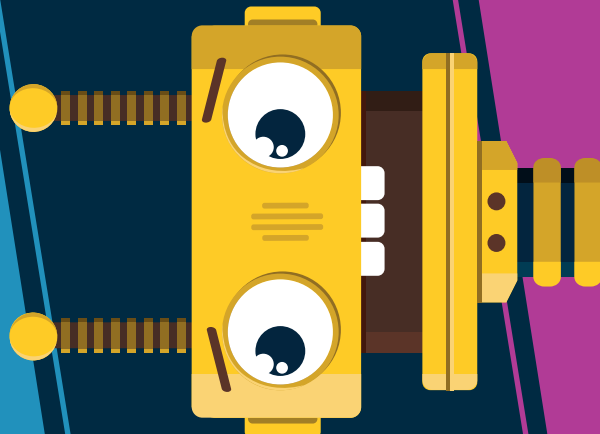


BOTS UP

How to Play



AIM OF THE GAME

Each player assembles a bot and leads it into battle. Using clever skill, strategy and a just a teeny bit of luck, they compete to take down their opponents and become the last bot standing!

The game is best played between 2-5 players. If you have more players, team up and play in pairs!

GAME CONTENTS

BOT PARTS are the parts that make up your bot

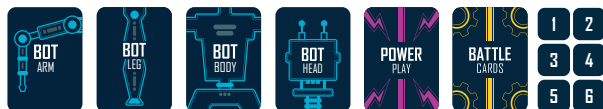
BATTLE CARDS are your tools and weapons to use in battle

POWER PLAYS are powerful game-changers, play at your own risk!

HEALTH COUNTERS adjust the health total of a bot part

GAME SET UP

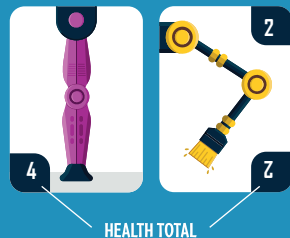
Separate the Bot Parts into four piles: Heads, Bodies, Arms and Legs. Shuffle each pile and place them face-down in the middle of the table along with the counters, battle cards and power play decks.



BOT PART CARDS

Every 'Bot Part' card has a 'Health Total' between 2 and 7. The parts with higher health are stronger and rarer.

A bot can have a maximum of 1 Head, 1 Body, 2 Arms and 2 Legs. The aim is to build a bot with the highest health.



BUILDING YOUR BOT

- Take your parts** - Each player takes 1 Head, 1 Body, 2 Arms and 2 Legs from the bot part card piles.
- Stick or swap** - Each player may select up to 2 Bot Parts to get rid of and draw new ones from the relevant Bot Part pile.
- Tuning (Optional)** - Each player may take 2 Health Counters totaling exactly 7 (i.e 1 & 6, 2 & 5, 3 & 4) and replace the health of two of their bot parts by placing the counter over the top of the existing health total.

You must complete the tuning stage before the battle begins but you may do it after seeing your opening hand of battle cards. Additional health counters in the game can create some exciting synergies with your battle cards!

That's it! You and your bot are ready for battle. Give your opponents your most intimidating stare...

BATTLE CARDS

'Battle Cards' are the tools that enable players to defeat their opponents' bots. They can deal damage to other bots, heal or upgrade your parts, block attacks and much more! There are 3 types of battle card:

ACTION

Can only be played during your own turn. You can play up to 2 per turn.

ANYTIME

Can be played during any player's turn. You can play as many as you want on a given turn.

INSTANT

Must be played instantly. If it's in your starting hand, play it as soon as your first turn begins.

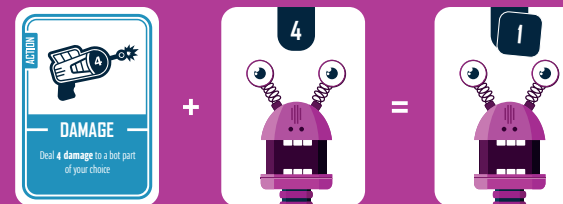
GO TO BATTLE!

