Toying With Destruction Text

Chapter 1: Introduction

Toys, in their variety of forms, capture our attention and imagination throughout life. At a young age we spend countless hours playing with our favourite toys - that is until they break or we find newer, more interesting ones. As we age into our teens, our taste in toys matures, and usually owning, collecting and displaying our toys becomes more important than playing with them. Dolls move from the toy chest into a glass cabinet, and the stuffed animals on the beds serve as reminders of memories of friends and family. As adults our favourite "toys" often have price tags well into the thousands (the new car, the fishing boat, the home entertainment system) but through gifts, we pass on a love for toys to our young children, grandchildren, and friends. It then begins again.

Toys can be found everywhere - in the bedroom, in the car, in the bathroom and at school. And now you'll also find them on the field of battle....

Toying With Destruction is a simplistic large-scale battle system for indoor and outdoor use, designed to provide a light-hearted escape from the seriousness of other strategy and miniature games. Even if you have never played a strategy game before, you will discover that the system is easy to learn and fun to play. As you become more experienced, you will enjoy being able to concentrate on the strategy of game play without getting buried in pages upon pages of heavy rules.

As a player, you are in command of an army of toys that eagerly awaits to attack the enemies' ranks. Your toys can be of any type, from rubber snakes to metal dump trucks to army action figures to stuffed animals. The part each toy will play in battle is determined by its appearance and abilities, such that a toy with guns can attack at a distance, an airplane or helicopter can fly and a vehicle can transport other toys into battle. Additionally, many of the toy's characteristics are determined by its size and the material from which it was made. The elite team members of your army may come from diverse backgrounds, but when they work together they can be a major force of power. Remember, however, that careful thinking is the key to victory!

Game Ideology

There is one rule in Toying With Destruction that is more important than any other, and should always be foremost in your mind when playing: Fun Comes First. Should any disputes arise between two or more players. the player carrying out the disputed action is given the benefit of the doubt; in combat, the game rules in favour of the defending toy. Arguments can quickly sour an otherwise enjoyable game, so it is important to end them fairly and quickly. After all, these easy-to-follow rules cannot cover every possible game scenario that may arise.

What You Need To Play

Ideally, each player should have his or her own playing materials, though some items can easily be shared if needed. The equipment list for Toying With Destruction is small and easy to find:

a ten-sided die (available at your local hobby or gaming store)

a photocopy of the Toying With Destruction Army Roster (see page 18)

a measuring tape or yard stick

a pencil and eraser

a pocket calculator for simple math

a large place to play (house, backyard. shopping mall, school, freeway, etc.)

and most importantly...the toughest bunch of toys you can get your hands on!

But what if you don't have any toys? Don't worry...not everyone has easy access to a plethora of stuffed animals and plastic soldiers. Toying With Destruction's game system is so flexible that absolutely anything will suffice - from light bulbs to oranges to a favourite pair of jeans. Creativity is encouraged.

In the very first playtest game, one of the players lacked an army of toys but still wanted to play. Undaunted, he marched into our university's games club and recruited the stapler, three-hole punch and a forgotten statistics textbook. He didn't win, but that stapler put up a bitter fight to the end.

Customizing The Game

As you become familiar with the system, you may wish to modify a rule to better suit your needs, scrap a rule completely, or even add a

new one. Modify it, scrap it, add it! These rules are printed on paper, and not carved in stone. Throughout the book, optional rules and examples are given to help you get a better feel for the game. Look for their identification symbols.

