

Ending the game

Play continues in rounds until only one player is left without a career ending injury– they have had the longest, most EXTREME career! And they win the game.



a blue panther game
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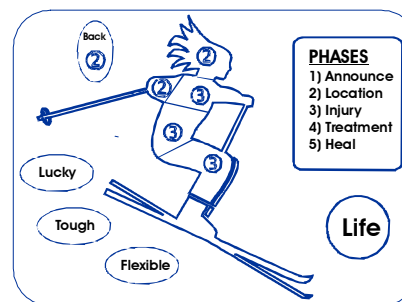
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EXTREME!

The game of risky sports careers!

You are a world famous athlete who engages in all types of EXTREME sports. Each round represents another season in your successful career. But Extreme sports are risky – you may get injured, and your goal is to stay healthy longer than everyone else!

Player Mats x 4



Life Tokens x 20



Injury Tokens x 30



Location, Injury
& Treatment Dice

Setup

Each player chooses a player mat and takes 5 life tokens, placing them in the “Life” area of the player tile. Choose if your athlete will be “tough”, “flexible” or “lucky” and place 1 life token on the appropriate space.

The youngest player goes first, or choose the order by any agreeable means. Play proceeds clockwise. Play continues in rounds until only one healthy athlete remains.

Turn

Each turn announce your chosen Extreme! sport for this season, roll the dice and apply the results to your character.

- 1) Announce your chosen Extreme sport.
- 2) Roll the Body Part, Symptom and Treatment dice and apply the results as explained below.
- 3) Apply any modifiers to die rolls based on “flexible”, “tough” or “lucky”
- 4) Healing - Use “life tokens” to remove damage to your athlete as explained below.
- 5) Career –Ending Injury - Determine if athlete will be able to compete in an Extreme Sport next season

Announce your Extreme Sport

You can choose any sport you like, but you must choose a different sport each time you roll the dice. Examples might include parachuting, snowboarding, etc. If the sport you choose is not really Extreme, then you must make it Extreme by adding the word EXTREME! to it. For example: EXTREME Speed Chess! If you do not announce your Extreme sport during this phase, or if you engage in the same Extreme sport more than once, and any other player notices, they can make you reroll any ONE die this turn and choose which result your character will have applied. This die roll occurs AFTER you have done all your dice rolling for the turn (phase 3), but have not yet applied healing (phase 4).

Roll the Dice

Pick up the Body Location, Injury and Treatment Dice. Roll them together and apply the results as follows...

Body Location

The injury will be applied to one of the six body locations shown below:

<i>legs</i> (3 pts)	<i>arms</i> (2 pts)	<i>torso</i> (3 pts)
<i>chest</i> (3 pts)	<i>back</i> (2 pts)	<i>head</i> (2 pts).

The number on the player tile is the number of “hits” or “injuries” that a body location can take before your athlete suffers a career ending injury. If injuries exceed the number on the body location, you must Heal or your athlete must retire from EXTREME sports. Athletes can begin a new season with existing injuries.

If a player has chosen the “tough” advantage for their athlete, they can choose to reroll the body location die and choose the result of either the first or second roll. This ability can only be used once per turn.

Injury

Flesh Wound - no damage applied to any body part,

Pain – apply one point of damage to the body part rolled

Dizziness – apply one point of damage to the head, NOT the body part rolled

Fracture – apply two points of damage to the body part rolled

Out Cold – apply one point of damage to the body part rolled and one point of damage to the head.

Delayed Reaction – remove one life token, if you have none, apply one point of damage to the body part rolled.

The results of the injury die are applied immediately. Place a wound token on the affected area of the athlete’s body. If an injury results in MORE damage than a body part can sustain, you must HEAL the injury at the end of turn. If you cannot heal the injury, then your EXTREME career has ended.

If a player has chosen the “flexible” advantage for their athlete, they can choose to reroll the injury die and choose the result of either the first or second roll. This ability can only be used once per turn.

Treatment

Bedrest – no further effects from injury.

Hospital – can choose to apply injury to ANY body part, instead of the one listed on the body location roll.

Corporate Sponsor – gain one life point (5 points max)

Safety Equipment – remove one level of injury received this turn for free (e.g. move torso from level “2” to level “1” without spending life points)

Lawsuit – it costs one extra life point to heal any injury this turn (e.g. 2 life points for one head injury, 3 life points for 2 torso injuries, etc).

Malpractice – add one level of injury to any body part the player on your left chooses. You cannot choose to add to a body part already at maximum injury level.

If a player has chosen the “lucky” advantage for their athlete, they can choose to reroll the treatment die and choose the result of either the first or second roll. This ability can be used once per turn.

Healing

At the end of your turn, you can use life points to heal your athlete, on a one-for-one basis, up to the number of life points your athlete has remaining.. For example, if an athlete has 2 injuries to the torso and 1 injury to the head, a player may heal all three injuries for 3 life points or choose to heal 1 torso injury for one life point, or any other combination up to their total number of wounds or life points.

When a player has received an injury over and above the amount of points assigned to any body location, and if the player cannot heal the injury, the their athlete has suffered a career ending injury (see below). They cannot win the game, but they can embark upon a career as an Extreme sports announcer. Play passes clockwise.

Career Ending Injuries

Every player (except the last) who receives a career ending injury becomes an Extreme sports announcer. Extreme sports announcers have the uncanny power of reducing the effectiveness of the remaining players as follows. Any time a player still in the game tries to use the “flexible, lucky or tough” ability, the Extreme sports announcer can decide which die of the two die rolls to use INSTEAD of the player who rolled the dice. Any Extreme sports announcer must invoke this uncanny power by saying “He’s not as flexible as he used to be”, “She’s not as tough as she was last season” or “He’s not as lucky as he once was” or something similar. The active player must then abide by the die roll the Extreme sports announcer chooses. This uncanny power may only be used on an active player once during that player’s turn.