- Deal a hand of 4 Battle Cards to each player.
- Allow players to complete the 'Tuning stage' now.
- The lowest health bot head goes first and play continues turn by turn in a clockwise direction. If it's a tie, begin with the one with the lowest total health.
- Your turn begins by picking up 2 new Battle Cards. If you start a turn with no cards in hand, you can pick up 4 instead of 2.
- You can then play up to 2 Action Cards and unlimited Anytime Cards before the end of your turn.
- Once a Battle Card has been played, place it face up on a discard pile.

HEALTH COUNTERS

When a Bot Part is damaged but not destroyed, place a Health Counter on the card to reflect the new health total.

For example, if 3 damage is dealt to a head with 4 health it would now only have 1 health remaining. (4 health - 3 damage = 1 health)



Various Battle Cards allow you to move Health Counters between parts, simultaneously healing or buffing your parts whilst damaging others.

DESTROYING A BOT PART

If the health of a Bot Part falls to 0 or below (and the damage hasn't been prevented by an 'Armour' or 'Denied' card) then it is destroyed.

When this happens the card is turned face down. Destroyed parts cannot be healed (aside from one powerplay card).

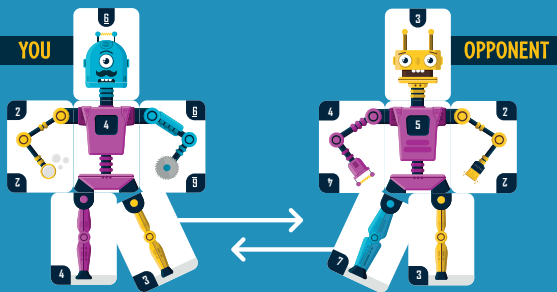
EXAMPLE TURN

ACTION 1



PLAY 'SWAP SHOP'

You swap your 2 health leg for your opponent's 7 health leg, strengthening the health of your bot and making theirs weaker.

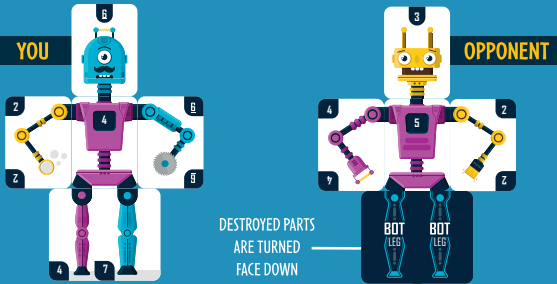


ACTION 2



PLAY 'LEG-SPLOSION' WITH 'RUST'

Your opponents' legs take 2 damage each, plus 1 extra from the 'Rust' making 3 each in total. Because of the swap in action 1, this will now destroy both of this opponent's legs.



POWER PLAY CARDS

The 'Power Play' card deck contains powerful game-changing cards. The effects on these cards can be good or bad for the player who plays it. All power play cards are classified as 'Instant', so if you pick one up you must do what it says immediately - it can't be blocked!

There are two Battle Cards that result in picking up a Power Play Card:

INSTANT



POWER PLAY

Draw and play 1 power play card

ACTION



FEELIN' LUCKY?

Draw and play 1 power play card

If you draw this, you must pick up and play a 'Power Play' card immediately. If it's in your starting hand, play it as soon as your first turn begins. This card does not count as one of your actions for the turn.

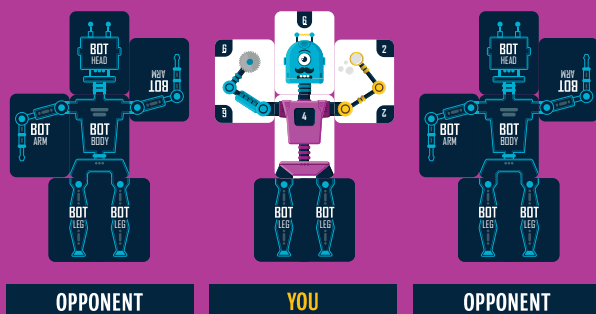
If you draw this, you can choose whether or not to play it. It can be added to your hand like normal. Playing it is a gamble, but it could be worth it if you are behind in the game and need to catch up!

