Chaos Emerald, it is placed face up in front of them.

A player may choose to Exhaust any of their face up Chaos Emeralds on their turn to gain the boon from that Chaos Emerald.

Unused and Exhausted Chaos Emeralds are worth Points at the end of the game!

When a Chaos Emerald is Exhausted:

1. Immediately roll the dice shown and add them to your Dice Pool.
2. Take any actions listed.

Emerald abilities fade on the player's next Reroll, so use them or lose them!

CAMPAIGN CHAOS EMERALDS

In Campaign Mode, once the Zone (including the Boss Fight) is finished and the next Zone begins, put each Emerald gained in the middle of the table face up.

Any player may use these Chaos Emeralds by paying **5 Rings** and Exhausting it.

Chaos Emeralds from previous Zones are not worth Points when calculating Score at the end of a Zone.

POWER UPS

Power Ups can give players advantages and can be found while completing Zones. Below are the different types of Power Ups:

ITEMS: Items can temporarily help the player or give them a resource.



SUPER RING- Gain five Rings.



HYPER RING- Held Rings are worth extra points, keep half of Rings when Damaged.



POWER SNEAKERS- Gain 2 Boost Tokens.



INVINCIBLE- Discard a die to ignore Damage.



EGGMAN MARK- Give another Badnik to any player.



1-UP- Gain a die of any color.

SHIELD: A Shield will protect a player the next time they take Damage. If a player would take Damage, they discard the Shield and ignore any other effects from the Damage. Some Shields will also grant that player special abilities until they are discarded.

A player may only have one Shield at a time. If a player draws another Shield, they choose one to keep and discard the other.



FLAME SHIELD- May spend a die as if it were  once per turn.



BUBBLE SHIELD- Reroll a single die once per turn.



LIGHTNING SHIELD- Change a Reward to Rings once per turn.



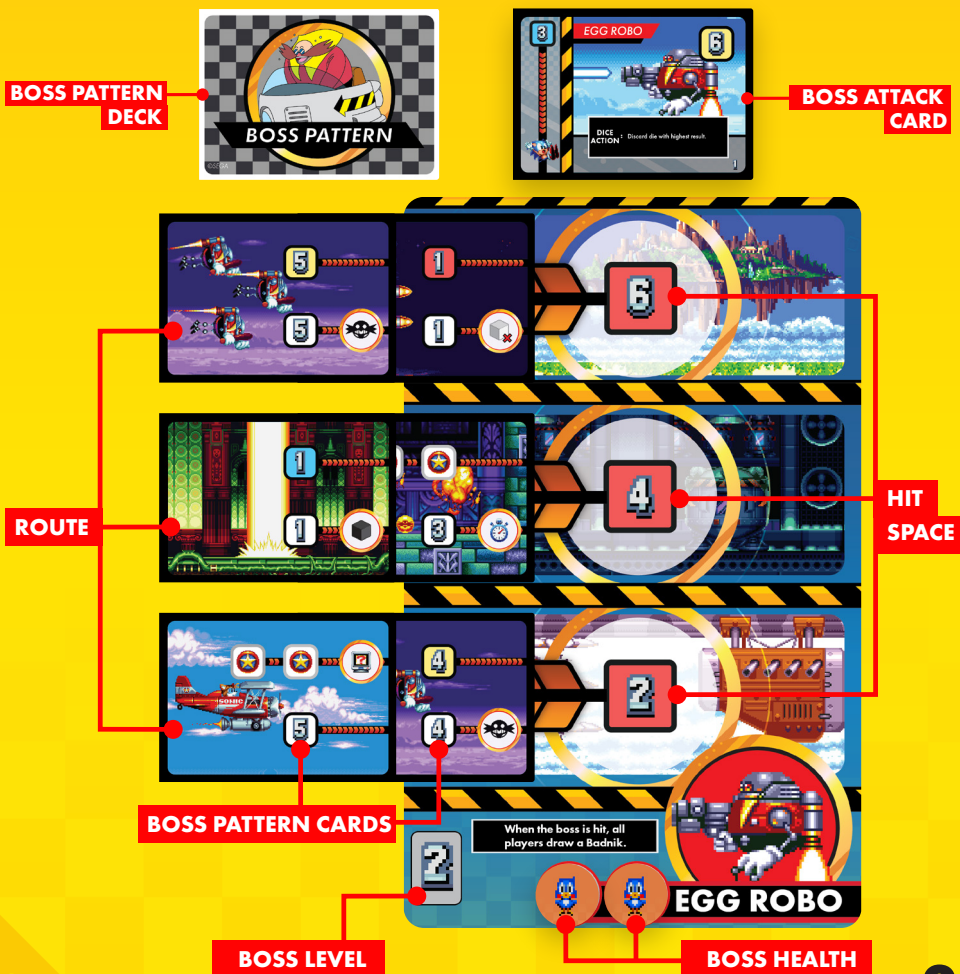
BLUE SHIELD- May end your turn without taking a Time Token when this Shield is lost.