OP Optional Rules

EX Examples

Selecting A Place To Play

Toying With Destruction was designed to be played nearly anywhere since it does not require a special board or map. A large area is essential, however, since some toys may travel upwards of ten feet each turn! An outdoors playing field has the advantage of unlimited space and keeps all of the players in constant eye-contact, but often lacks obstacles that add challenge (and time) to a game. Using an entire house (or at least one floor) offers a challenging terrain but can separate the players from each other if they have concentrated their armies in different locations. Try a variety of settings to help you select your favourite. When you decide to play, you must ensure that the armies do not start too close together or too far apart. In a small playing area it is easy to have one army rapped between two others too early in the game, but if the armies start the game separated by too great a distance, the initial game turns may cause boredom. It is wise to have the armies start the game ten to fifteen feet from their enemies. Also, remember to set the boundaries of the playing field at the beginning of the game so that every player knows where his or her soldiers can move. At the beginning of a new game each player rolls a ten-sided die, re-rolling any ties. The player with the lowest roll places one of his or her toys anywhere on the playing field. This initial placement is then carried out by all other players, in ascending order of initiative. Once everyone has placed one toy on the field, the second toy is placed using the same order. This is continued until every player has placed his or her entire army somewhere within the playing area. Keep in mind, however, that no toy can start the game within five feet of an enemy toy, so watch your initial placements.

Chapter 2: Selecting Your Recruits

Bearing in mind that any object can enlist in your Army of Despair, you may wish to consider your recruits carefully. A fleet of marbles may look...daunting, perhaps...but lacking long range weapons and flying capabilities will limit your options. The most effective "deep-hurt' squad of soldiers will be well balanced and have diverse functions.

OP

Although you are encouraged to only use toy abilities accounted for in its design, the rules can be used to give any toy any ability. Since each ability you give a toy drains extra points from your total creation pool due to its higher Total Point (TP) value (explained in Chapter 4: Your Army Of Destruction), you will have fewer toys in your army. If every other player has the latest and greatest toys with flying capabilities, long range missile weaponry and unbelievable movement, and the only thing you have to play with is the lunch you packed that morning...well let's just say that it would be helpful if your banana could fly and egg salad sandwich had special mayo-rockets. Adding these extras onto otherwise simple toys can make the game more fun for all.

The bottom line is that any ability can be available for any toy without unbalancing the game because the costs for adding the extras to each toy are the same for every player.

Note: Determining the value for many of a toy's capabilities (for example, how much damage a successful attack does, or the number of points each toy costs to create) requires simple calculations that use the four basic math operations: addition, subtraction, multiplication and division. The key to these calculations stem from the order of operations which determines the order the numbers are added or multiplied together. If you have any questions, see the Appendix (page 17) at the back for a quick review.

Size And Material

Every calculation in Toying With Destruction centres on two toy characteristics: its size and the material from which it was made. Generally, large toys can move faster than smaller ones and can throw things farther; hard toys can do more damage than soft toys, but

because of their bulk they move more slowly. Each toy is assigned a Size Ranking (SR) and a Material Ranking (MR) according to Table 1.

Table 1: Size Ranking and Material Ranking

Size (inches)	SR
<2	1
3-6	2
7-12	3
13-24	4
>24	5

Material	MR
Paper	1
Cloth	2
Wood/Other	3
Plastic	4
Metal	5

The SR is determined by measuring the longest dimension (length, height or width) of the toy in an undisturbed state, rounded up to the nearest inch. Therefore, toys such as a spring or rubber band are measured before they are stretched or otherwise deformed.

If a toy is constructed from more than one material, the MR is assigned according to its major component. Additionally, if the material from which the toy was made is not listed (for example, glass, food or ceramics), or you are in doubt of the toy's composition, it is assigned an MR of 3.

EX

A seven inch wooden train with metal wheels will have an SR = 3 and MR = 3. while a plush teddy bear measuring just over two inches in a plastic rain suit will have an SR = 2 and MR = 2.

Hit Points

Every toy is assigned a Hit Point (HP) value, which is a measure of how many times it can be hit by another toy before it is destroyed. It follows that a toy with a large HP value can handle many hits and thus has a greater chance for survival. Larger toys (high SR) made from dense materials (high MR) can handle more hits than a smaller, less

dense one. The formula for Hit Point calculation is HP - (SR + MR) x 3.

EX

The wooden train found in the previous example (SR = 3, MR = 3) would have its Hit Points calculated as follows: HP = (SR+MR)x3 = (3+3)x3 = 18. Similarly, the plush teddy bear (SR = 2, MR = 2) would have HP = (2 + 2) x 3 = 12. Thus, the train could take more damage from attacks before being destroyed than the teddy bear.

