ТАНЧИКИ

ARCADE TANKS!

CRUSH BRICKS. BLOW UP BOTS. ~~PROTECT~~ CAPTURE THE EAGLE!

VIDEO

🛢 RULEBOOK

While we were away from the console, the bots have captured our Eagle and now we have to take it back!

In **Arcade Tanks!** *each player controls their own tank, while AI (Artificial Intelligence) controls bot tanks. Players plan their turns simultaneously, placing Maneuver Cards face-down, and then reveal them at the same time. After players finished their movements, bots also move, depending on which cards were played by the players.*

When all movement and impacts are resolved, all tanks automatically shoot. Explosions destroy brick walls, players discard some cards and some tanks return to starting line.

Each player tries to capture The Eagle first, all while blowing up bots to score maximum amount of points!

GAME COMPONENTS

4 Board Tiles

First Player Token
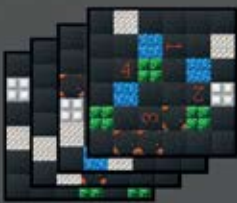
12 Brick Tokens

3 Eagle Tokens

4 Player Tank Tokens

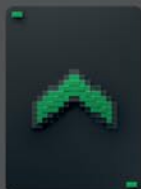16 Bot Tank Tokens

4 Power-Up Tokens

72 Maneuver Cards

MANEUVER CARDS

Each player uses their own deck of cards to maneuver their tank.
There are 18 cards in the deck:
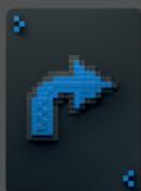
MOVE CARDS:

2 cards
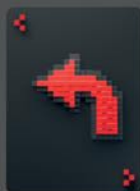"Advance 1 space"

4 cards
"Advance 2 space"

2cards
"Advance 3 space"

TURN CARDS:

4 cards
"Turn Left"

4 cards
"Turn Right"

2 cards
"Turnaround"

Remember: all Turn Cards are resolved on the same space your tank is stationed in.

GAME BOARD ELEMENTS

On the game board you will find different types of obstacles and terrain:

Concrete Blocks - impassable and indestructible obstacle.
You cannot move nor shoot through it.

Brick Wall - impassable before fully destroyed. Can be crushed with two shots.

Damaged Brick Wall - after the first shot the Brick Wall token flipped to its Damaged side.

Destroyed Brick Wall - when shot for the second time, the Brick Wall Token is removed from the game board, making its space passable.

Forest - a tank stationed in the forest cannot be targeted when shooting. However, the tank can be pushed out of the forest, either intentionally or coincidentally. You can shoot through forest spaces without damaging tanks hidden there.

Water - whan a tank moves into water, it immediately sinks to the bottom. The sunk player's tank will respawn at the End of the Round phase. You can shoot through water spaces.

Ice - a tank cannot stop on the ice and must slide until it moves on another type of terrain or meet an obstacle (Concrete, Brick Wall or Edge of the Board). Ice doesn't affect moving through without stopping or turning on it. You can shoot through ice spaces.

The Eagle - capturing these is one of your objectives during the game. Whenever player's tank stops or moving through the space with The Eagle, player takes that Eagle Token. Each Eagle Token will yield you 3 Victory Points at the end of the game.

Remember: *Space with The Eagle Token is still affected by the terrain type. So there could be Forest or Ice under The Eagle.*

Bots can also stop on or move through The Eagle's space.

Edges of the board are always considered impassable obstacles.

POWER-UPS

Power-Ups are special bonus tokens that appear when you destroy the bots.
Whenever bot is blown-up, take random Power-Up token from the reserve and put it on space, corresponding to color and number on the back of the destroyed bot. If there is no Star on the board at that moment, put the bonus token Star side-up. If there is a Star on the board already, put new Power-Up Star side-down instead. If there is no Power-Ups in the reserve, then no bonus will appear until reserve is replenished.
Whenever player's tank moves into space with a Power-Up, do the following:

Star - player draws 2 cards from their deck.

