



# Total Transformation Game

**CN**  
CARTOON NETWORK  
For 2 - 4 players  
Ages 6 and up

## Instructions

### Object:

Be the first player to successfully battle four villains (five in a two-player game).

### Contents:

Game board, Omnitrix, 34 Omnitrix cards, 18 villain hex cards, 18 space holder hex cards, two game dice, label sheet, 4 Ben 10 movers, 4 mover stands.

### Set Up:

On one game die place a number label, in any order, on each side.  
On the other game die place the "win" "lose" and bubbles labels, in any order.

Remove the Ben 10 movers from the board and the mover stands from the frame. Insert each Ben 10 into a mover stand. Players choose a Ben 10 mover and place it on the corresponding color space on the game board.

Mix the Omnitrix cards and place them, face up, in the open side of the Omnitrix. Remove the top card and place it on the bottom of the stack so no player knows what card is on top. Mix the villain hex cards and place them, face up, and in any order along the game board as shown on the package back. This will become the path that players move on. Keep the space holder hex cards off to the side until you need them.

### Playing:

Players roll the number die to see who gets the highest number. If a tie keep rolling between tied players until it's resolved. The first player rolls the number die and moves that many spaces on the game board. You can always move in any direction but only in one direction on each turn. Each player can enter the board from two different spaces.

The villain that you land on has four different numbers on its card. Press the button of the Omnitrix until the top card comes into view on the



window.

If the number of that alien matches one of villain's numbers, a battle begins! Roll the battle die until you roll either a "win" or a "lose". If you win, collect that villain card and place a space holder card where it was. Put your mover on top of the new space. Move the Omnitrix card to the space that's outlined on the game board.

If the number of that alien does not match one of the villain's numbers, remove the Omnitrix card and place it in the area marked on the game board.

The player to the left now takes his/her turn. Remember to count the "blank" hex cards as spaces during the game.

#### **Omnitrix Static Card:**

Some of the cards in the Omnitrix do not show an alien: they show static. If you get static on your turn, take the card from the Omnitrix and keep it. During the game you can play the static card once on any player and cause them to lose one turn.



#### **Landing on the Same Space:**

When you land on the same space as another player and beat the villain that you are both on, you get to send the other player to any other space on the board, including the start spaces. Don't forget to replace the villain hex card with a space holder one.

#### **Ending and Winning the Game:**

The first player to overcome 4 villains (5 in a two-player game) wins.

We appreciate your comments on the Ben 10 Total Transformation game. Please send your correspondence to:

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Our customer service department can be reached Monday through Friday (except during holidays) from 10:00 AM EST to 4:00 PM EST at 1-800-800-0298.



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