Movement

Every toy must have some form of movement in Toying With Destruction or the game would get dull really quickly. Movement occurs only during the movement phase only (see the Initiative section in Chapter 3: Combat) and can be used to close in on another toy to launch an attack, to flee from a superior enemy, to climb vertical surfaces or to fly through the air" Generally, large (high SR) and light (low MR) toys move faster than small and heavy ones.

Note: Regardless of what types of movements were accounted for in its design, a toy will have a higher Total Point value if you wish to give it a type of movement other than Body Waving. Thus legs on an action figure or wheels on a plastic train can only be used if you "buy" them at the additional Total Point values listed below.

The four types of movement are listed below:

Body Waving - Every toy is capable of this type of movement and it does not cost any extra points when determining the total point value of your recruit. Similar to the motion of a snake or worm, body waving involves a toy contorting itself even slightly to move along the battlefield.

Legs - Legs are any appendages used by the toy to walk and are found attached to many traditional toys such as army soldiers, stuffed animals, and plastic farm animals. The greater the number of legs a toy possesses, the faster it can move. For each pair of legs a toy has (to a maximum of four) its Total Point value increases by one.

Wheels / Tracks - Almost all toy vehicles including fire engines, cars, tanks and some airplanes have either wheels or tracks. They can also be found on some less common toys such as a robot that has tracks instead of legs. Regardless of whether a toy has one or more sets of wheels or tracks, its Total Point value increases by three.

Flying - Flying can naturally be used by any toy that has rocket propulsion, wings or blades of some sort, but it can also represent a more magical means of flying such as that used by Santa's reindeer or a magic carpet. Because flying toys are not limited to surface terrain, the rules allow them to move great distances each turn. Altitude is not

a consideration in Toying With Destruction and thus all movement is calculated horizontally along the battlefield as is the distance between a flying toy and its ground enemy. Giving a toy the power of flight increases its Total Point value by eight.

The Movement Point (MP) value of a toy determines the maximum distance it can move in feet during its turn, and is calculated differently for each mode of movement available. Even if the MP is below one, every toy can move at least one foot during the movement phase. A toy always has the choice of not moving in any turn. Toys may have more than one mode of movement available to it, but only one type can be used in any single movement phase. Note that a flying toy has the option to either remain flying or to land at the end of the movement phase, but you must specify your choice before the next player moves his or her army, otherwise the toy is assumed to remain flying. At the beginning of your next movement phase any ground toy in your army that is capable of flight can choose to remain grounded or take to the air .

Table 2 gives the formulae needed to calculate an MP for each mode of movement.

Table 2: Movement Points For All Modes

Body Waving	MP=2x SR - MR
Legs	MP = 2xSB+4+#pairs of legs*-MR
Wheels/Tracks	MP = 2 x SR - MR + 8
Flying	MP=3xSR-MR

*Up to four pairs counted.

EX

Our wooden train (SR = 3, MR = 3) has wheels, but not legs and it cannot fly. Consequently, two modes of movement need to be calculated:

Body Waving	MP=2 x SR - MR= 2x3-3 = 3
Wheels/Tracks	MP = 2 x SR - MR +4 =2x3-3+4 =7

Since 7 feet gives a greater range of movement than 3 feet, it is in the train's best interest to only use its wheels during the movement phase.

Vertical Surfaces

The MP values are for movement over relatively flat surfaces only. If a toy is attempting to ascend or descend any vertical surface greater than one foot in height, the height of the surface is subtracted from the

toy's total MP value. A toy can never end its movement while hanging on a vertical surface and thus must have a sufficient MP value to complete the ascent or descent. Stairs do not interfere with movement - measure distance along the stairs' slope when a toy is climbing up or down.

EX

Our wooden train has an MP of 7. If it wanted to climb a desk 3 feet high, the remaining MP would be 7 - 3 = 4. Thus the train could move I foot on the floor and 3 feet on the desktop,2 feet on the floor and 2 feet on the desktop, or any other combination that includes 4 feet of horizontal movement with a 3 foot vertical climb. The train must be within 4 feet of the desk at the beginning of the movement phase or it cannot attempt the climb, since after moving a total of 7 feet, the train would be hanging onto the desk vertically in an unfinished climb.

