



# Ultimatrix Battle Game Rules

For 2 to 4 players  
Ages 6 and up

## **Object:**

Be the first player to successfully battle the three villains: Forever Knight, Vulkanus and Aggregor—in that order.

## **Contents:**

Game board, Ultimatrix Battle Station, 10 alien transformation pieces, 4 Ben 10 movers, 3 villain movers, 12 victory chips, game die.

## **Set-Up:**

Place matching Ben 10 figure labels on each side of the mover stands with the circle bottoms. Place matching villain labels on each side of the mover stands with hexagon bottoms. Place matching sets of (smaller) alien labels on the Alien transformation pieces. The number on the label should be at the top, closed end of the piece. The open end is the bottom of this playing piece.

Place the open game board near players. Each player takes the Ben 10 mover that matches the "START" space that is nearest to them and places their mover on that space.

Place Forever Knight on villain space 1, place Vulkanus on villain space 2 and place Aggregor on his ship space 3.

Place each of the 10 aliens—open side down—into the 10 chambers on the Ultimatrix Battle Station. It's best if you can have someone who is not playing do this. Place the Battle Station on the area marked in the center of the game board. Place the victory tokens off to one side of the game board.

## **Playing:**

The player whose birthday is next starts by rolling the game die and moving, clockwise, the number of spaces shown. Play then continues to the left around the players. If a space that you land on is already occupied, place your mover on the next available vacant space.

## **Game board spaces:**

### **•Transform:**

When you land on Transform, you transform your mover into an alien by taking any of the available alien pieces from the Ultimatrix and placing it over your Ben. The aliens have battle powers numbers from 1 (weakest) to 3 (strongest). You must take the first alien that you randomly select.

When you land on Transform again during the game, you must place your alien back in the Ultimatrix, and pick another one. All players should try to remember where aliens are; it may help later in the game.

•**Battle:**

If you land on a battle space and you are not transformed, the next player takes their turn. If you land on a battle space and you have already been transformed into an alien, you can try to win a battle against one of the three villains. Place your mover and a villain on their respective slots on top of the Ultimatrix Battle Station. The first battle is always with villain number 1, Forever Knight.

Look at the battle power number on your alien. If you have a power of 1, press the battle button once. Each time you press the button, either Ben or the villain will be ejected. A power of 2 or 3 allows you that many times to do battle on that turn.

**Battle outcome:**

\*If your alien is ejected, the villain wins. If your alien has a power of 2 or 3, place your alien back on the Ultimatrix and press again for a second—and/or third—chance of winning. If you lose each time, place both the villain and your Ben back on their start spaces.

\*If the villain is ejected, your alien wins. Take a victory chip! On your next battle, you'll be fighting the villain of the next higher number. Send the villain back to his space, and place your Ben on his start space.

•**Swap Aliens spaces**

If you land on a swap aliens space, you must exchange aliens with any other player of your choice. You can trade up to a more powerful alien but you may find yourself with a weaker one. If no other players have an alien, your turn ends and the next player goes.

•**Out of Power spaces**

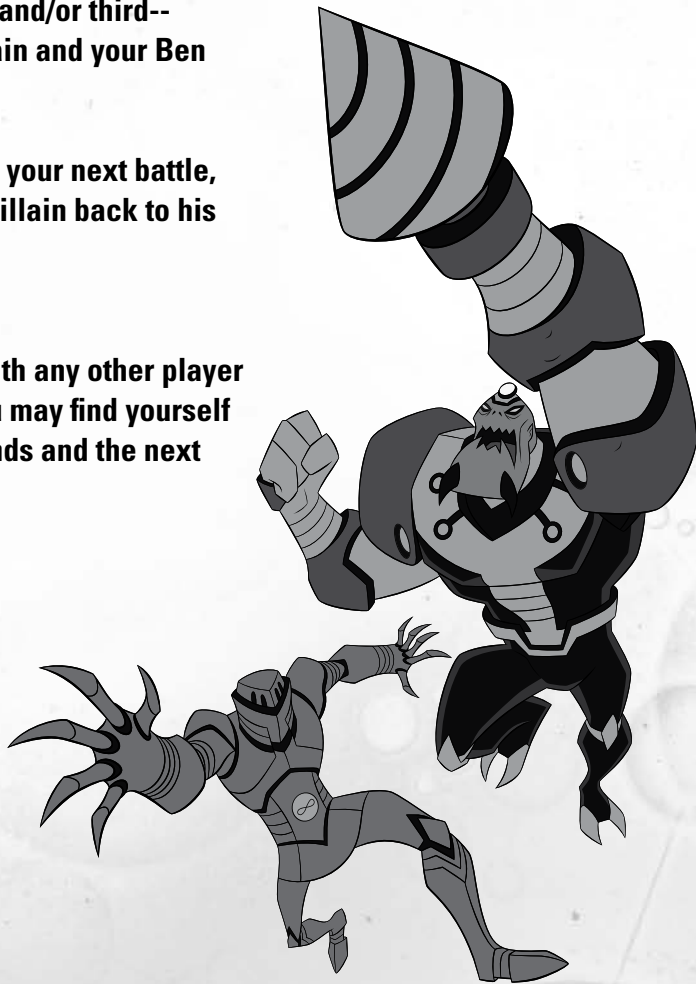
When you land on an out of power space, your Ben's Ultimatrix is out of power. You must give up your alien, if you have one, and place it back in the Ultimatrix.

**Ending and winning the game:**

When you have collected two tokens (after you have defeated Forever Knight and Vulkanus), you are ready for your ultimate battle against Aggregor. The next time you land on a battle space and you are in alien form, take Aggregor out of his ship, and try to defeat him on the Ultimatrix battle platform.

If you defeat him (in 1, 2 or 3 attempts—depending on the power of your alien), you win the game. If you lose, place your Ben back on his start space, and you can try to defeat Aggregor again next time you land on a battle space.

After a player wins, other players can choose to continue playing for 2nd and 3rd places.



We appreciate your comments on Ben 10 Ultimate Alien Ultimatrix Battle game

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