BOSS FIGHT

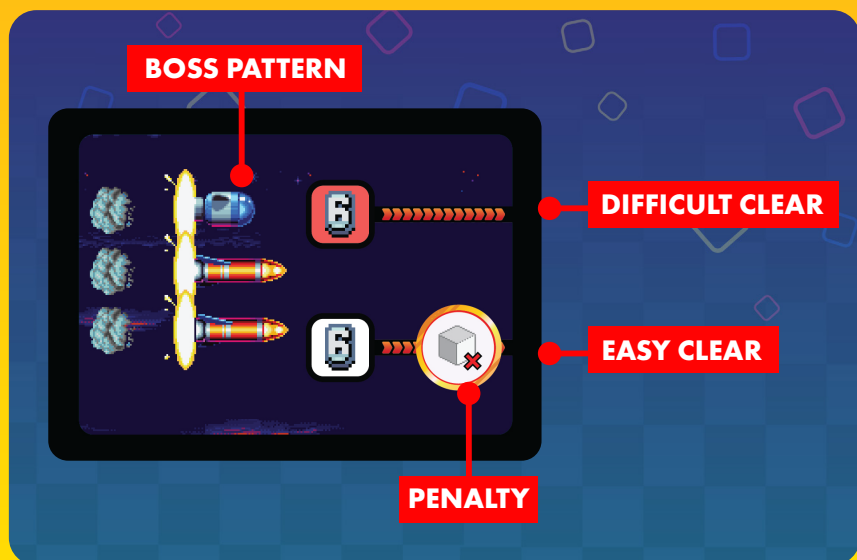
Once a player completes a Zone Card and there are none left in the Zone Deck to replace it, it's time to set up the Boss Fight!

1. Flip the Act Board over to the Boss side.
2. Deal out Boss Pattern Cards to each Route equal to the Boss Level.
3. Place an Animal Token on each Boss Health spot.
4. Deal out the Boss Attack Card(s) on side 1 to the player who is taking their turn.

BOSS FIGHT SETUP EXAMPLE



BOSS PATTERNS



To reach the Boss and score a Hit, a player must remove the Boss Pattern Cards blocking that Route.

Boss Pattern Cards are similar to Zone Cards, each with a single Challenge space. Players may play on any of the 3 available Routes and must adhere to the same 3 rules as playing on a Zone Card (it must be the leftmost uncleared Boss Pattern Card on that Route, etc.).

Once its Challenge has been cleared, discard that Boss Pattern Card (it does NOT add to the player's Time Score).

Once all the Boss Pattern Cards have been cleared on a Route, the Boss is open to attack!

Boss Pattern Cards are considered Zone Cards for the purpose of Roll Action Effects.

BOSS ATTACKS



The Boss Attack Card will follow the players during the Boss Fight.

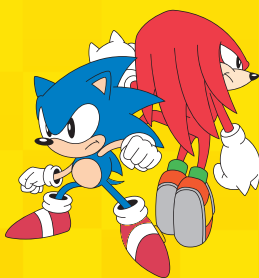
When the Boss Fight begins, deal this card to the current player, even if that player has 3 Badniks already. It is treated as an extra Badnik Card that will follow the players during the fight.

The Boss Attack Card should remain in front of the player who is currently taking their turn. When a player ends their turn, the Boss Attack Card will pass to the next player.

Boss Attack Cards can never be discarded.

A die may be spent to clear a Boss Attack Card. If that happens, flip the Boss Attack Card to the opposite side it is currently on. All of its Ability and Attacks are ignored until the end of that turn.