Vehicles

Any toy, including the ones that fly, can also be classed as a vehicle which increases its Total Point (TP) value by five. Vehicles can transport other toys around the battlefield, the number of passengers depending on both the vehicle's and passengers' SR and MR.

There are several advantages to making one of your toys a vehicle. First, a vehicle can load and unload passengers at any time during your movement phase (loading toys must be within one foot of the vehicle at some point along its movement path). Secondly, if several toys with low MP values are loaded into a vehicle with a high MP value, the effective movement of the passengers is increased. Finally, all passengers can use any of their movement before and after riding on a vehicle (up to their respective MP), giving passengers a real movement advantage.

EX

If a vehicle has MP=7 and carries a passenger with MP=8, the vehicle can move 7 feet before unloading the passenger. Should the passenger move its full distance of 8 feet, it will have actually travelled a total of 15 feet!

As mentioned, a vehicle has a limit to how many passengers it can carry called a Transport Value (TV), calculated by the formula TV = (SR + MR) x 2. The TV represents the sum of the passengers' SR + MR which must be less than or equal to the vehicle's TV. This limit reflects a vehicle's ability to carry many small, light toys (low SR and low MR) or a few large, heavy ones (high SR and high MR). A vehicle cannot carry another vehicle. We decide to turn our train (SR = 3, MR = 3) into a vehicle by increasing its TP value by 5. Since it would have a TV =

(SR+MR) x 2 = (3x3)x2= 18, it could carry our stuffed teddy bear (SR + MR =2+2 = 4) into battle and still have sufficient TV remaining to also carry seven small origami cranes (SR + MR = | + | = 2 and 2 x 7 --14). Since 4 + 74 = 18, the total TV of the train is used, and it cannot carry any other toys until one or some of its passengers unload.

OP

For a vehicle to unload a passenger, it must first stop its movement. The vehicle can continue its movement immediately after the passenger unloads, provided it was not flying before it stopped. Once flight is stopped and the toy lands (and it must to let any toy unload), it cannot continue its movement. The single effect this pause in the vehicle's movement will have occurs when the vehicle plans to enter Ramming combat, since the number of continuous straight feet of charge affects the damage done (see Chapter 3: Combat).

Whenever a toy is a passenger, it cannot attack, be attacked or be damaged in any way because only the vehicle can enter combat directly. Additionally, the only time a passenger must unload from the safety of a vehicle is after the vehicle is destroyed, and in that case the passengers unload at the end of the turn.

Basic Toy Point Value

After recruiting a toy into your army and giving it a form of movement, you can calculate the Basic Toy Point Value. In Chapter 3: Combat you will also learn of some extra combat advantages that are available to your toys that increase its total point value. But for now, use the formula below to calculate each toy's basic point value.

Basic Toy Point Value = SRxSR + (MRx2) + extras from Table 3

Table 3: Basic Toy Point Value Extras

Each Pair of Legs (round up)	+1
Wheels or Tracks	+3
Flying Capabilities	+8
Acts as a Vehicle	+5

Chapter 3: Combat

Combat is the meat and potatoes of Toying With Destruction, and is divided into turns in which four events take place: initiative, movement, attacking and damage allotment. Although it is important to think your strategy through carefully before acting, it is equally important to keep the combat fast and furious. Cabals and alliances with other players can be formed and broken as needed, but remember to watch your back for a sneak attack. As you become more familiar with the system, you will know when to fight, when to run and when to hide. Once the game starts every player has access to every other players' Toying With Destruction Army Roster (page 18) at any time - the only secrets in Toying With Destruction are the strategies you keep in your head.

Initiative

Each turn an initiative roll is made by all players to determine the order of play for the remaining three phases. Everyone rolls one ten-sided die, re-rolling ties; the lowest roller acts first, followed by the others in ascending order.

Movement

According to the initiative order, each player can move all of his or her toys the distances indicated by their respective MP values. The disadvantage of moving first is that others may see your strategy and attempt to thwart it during their movement phase. All of your toys arc assumed to have moved at the same time, though vehicles can delay movement to pick up passengers. Should one of your toys use its movement for a Ramming attack, the movement phase is temporarily halted until the combat is resolved (see Attacking, below). Any toy destroyed in a Ramming attack is immediately removed from play. Only after all movement has been completed does the attacking phase begin.

