



For 2 - 5 players
Ages 7 and up

Samuraizer Switch Game Rules

Object:

After collecting three Nighlok cards, be the first player to win the Final Battle.

Contents:

Game board, Samuraizer, 15 Kanji tokens (3 each of 5 different colors), 20 Nighlok cards, Xandred card, 5 movers, card stand, game die.

Set Up:

Load the Samuraizer with the Nighlok cards:

Mix the Nighlok cards and form them into a deck. Press down on the card plate and insert the card deck on top of the plate so that the Nighloks are face up in the open window as shown.

Slide the cards down so that they are secure behind the window frame.



Place the Samuraizer and the Kanji tokens in the center of the board. Kanji tokens should be mixed and placed in a stack, face up. Place the Xandred card in the card stand and put it on the Xandred space.

Each player selects a Power Ranger and places it on Start.

Playing:

The youngest player goes first, then play moves clockwise.

On your turn, roll the die and move that many spaces to the left, around the game board. Follow the action for the space that you land on:



Blank space:

Simply wait here until your next turn.



Take a Kanji Token:

Take the Kanji token that's on the top of the stack. When you battle a Nighlok later, you can trade in a Kanji token for another chance to defeat it. When you trade in a Kanji token that's your own Power Ranger's color, you get TWO extra chances to battle!



Hanji Token Swap:

Swap one of your Kanji tokens for any Kanji token of another player. Hint: getting one of your own color is a good move (see "Take a Kanji Token" above). If you don't have any Kanji tokens to trade, your turn simply ends.



Gap Sensor:

You get to battle the Nighlok that is shown in the Samuraizer.

How to Battle:

First you must find out what mode your Power Ranger needs to be in order to win the battle. Do this by pressing the reveal button that's on top of the Samuraizer.

When you press the reveal button, the bottom of the Nighlok card is shown. One or two of the three icons will be highlighted. This shows what form your Ranger has to be in to win the battle.

Match the icon:



Civilian form



Ranger form



Armed Ranger form

Image to win the battle:



If the Nighlok card shows two icons, your Ranger can be in either of those modes in order for you to win the battle.

Insert your mover into the Samuraizer as shown and press down on the spin button.



If your mover stops at the mode it needs to be in for that Nighlok, you win the battle. Slide the Nighlok card up, remove it from the Samuraizer and place it nearby. Return your mover to the space it was on before the battle; the next player takes their turn.

If your mover doesn't become the mode it needs to be you can turn in a Kanji token, if you have one, and have another chance to battle/spin. If you turn in a Kanji token that's your own color, you get two more turns to battle the Nighlok. If the Nighlok is undefeated, it stays inside the Samuraizer and the next player goes.

Handred space:

You can only land on the Xandred space when you have won three Nighlok cards. If you have less than three Nighlok cards when you approach the Xandred space, continue on to the main track of the game board.

Ending and Winning the Game:

When a player has collected three Nighlok cards, they continue around the game board until they land on Xandred's space (does not have to be by exact count). When you get there, move Xandred to the middle of the game board.

The player inserts their mover into the Samuraizer and tries to spin the three different modes in a row, in any order. If the same mode is spun twice, hand in a Kanji token to cancel the last spin and try again. If you run out of Kanji tokens, put Xandred back on his space and put your mover back at start. On your next turn, you'll continue moving along the game board. When a player spins all three modes against Xandred, that player wins!

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We appreciate your comments on this game. Please send your correspondence to:
Pressman Toy Corporation
121 New England Ave.
Piscataway, NJ 08854-4126

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