Clock - bots will not move or shoot until the end of this turn.

Helm - player keeps the token and discards it when he is getting shot. This prevents all simultaneous damage that would be dealt to their tank.

Shovel - player can either remove one whole or damaged Brick Wall / Token from any space OR add a Brick Wall Token from any space (only if there is such token in the reserve).

Grenade - player chooses any space on the board. Then they resolve an explosion in that space and all adjacent spaces (including diagonally adjacent, making explosion area effectively 3x3). In the affected spaces:
- all Brick Walls, Damaged and undamaged, are removed.
- all bots are destroyed. Do not place Power-Ups for bots destroyed this way.
- all player tanks take damage: affected players discard 2 cards each.

Remember: *when the bot enters space with a Power-Up, it is immediately removed.*
Used or removed Power-Ups all shuffled back to the reserve with their star-side up.

SETUP

1. Arrange all 4 board tiles in 2x2 grid. You can rotate them any way you like.

2. Put Brick Wall Tokens on all spaces with the Brick Wall icon.

3. Shuffle Power-Up Tokens star-side up and put them near the board.

Put The Eagle Token to 3rd space when counting diagonally from outer corner of the board

Starting diagonal

Player deck

Maneuver Cards

Discard

1st maneuver   2nd maneuver

4. Give First Player Token to the player who won the last game or were the last to play a tank-themed videogame.

5. Flip all Bot Tank Tokens to their all tank side-up, shuffle and arrange them into reserve near the game board.

6. Take one random Bot Tank Token and place it on a space with the color and number on its flipside. Orient the tank's gun to the top of the number of that space.

7. Take two more random bots and, without looking at their flipsides, put them on lowest possible numbers in the same section of the game board. Orient these tanks' guns to the top of the numbers as well.

8. Put The Eagle Token to 3rd space when counting diagonally from outer corner of the board (see illustration).

9. Players shuffle their own decks and draw 7 cards into their hands.

10. Starting from the first player and continuing clockwise, players place their tanks on "starting diagonal" of the game board (see illustration).

11. Players shuffle their own decks and draw 7 cards into their hands.

12. Starting from the first player and continuing clockwise, players place their tanks on "starting diagonal" of the game board, side with color corners up (see illustration). Players can choose any starting orientation for their tanks.

Remember: Once you tank is placed, you will have to spend your in-game actions to turn it, so choose your starting orientation wisely.

OBJECTIVE OF THE GAME

Your goal in Arcade Tanks! is to score most Victory Points by the end of the game. Players get **1 VP** for each bot they destroy and **3 VP** for each Eagle they capture. The game ends immediately after third Eagle is captured or when player with the most VP has 5 VP more than second-placed player.

STRUCTURE OF PLAY

The game is played over a series of rounds each consisting of 4 phases:

PLANNING PHASE   1ST ACTION PHASE   2ND ACTION PHASE   END OF THE ROUND

In Planning Phase, players form **2 maneuvers for their tanks** by selecting a number of cards from their hands and putting these **in 2 facedown stacks** in front of them.

1st maneuver   2nd maneuver

Each maneuver must consist of at least one card. There can be **any number of Turn Cards** , but **no more than 1 Move Card**

Before selecting their cards, player may discard any number of the same cards (e.g. "Turn Left") from their hand to draw the same amount from their deck.

Remember: each players has their own deck and discard pile. Cards in discard pile are always face-up. We recommend to put your deck to your left, your discard to your right and prepare your maneuvers in the middle of your own play area.

Instead of preparing maneuvers, player also has the option to **disengage** their tank for this round. Flip your tank token to its flipside (without colored arrows). Disengaged tank won't move or shoot during that round, but it's also **cannot be a target**. Disengaged tank is considered as an obstacle by bots, but it can be pushed by other players tanks when moving.
Player with disengaged tank will also draw cards at the end of the round until they have a hand of 7 cards.

During 1st Action Phase players will resolve their **first maneuver** in turn order, after that bots will move and then everyone will simultaneously shoot.