Note that once you announce that your movements are complete, you cannot change a toy's position until the next turn. If you forget to move a toy, you're out of luck.

Attacking

Every toy has one or more Attack Values (AV) that do not change for the duration of the game. The AV depends on which mode of attacking the toy is using.

Close Quarters - This combat occurs when two toys are within one foot of one another when the attacking phase begins and is assumed to be carried out through any means available to a toy including punching, biting, squeezing or simply trampling. If flying, a toy can only engage in Close Quarters combat with another flying toy.

Missile Weapons - Toys that throw projectiles such as rocks or grenades, or carry items that fire projectiles like guns and sling-shots, can attack other toys at a distance. The range of a toy's Missile Weapon is equal to the toy's SR in feet. This is the only method in which ground toys can attack flying ones, provided that the target is within the horizontal range of the weapon (since flying altitude is not a factor). Missile Weapon combat can only be carried out on a target for which the attacker has a clear line of fire. The target must be greater than one foot from the attacker or Close Quarter combat is used (not applicable to ground-air combat). Giving Missile Weapons to a toy increases its total point value by five.

Ramming - This is a special case of Close Quarters combat where the attacking toy starts moving towards the target and keeps moving into, over and finally past the target. Ramming can only be done if the attacker has sufficient space and MP to travel at least one foot past the target's location. The greater the straight feet of charge, the higher the damage. A flying toy can attempt a Ramming attack on flying or ground toys.

Up to two attacks may be made each round for each toy-one Ramming attack and one non-ramming. Should more than one toy attack the same target, the attacker with the lower initiative roll is given the opportunity to attack, and perhaps destroy, the target first. However, if a toy is destroyed, its destruction is postponed until it has a chance to complete its attack. Close Quarters attacks always occur before Missile Weapon attacks.

EX

A plush teddy bear and a wooden train both wish to attack an origami crane. Since the bear had a lower initiative roll, it attacks first. Should it destroy the crane by reducing its HP below 1, the train cannot attack the crane but can use its attack on the bear instead. If the bear does not destroy the crane, the train can attack it, which may or may not cause its destruction. Regardless of whether the crane is destroyed or not, it can finish its attack for that turn.

Table 3 gives the formulae needed to calculate an AV for each mode of attacking.

Table 3: Attack Value Calculations

Close Quarters AV = SR + MR - 2

Missile	AV=SR+MR
Ramming	AV = SR + MR ÷ 2

To determine if a toy successfully attacks a target, a ten-sided die is rolled and the roll must be less than or equal to the attacker's AV. A roll of ten always results in a failed attack, however, regardless of the AV. If the attack is successful, damage is applied to the target's HP and in the case of a Ramming attack, the attacking toy receives the equivalent damage to that given. Note that while a toy is serving as a passenger on a vehicle it cannot be attacked or damaged.

Should you decide that it is in your best interest to have one of your toys attack another one of your toys, all normal combat rules are followed. This situation might arise if none of your toys have missile weapons to hit flying opponents that do, allowing your enemies to attack your toys from the air without being attacked in return. By destroying your own army, you can rob another player of the satisfaction of doing so. Under no circumstances can a toy attack itself.

Damage

After every successful attack, a certain amount of damage is applied to the opponent which is removed from the target's HP. If a toy ever falls below I HP, it is destroyed and left on the playing field as a potential obstruction or cover. All passengers must unload from a destroyed vehicle at the end of the turn. The Damage Values (DV) for successful attacks are listed in Table 4.

Table 4: Damage Value Calculations

Close Quarters	DV = (SR + MR) ÷ 2
Missile	DV=2
Ramming	DV=(SR+MR) ÷ 2 (+ l per foot of charge)

Falling

Damage can also occur if a toy falls, jumps or otherwise moves from a higher surface to a lower surface without spending the MP necessary to climb down. The advantage in voluntarily falling from any altitude is simple: your toy may have enough HP to absorb the impact of the fall where a pursuing opponent may not. If the opponent needs to use some MP to climb down safely, it may not be able to reach your toy to engage in Close Quarters combat. The damage received from falling is one point per foot fallen.

