



### Pieces

- 9 civilian cards
- 9 akumatized state cards
- Capture the Akuma game board
- 2 regular dice
- 1 Miraculous Powers dice
- 1 Hawk Moth tile
- 1 Ladybug tile
- 5 traps
- 5 Shell-ter tiles
- 9 akumas (optional)

### Set Up:

- Place one civilian card (red border) in each of the nine squares. Make sure the numbers in the squares are visible.
- Stack the akumatized state cards (black border) near the side of the board.
- Lay other game pieces to the side of the board within reach of all players.

### # of Players:

At least 2.

There are two teams: Team Hawk Moth and Team Ladybug. You can have several players on each team; just take turns rolling the dice and moving pieces.

## *How to Win:*

Team Hawk Moth wins by akumatizing three people in a row. (Think Tic-tac-toe.)

Team Ladybug wins by de-evilizing all akumas and destroying all traps on the game board.

## *Game Play:*

Team Hawk Moth always goes first.

1. Team Hawk Moth rolls one or two dice.
  - If a 1-9 is rolled, Team Hawk Moth will find the civilian associated with that number on the board and put the Hawk Moth marker in the corner of that square. Team Hawk Moth will place the card featuring the person in his or her akumatized state over the civilian card. (Ex: Luka will be covered by Silencer, Luka's akumaztized state.) If desired, you may place an akuma on top of that card as well. That person is now akumatized.
  - If a 10 or 12 is rolled by either team, Team Hawk Moth will put a trap on any civilian on the board (no more than 1 trap per person). Then the turn is over. If a civilian with a trap has also been akumatized, this person cannot be de-evilized without the trap being "Cataclysmed" first (see *Miraculous Dice Powers* below).
  - If an 11 is rolled by either team, Team Ladybug gets to choose any akuma on the board to de-evilize. Then the turn is over.
2. After Team Hawk Moth completes their turn, Team Ladybug will roll one or two dice. If a 1-9 is rolled, Team Ladybug will move the Ladybug marker to the corner of that number square. Then they will roll the special Miraculous dice to see how they can help the civilian in that square. After Team Ladybug completes the action rolled on the dice, the turn is over.
3. Alternate turns until Team Hawk Moth places three akumas in a row, or Team Ladybug destroys all traps and captures all akumas.

## *Miraculous Dice Powers*

**Cataclysm-** Destroys the trap on the square Team Ladybug is on. If there is no trap, nothing happens and it is now Team Hawk Moth's turn.

**Shell-ter-** Protects the civilian in Team Ladybug's square from being akumitized the next time Team Hawk Moth rolls that person's number. (Remember to remove the

Shell-ter tile after Hawk Moth rolls that number once. The civilian will then be vulnerable once again to akumatization.) If the person on the square is already akumatized or already has a Shell-ter tile on them, nothing happens and the turn is over.

**Venom-** Stuns Team Hawk Moth. Team Hawk Moth loses one turn.

**De-evilize-** Removes the akuma on the square Team Ladybug is on. If there is no akuma, nothing happens and it is now Team Hawk Moth's turn.

**2nd Chance-** This will undo Team Hawk Moth's most recently-placed akuma or trap.

**Voyage-** Team Ladybug will choose another square that to move the Ladybug tile to. They will roll the Miraculous dice again and complete that action. (Roll again if you get Voyage again.)