MOVEMENT

1st maneuver   2nd maneuver

Starting with the First Player and continuing clockwise, each player reveal cards in their **1st maneuver stack** and resolves them in order they were put in it.

When moving tank meets an obstacle (concrete, brick wall or edge of the board), tank will stop but still resolve all turns assigned on that maneuver.

When moving tank meets another player's tank or a bot, it pushes that tank in that direction until movement is resolved or stopped by an obstacle.

When tank finished their movement on the ice, it continues to slide until it enters other type of terrain or meets an obstacle. This sliding may also push other tanks.

When tank enters water space, it is lost. If movement results in drowned bot tank, player should take that Bot Tank Token as a Victory Point and add a Power-Up to a game board (see Power-Ups).

Player who entered space with The Eagle, takes that token. If that was third captured Eagle, the game ends immediately (see Scoring). If it wasn't - place new Eagle Token on the game board. To choose new location, flip The Eagle Token like a coin. Depending on its orientation after the flip (left or right), place it on next board segment going clockwise or counterclockwise, the same way placed it at the beginning of the game.

BOT MOVEMENT

Highest Move card played by any player during that Action Phase determines how many maneuvers bots will do.

Example: If any player played "Advance 3 spaces" card, each bot will do 3 maneuvers. Likewise, if no player played any Move card during this Action Phase (maybe everyone only played Turn cards), bots won't do maneuvers at all.

Each bot's maneuver is either one turn **left / right / around** or moving **"Advance 1 space".**

All bots are moved by the first player in any order, executing an "AI decision" for **each maneuver** according to following rules:

> If "target is in sight", meaning there is **a player tank in the same row or column**, not stationed in the forest and without any obstacles (concrete or bricks) along the path, bot **turns** to player's tank OR if it is already turned, then **advance 1 space** towards it.

When multiple targets are available, bot must prioritize target in front, then to the left, then to the right and then behind it. When multiple targets sighted from the same direction, bot must prioritize closest one.
However, if there is a water or another bot in a space, where bot would advance, it won't move and just skip the action instead. So, bot won't go into the water and won't push another bot tanks.

> If "no target is in sight and no obstacles in front" bot will simply **advance 1 space** without turning. If bot moves into ice space, it continues to slide until it enters another type of terrain or meet an obstacle.

> If "no target is in sight and in front of it is an obstacle" (concrete, bricks, water, other bot or board edge), bot will do a **turn** to the side with no obstacle, prioritizing right turn first, then left, then turnaround.

Remember: while moving, bot can push player's tank. If bot moves onto ice and slides into water, it is destroyed. Return it to the reserve and place Power-Up on board.

OPEN FIRE!

After maneuvering is done by players and bots, both sides simultaneously fire. This means that even if tank will be destroyed, it will still do the shot.

Player tanks always fire, hitting whatever it is in front of them - brick wall, concrete, bot or another player's tank.

Bot tanks only fire if there is a player tank in front of them. Bot will hit player even if there is another bot tank between them. Bots will never fire on bricks or other bots.

Remember: Tank stationed in the forest or disengaged tank are invisible to firing, so shots will effectively "go through" such tanks.

We recommend to resolve hits in the following manner
(but remember, that all shots are simultaneous):

1.

When Brick Wall is hit, flip it to Damaged side. When it is hit again or is hit from different sides, remove that token from the game board. Space under that token is then considered as empty space.

2.
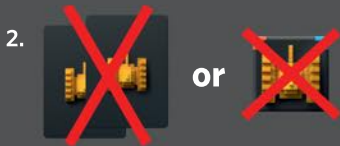
When player's tank is hit - that player must discard 2 random cards (simply let next player pick cards from your hand without looking at them). If player doesn't have enough cards, their tank is destroyed, but will respawn at the End of the Round.

3.

When bot tank is hit - that tank is destroyed. Player who blown it up gets the token as a Victory Point. Place a Power-Up on the game board.

Exception: If multiple players hit the same bot at the same time, no one gets the token and it is returned to the reserve.