Extra Combat Advantages

In addition to the Basic Toy Point Values given in Chapter 2: Selecting Your Recruits, you may add extra combat advantages and features to your toys. Table 5 lists these additional point requirements:

Table 5: Extra Combat Advantages

Missile Weapon Capabilities	+5
+1 foot to all modes of Movement	+1
+1 to Close Quarters AV	+2
+1 to Missile AV	+2
+1 to Close Quarters Damage (max 10 points)	+2
+1 to Missile Damage (max 10 points)	+2
+1 to Missile Range (max 10 foot range)	+2
-1 from Own Ramming Damage	+2

Chapter 4: Your Army Of Destruction

You now know all you need to know to play and so it is time to decide on the final capabilities of your recruits. To ensure a fair game, all players or team of players have 150 points to distribute among their toys in any desired combination. You may choose to recruit only a few high-powered toys or an entire fleet of low-powered ones - you'll soon learn what works best for you. The Total Point (TP) value for each toy is subtracted from what remains of the initial 150 points until you run out of points.

Let's recap how to calculate the final TP value of a toy:

Total Points (TP) - SRxSR + (MRx2) + extras from Table 6

Table 6: Additions For Your Army of Destruction

Each Pair of Legs (round up)	+1
Wheels or Tracks	+3
Flying Capabilities	+8
Acts as a Vehicle	+5
Missile Weapon Capabilities	+5
+1 foot to all modes of Movement*	+1
+1 to Close Quarters AV	+2
+1 to Missile AV	+2
+1 to Close Quarters Damage (max 10 points)	+2
+1 to Missile Damage (max 10 points)	+2
+1 to Missile Range (max 10 foot range)	+2
-1 from Own Ramming Damage#	+2

Table Notes:

* When increasing movement for a toy with an MP below one, the modifier is added to the MP even though each toy can always move a minimum of one foot. Thus, if a toy has a calculated MP = -4, it can only move further than one foot each turn by modifying its movement by more than +5 (since -4 +5 = 1 foot of movement).

Minimum damage to self for a Ramming attack is 2 points.

The +1 / -1 bonuses are cumulative and may be applied to any toy

a multiple number of times (observing indicated maximums).

EX

Let's determine the TP value for our wooden train (SR = 3, MR = 3). The train has a basic TP =SRx SR+ (MR x 2)=3x3 + (3x2) = 9 + 6 = 15. Now lets calculate the point cost for any extras we wish to add:

it has a set of wheels (+3)

it can act as a vehicle (+5)

it's good in Close Quarters combat with +3 to AV (+6)

it has great Close Quarters damage with +5 DV (+10)

it has extra movement of +3 feet (+3)

it has reduced self damage from Ramming by -4 (+8)

Now its final TP value is 15+3+5+6+10+3+8 = 50. With total points of 150 available, you could recruit three identical trains into your army. Such a toy would have:

Wheels MP = 2 x SR - MR + 4 + 3 feet bonus

=2x3-3+4+3=10 feet

Close Quarters AV =SR+(MR-2)+3 bonus AV

= 3 + (3 + 2) + 3 = 7.5 rounded to 8

Close Quarter DV = (SR+MR)-2+5 bonus DV

=(3+3)-2+5=8

Chapter 5: Winning the Game

There are three different ways to declare a victor in Toying With Destruction, which must be decided upon before the game begins.

1. When a toy does damage to another, the DV of the attack is added to the player's cumulative Destruction Score (DS). However, if the DV is greater than the target's remaining HP and the target is destroyed, the player's DS is only increased by the amount needed to destroy the target (ie. the remaining HP). After a set duration of play, or when there is only one toy left standing, the player whose team earned the highest Destruction Score wins.

2. When a toy destroys another, the TP value of the target is added to the player's cumulative Destruction Score (DS), regardless of how many other players dil damage to the target earlier. After a set duration of play, or when there is only one toy left standing, the player whose team earned the highest Destruction Score wins.