Boss Attack Cards are considered Badniks for the purpose of Roll Action Effects.



BOSS BOARD

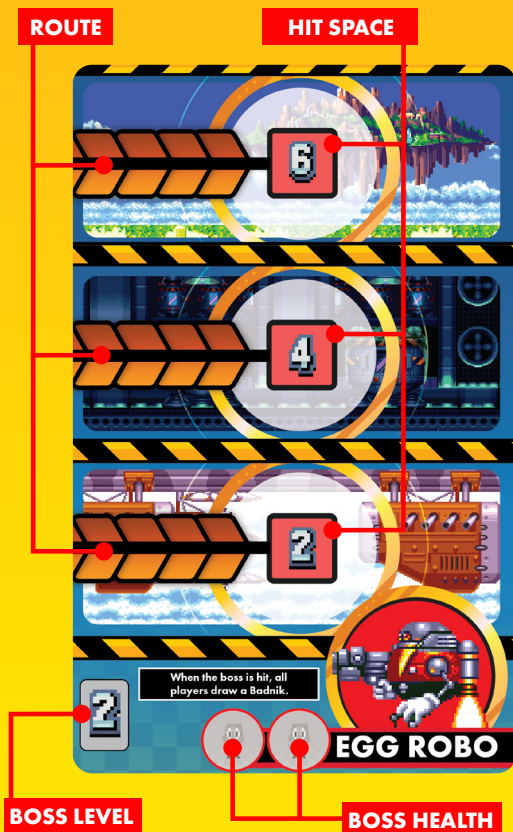
Each Boss must be Hit several times to defeat it. A Boss can be Hit by playing the required dice on any Hit Space of the Boss.

Players must remove all the Boss Pattern Cards on a Route blocking the Hit Space before a die can be spent there.

Once a Boss is Hit, the die used to Hit them remains there until the end of that player's turn, and that Route cannot be played on again that turn.

Each time the Boss is hit, the player takes one Animal Token from the Boss Health.

When the final Animal Token is removed, the Boss is defeated and the players win!



When the Boss is vulnerable, a player only has until the end of their turn to score multiple Hits!

During the End Turn Step, if the boss has been Hit this turn, refill ALL Routes on the Boss Board with Boss Pattern Cards.

Shift any Boss Pattern Cards currently on the Boss Board to the left, and place new Boss Pattern Cards to the right until each Route has Boss Pattern Cards equal to the Boss Level.

SCORING

Once players complete both the Act Board and the Boss Battle, they may tally up their Rewards to see who got the most Points!

TIME BONUS: Players are awarded Points based on how fast they completed the Act. Players compare Speed using the following:

+3 Speed

For each completed Zone Card

-1 Speed

For each Time Token

Points are awarded based on Speed compared to other players:

	2 Players:	3 Players:	4 Players:
1st	+100 Points	+150 Points	+200 Points
2nd	+0 Points	+50 Points	+100 Points
3rd	_____	+0 Points	+50 Points
4th	_____	_____	+0 Points

If there is a tie, those players are awarded the next unclaimed place down (**Ex.** If 2 players both get the highest Speed, they are both awarded Points for 2nd Place).

To find Time Bonus in a 1 player game, see **GAME MODES** page 29.



RINGS (Held and Saved):+10 Points each



ANIMAL TOKENS:+20 Points each



DEATH TOKENS:-30 Points each

CHAOS EMERALDS:

Any Chaos Emeralds a player finds are worth Points based on if they have been Exhausted or not.



Unexhausted
+50 Points



Exhausted
+20 Points

Chaos Emeralds collected in previous Zones during Campaign Mode do not award any Points.

GAME MODES

COMPETITION (2-4 PLAYERS)

Player can choose to face off against one another for the most Points in Competition Mode. All rules in this mode are the same **EXCEPT**:

- Players start with no Life Tokens. When a player would lose a life, they take a Death Token worth -30 Points. Players can take an unlimited amount of Death Tokens.
- Time Tokens are set aside in a pile instead of being placed on the Act Board. Players can take an unlimited amount of Time Tokens and will never lose from a Time Out.

In this mode, the players cannot get a Game Over. Instead, the main challenge is competing for the most Points against other players.