PLANNING PHASE   1ST ACTION PHASE   **2ND ACTION PHASE**   END OF THE ROUND

2nd Action Phase is played similarly to the first one - players will resolve their **second maneuver** in turn order, bots will move and everybody will simultaneously shoot.

GETTING NEW CARDS

All players discard all cards played for maneuvers, draw the **same number** of cards from the deck, then if they have **less than 7 cards**, they draw **1 additional card**.

Players who disengaged their tanks at the beginning of the round, should replenish their hand back to 7 cards and flip their tank token back to the side with colored arrows.

When player's deck runs out of card, simply reshuffle your discard pile and prepare a new deck.

Remember: Each players has their own deck and discard pile. Cards in discard pile are always face-up. We recommend to put your deck to your left, your discard to your right and prepare your maneuvers in the middle of your own play area.

BOTS RESPAWN

If there are less than 3 bots on the board, draw necessary number of tokens from the reserve and put them on spaces with same number and color as on their flipsides. If that space is occupied, place on next higher-numbered available space of that color. If there is no bots in the reserve, then no more of them will appear until the end of the game.

PLAYERS RESPAWN

If player's tank was destroyed during this round, that player do the following:
- ⦾ Reshuffle all of their cards, preparing a new deck
- ⦾ Draw new hand of 7 cards
- ⦾ Put their tanks (in turn order) on "starting diagonal" on board segment farthest from current Eagle position

Finally, pass first player token to the next player (clockwise) and you're ready to begin next round!

GAME END AND SCORING

The game ends immediately after third Eagle is captured or when player with the most VP has at least 5 VP more than second-placed player.

Each destroyed bot counts as **1 VP**.

Every Eagle captured counts as **3 VP**.

Player with the most points is the winner of the game. If tied, continue to play until the tie is broken.

VARIANT RULES

"UNEVEN COMBAT"
Bots can ignore obstacles when sighting targets and shooting.
Players still follow usual rules for shooting.

"ISLAND"
Tank can move or be pushed beyond edges of the board. This will destroy
 the tank as if it entered the water space. Bots AI will interpret edges
of the board as water.

"DANGEROUS FOUR"
Place 4 bots at the start of the game and every end of round respawn bots up to number
of 4 (instead of usual 3).

"AVALANCHE"
Place additional bot at the end of every round, regardless of number
of bots currently on board.

"SINGLE PLAYER MODE"
Play as a single tank, trying to get 3 Eagles with minimal number of turns.

"5+ PLAYERS MODE"
If you have more than one copy of the game, you can combine them
to play by 5 or more players. When spawning, you may use any spaces
of board corner that is farthest from the Eagle, limited by starting diagonal.
If you decide to play with expanded board, remember to always place
bots in segments of their color closest to current position of The Eagle.

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Are you sad that the age of heroes is now only a glorious memory? Do you feel upset that brave warriors such as yourself have no outlet for your rage, no arena where you can display your courage? Then dive into the world of Orc's business! Build up your companies in this maelstrom of competition, outplay your rivals and rake in those golden skulls and trophies. Let no loan obligations overwhelm you and legends will be told of your glorious business ventures!

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A family game where players take roles of Fixies, a little but brilliant inventors, each trying to use their collection of small parts to create a new devices. Useful inventions will not only help you to gather more parts, but are also needed to do emergency repairs and get "Crash!Blam!" tokens.

Tongue Wiggles

A collection of different word games, with emphasis on speed, memory and articulation, all within one box. You will find many strange names, silly tongue twisters and geographical titles. Spin the top, draw your card and be the fastest to speak!

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Players in this game are prehistoric tribesmen, each with language consisting only of one word, known only to them. Explain to others the meaning behind your "Welp!" or "Kapow!" words, using a set of bizarre illustrations.

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Ironic game where you need to manage a life of husband and wife. Smartly arrange different errands between the two to score a maximum amount of points. And don't forget to make nice with your neighbours - families controlled by other players.

economicusgame.com/shop