3. The player with the last toy standing wins.

The advantage to the second method compared to the third is that it accounts for the difficulty of eliminating high-powered toys, assuring that a player who cowardly hides his army from combat while the other armies destroy each other cannot win. However, it has a disadvantage as well: If Player A did 12 points of damage to a toy with HP = 13 and then Player B comes along and does just 1 more point, Player B would get the target's TP value added to his or her DS while Player A receives none. The first method circumvents this problem by awarding a DS for every successful attack, but does not account for the extra challenge of engaging in combat with a high- powered enemy.

Try using all three methods to determine the winner in different games, and then select the method you like best. Should you come up with an alternate method for declaring a victor, try that one as well.

Frequently Asked Questions

1. What is a good strategy for creating an army?

I have found that a few high-powered toys tend to be more successful than many low-powered ones. Always have at least one flying toy and one with missile weapons to ensure that flying opponents can be attacked from the air or ground. Also, adding movement to some toys (especially vehicles) can get them in and out of combat situations quickly.

2. How long is a typical game?

When you play Toying With Destruction for the first few times, the initial creation process for the toys will take a good portion of time - about an hour. The total game time runs about thirty to forty-five minutes for each player.

3. Can water terrain be simulated?

Of course! By laying blankets or sheets of newspaper on the battlefield, challenging terrain can be added to spice up a game. You may choose to allow only boats or aquatic toys to traverse the water, or require any toy wishing to cross to divide its MP in half. creativity is encouraged.

4. Why does flying cost so many points?

For eight extra points, flying toys often greatly increase their movement rates, and cannot be hit by any toy that does not fly or have missile weapons. Flying is also a very useful mode of movement when crossing large obstacles such as tables or bushes.

Glossary

AV - Attack Value. You must roll this number or lower on a ten-sided die to have a successful attack.

Close Quarters - Combat carried out between toys when they are within one foot of each other.

DS - Destruction Score. A cumulative score that increases when a target is successfully attacked or destroyed.

DV - Damage Value. The number of points removed from a target's HP value when a successful attack occurs.

HP - Hit Points. A number that reflects the total damage a toy can receive before it is destroyed.

Missile Weapons - Combat carried out between toys at distances greater than one foot.

MP - Movement Points. A measurement of a toy's maximum movement, in feet, each turn.

MR - Material Ranking. A number that represents the density or weight of a toy, used in the calculation of many ability values.

Ramming - A form of combat where a toy charges towards, over and past a target, doing damage to both the target and itself. The higher the number of straight feet of charge, the greater the damage.

SR - Size Ranking. A number that represent the size of a toy, used in the calculation of many ability values.

TP - Total Points. The final point cost of a toy after all abilities and combat bonuses are considered.

TV - Transport Value. A measurement of the combined SR + MR of all passengers that a vehicle toy can carry.

Appendix: Order of Operations

Toying With Destruction uses mathematical formulae in the determination of many abilities and functions. The Order of Operations is a useful indicator of the order in which to add, subtract, multiply or divide. In short these rules are as follows:

1. All operations inside brackets are done before the operations outside the brackets.

2. Multiplication and Division are carried out first.

3. Addition and Subtraction are carried out last.

Here are some examples:

(2 + 4) x 3 means that the value inside the brackets (2 + 4) is determined before it is multiplied by 3. Since (2 + 4) = 6, the final equation is 6 x 3 = 18.

2 x 2 - 4 has both a multiplication and a subtraction. Since multiplication is carried out first, 2 x 2 - 4 - 4 - 4 = 0.

2 + 4 - 2 has two operations that occur at the same time (see Rule 3). Thus you can add 2 + 4 and then subtract 2 (2 + 4 = 6 and 6 - 2 = 4) or subtract 2 from 4 and add that value to 2 (4 - 2 - 2 and 2 + 2 - 4), and the answer will be the same.

2x2 + (4 x 2) - 6. Brackets are done first (4 x2= 8) so the equation now becomes 2x2 + 8 - 6. Multiplication is now done (2x2 = 4) and thus we have 4 + 8 - 6. Since addition and subtraction occur at the same time the final answer will be 6 @ + 8 - 12 and 12 - 6= 6 OR 8 - 6 =2 and 4 +2= 6).