ELIMINATIONS

When every part on a bot has been destroyed, that player is eliminated from the game and there is no coming back...bye!

WINNING THE GAME

The game ends when there is only one player left with any live Bot Parts. If this happens to you, feel free to gloat, jump around and celebrate your momentous victory!

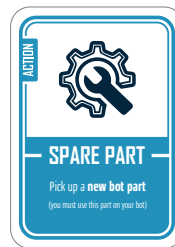


ALTERNATE ENDING

Not a fan of eliminations? Not to worry, as much like a DVD extras section we have an alternate ending. In this version, the game ends when the first player is eliminated and the player with the highest total health on their bot is crowned the winner (include health counter adjustments in this total).

These rules are only applicable for 3-5 player games and switches your primary focus onto strengthening yourself before looking to deliver the killer blow.

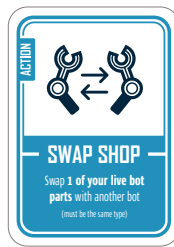
CARD DISPUTES



SPARE PART

Pick up a new bot part (you must use this part on your bot)

Spare parts can replace live or dead parts. You must use the spare part, even if it weakens you. Discard the part it replaced.



SWAP SHOP

Swap 1 of your live bot parts with another bot (must be the same type)

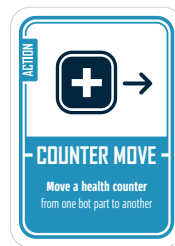
You can't swap different part types e.g. an arm for a leg. Dead Bot Parts cannot be used as part of a swap deal.



SYSTEM RESET

Discard and replace any unwanted battle cards (includes this one)

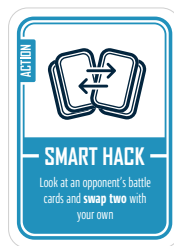
Playing this on its own allows you to pick up one new card. For every card you discard in addition to this, you can pick up another.



COUNTER MOVE

Move a health counter from one bot part to another

This card can be used to increase or decrease the health of a part. If you move a Health Counter onto a part that already has one, discard the original Counter.



SMART HACK

Look at an opponent's battle cards and swap two with your own

You must swap two cards as long as you and your opponent have them. If you or your chosen opponent do not, you may swap one card.

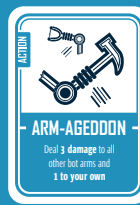


DENIED!

Cancel the effect of any action card (cannot block 'anytime' or 'instant' cards)

The last played Action Card is cancelled in its entirety e.g. a 'Leg-spllosion' with 'Rust' will deny the leg-spllosion for everyone (and therefore rust has no effect).

CARD DISPUTES



ARM-AGEDDON

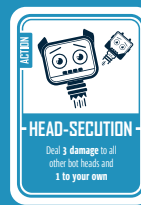
Deal 3 damage to all other bot arms and 1 to your own

When you play 'Armour' alongside any of the cards that damage multiple parts including your own e.g. 'Arm-ageddon', the reduction of 2 damage is made only to your parts. So in this example you would deal 3 damage to all other Bot Arms and 0 to your own.



ARMOUR

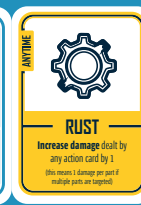
Reduce damage dealt to you by any action card by 2 (this means 1 damage per part if multiple parts are targeted)



HEAD-SECTION

Deal 3 damage to all other bot heads and 1 to your own

When you play 'Rust' alongside any of the cards that damage multiple parts including your own e.g. 'Head-section', the additional 1 damage is added to every part affected. So in this example you would deal 4 damage to all other Bot Heads and 2 to your own.



RUST

Increase damage dealt by any action card by 1 (this means 1 damage per part if multiple parts are targeted)

ADDITIONAL RULES

- If you find yourself without any battle cards at the start of your turn, you may pick up 4 cards instead of 2.
- If the battle card deck runs out of cards, simply turn the discard pile over and draw again from the top.
- If a bot part with a health counter on is damaged back to its original health, continue using the counter. Do not removed it unless it is healed.
- When drawing a Power Play Card, "POW-ER-PLAY" should be chanted repeatedly by all players. Failure to comply will result in less fun...