

# Vigilante

The city of CrimesVille needs a hero. Play as a Vigilante, traveling from district to district in CrimesVille. Compete with other vigilante's capturing heroes from each district in CrimesVille. Once a villain has been captured from each district return to base as CrimesVille's newest hero!

Game Contains:  
2 six sided Dice  
4 pairs of character tokens (8 total)  
1 Game Board  
1 Rule Booklet

Players: 2-4  
Ages: 8 and up

## How To Play

**Objective:** The goal of Vigilante is to capture a villain in each of the three districts on the game board ( yellow, purple and teal) and then return to base (blue tile marked with a yellow star).

**Starting the Game:** To start the game each player chooses a color and takes two tokens of that color. One token represents the player and is placed at the start tile (designated by the word “*start*”) and the other token is placed next to the players' 'capture meter' (see “*special spaces*”). Each player then rolls a six sided die. The player with the highest roll goes first and play progresses counter-clockwise. In the event of the highest roll being a tie, the tied players re-roll until a clear winner is decided.

**Special Spaces:** The *Vigilante* board consists of two special zones (districts and capture meters) and five special tiles (lose a turn, roll again, fight crime, move another hero, and base).

**Districts:** Districts are area's in the city represented by different colors (yellow, teal or purple). A player must capture a villain in every district in order to win the game.

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**Capture Meter:** The capture meter helps players keep track of how many villains they have captured and what number the player has to roll (or exceed) to capture a villain.



**Base Tile:** The blue tile with a yellow star represents the base. This is the location the player must reach in order to win the game.



**Fight Crime:** When a player lands on this tile they must attempt to capture a villain, even if they have already captured a villain from this district. If a player has already captured a villain from this district, then they only need to roll a five or higher to defeat the villain. The district the player is fighting crime in is indicated by a colored circle next to the fight crime symbol.



**Roll Again:** When a player lands on this spot they roll the dice and move again.



**Move Another Hero:** When a player lands on this tile they may move another hero two spaces forwards or backwards. If that hero lands on a *Fight Crime* space, then the player who initially landed on *Move Another Hero* may try to capture a villain from that district as if they had landed on the *Fight Crime* space.



**Lose A Turn:** When a player lands on this space they do not roll the dice on their next turn. Instead, the person who would roll after them takes their turn and play continues as normal.

**Movement:** The game board is divided into different spaces represented as pavement separated by black lines. Each square counts as one space. To move a player rolls both dice and moves forward the number of spaces indicated by adding both sides of the dice that are facing up (ranging from 2 – 12). Players move around the board counter-clockwise (beginning on the start space). If a player has captured a villain from each district, instead of moving past start they are allowed to move down the center of the board indicated by the arrow pointing towards base on the start space. **A player does not have to land exactly on the start space to move towards base.**

**Capturing Villains:** When a player lands on *Fight Crime* they will attempt to capture a villain. To do this the player rolls both dice. If this is their first capture they need to roll higher than the number at the top of their *capture meter*. If the player is successful they capture a villain from that district. The player may move their tracking token (second token taken at the beginning of the game) and move it over the 5 on the *capture meter*. This lets the player remember that on their next district capture they must roll a 7 or higher. The third capture requires rolling a 9 or higher. If you capture a villain from a district where you have already captured a villain, you do not advance the *capture meter*. Once the capture meter is full the player may move towards base whenever they would move past start.

**Winning The Game:** To win the game the player must capture three villains (see *capturing villains*) and then move to base. After capturing three villains, when that player would move past start they may instead move to start and then finish their move down the path in the center of the board (if a player rolls a 5, and hits start after moving 2 spaces they may move 3 spaces towards base). The player may keep moving towards base on the rest of their turns and wins when

they roll high enough to land on (or would move past) the base space.

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**Alternate Play Style:** As an alternate way to play *Vigilante* players may decide that all criminals can be beaten on a roll of six or higher. Players then decide how many laps around the board a player will move until the game is over (making sure to keep track of how many villains each player captures). Once a player has moved the amount of laps around the board, count how many villains each player has captured. The player with the most villain captures wins the game!