CAMPAIGN (1-4 PLAYERS)

Time to take on Eggman's whole empire! In Campaign Mode, players will have to traverse through all four Zones in order to truly defeat the mad scientist. Players play Zones one at a time in the following order:

1. Green Hill Zone
2. Stardust Speedway Zone
3. Lava Reef Zone
4. Chemical Plant Zone

CAMPAIGN SET-UP

Each round is set up like normal. Players begin a new Zone with 3 Life Tokens, 1 Boost Token, and no Power Ups.

Chaos Emeralds that have been collected in the previous rounds are placed in the center of the table face up. Any player may use one on their turn by Exhausting it and discarding **5 Rings**.

If players manage to collect all 7 Chaos Emeralds by the time they defeat Eggman in Chemical Plant Zone, proceed to the next page. Otherwise, try replaying a Zone to collect any missing Emeralds!

TIME ATTACK (1 PLAYER MODE)

When playing a 1 player game, Time Score is calculated differently.

Points are awarded based on how many Time Tokens the player took:

Time Tokens	0	1-2	3-4	5+
Points	+200	+100	+50	+0

DO NOT OPEN

Until you complete the campaign and
all Chaos Emeralds are collected!





DO NOT OPEN

Until you complete the campaign and
all Chaos Emeralds are collected!

SONIC ROLL

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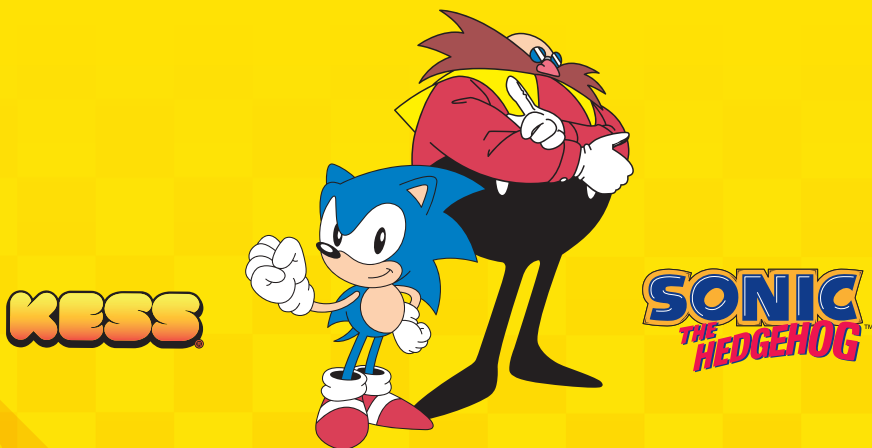
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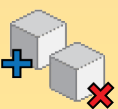
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Special Thanks: Michael Cisneros and Paul Ryan



SYMBOL KEY

	GAIN/DISCARD DICE The player must add or discard a die from their Dice Pool. If no color is specified, player may choose any.		BADNIK Draw a Badnik and choose any player to also draw a Badnik.
	BLUE DICE Run Die: Player may spend another die without having to Reroll their Dice Pool.		POWER UP Draw a Power Up.
	YELLOW DICE Jump Die: Gain 1 Ring when spent.		ANIMAL TOKEN Reward for defeating Badniks, worth Points at end of game.
	RED DICE Spin Die: Resistant to most enemy attacks, gain an Animal Token when defeating an enemy.		TIME TOKEN Deducted from Time Score. If all Time Penalties are removed, it's Game Over!
	BLACK DICE Hazard Die: Immediately roll a Black Die. If the result matches any number in Dice Pool, take Damage. Discard afterwards.		BOOST Gain a Boost Token. Boost Tokens can be spent to Reroll your Dice Pool.
	RING Gain Ring(s). Held Rings are lost instead of a Life upon receiving damage. Worth Points at the end of the game.		BIG RING Bonus Stage unlocked. Enter the Blue Sphere Bonus Stage!
	STAR POST May save all Held Rings when passed. If 5 Rings or more were saved, go to the Bonus Stage.		DAMAGE When Damage is taken, lose all Held Rings. If no Rings are held, lose a Life Token.

What if 2 things should happen at the same time?

Sometimes multiple things will resolve at the same time, such as rolling Hazard dice from a Zone Card Reward and gaining a die from a Dice Action. In these instances, the player may choose which order things resolve.

Have more questions? Head to www.kessentertainment.co/sonic-roll