

SOLO MODE: ROBOT PILOT GUIDE

| ACTIONS | MOVEMENT | ADD. RULES |
|----------------|---|---|
| COLLECT | Forward | If the Robot Pilot's resources are maxed-out, do not Collect. |
| *DEPLOY MINE | Toward the Highest ☒ | Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret. |
| *DEPLOY TURRET | Toward the Highest ☒ | Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret. |
| *PURCHASE | Toward the Lowest ☒ | The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right. |
| *POWER UP | Toward the Lowest ☒ | If damaged, the Robot Pilot pays 1 until it heals to full health. |
| DIAGONAL JUMP | Into Player's Zone if diagonal | The Robot Pilot's first Weapon deals a Power Attack. |
| DOUBLE JUMP | Into Player's Zone if in same row or column | The Robot Pilot's first Weapon deals a Power Attack. |

* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:

LEFT

RIGHT

FORWARD

If it cannot decide, it will always move forward.

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

SOLO MODE: ROBOT PILOT GUIDE

| ACTIONS | MOVEMENT | ADD. RULES |
|----------------|---|---|
| COLLECT | Forward | If the Robot Pilot's resources are maxed-out, do not Collect. |
| *DEPLOY MINE | Toward the Highest ☒ | Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret. |
| *DEPLOY TURRET | Toward the Highest ☒ | Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret. |
| *PURCHASE | Toward the Lowest ☒ | The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right. |
| *POWER UP | Toward the Lowest ☒ | If damaged, the Robot Pilot pays 1 until it heals to full health. |
| DIAGONAL JUMP | Into Player's Zone if diagonal | The Robot Pilot's first Weapon deals a Power Attack. |
| DOUBLE JUMP | Into Player's Zone if in same row or column | The Robot Pilot's first Weapon deals a Power Attack. |

* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:

LEFT

RIGHT

FORWARD

If it cannot decide, it will always move forward.

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

SOLO MODE: ROBOT PILOT GUIDE

| ACTIONS | MOVEMENT | ADD. RULES |
|----------------|---|---|
| COLLECT | Forward | If the Robot Pilot's resources are maxed-out, do not Collect. |
| *DEPLOY MINE | Toward the Highest ☒ | Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret. |
| *DEPLOY TURRET | Toward the Highest ☒ | Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret. |
| *PURCHASE | Toward the Lowest ☒ | The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right. |
| *POWER UP | Toward the Lowest ☒ | If damaged, the Robot Pilot pays 1 until it heals to full health. |
| DIAGONAL JUMP | Into Player's Zone if diagonal | The Robot Pilot's first Weapon deals a Power Attack. |
| DOUBLE JUMP | Into Player's Zone if in same row or column | The Robot Pilot's first Weapon deals a Power Attack. |

* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:

LEFT

RIGHT

FORWARD

If it cannot decide, it will always move forward.

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

SOLO MODE: ROBOT PILOT GUIDE

| ACTIONS | MOVEMENT | ADD. RULES |
|----------------|---|---|
| COLLECT | Forward | If the Robot Pilot's resources are maxed-out, do not Collect. |
| *DEPLOY MINE | Toward the Highest ☒ | Cannot Deploy a Mine into a Zone with the other Robot Pilot's Mine/Turret. |
| *DEPLOY TURRET | Toward the Highest ☒ | Cannot Deploy a Turret into a Zone with the other Robot Pilot's Mine/Turret. |
| *PURCHASE | Toward the Lowest ☒ | The Robot Pilot buys the first Advanced Weapon it can, choosing from left to right. |
| *POWER UP | Toward the Lowest ☒ | If damaged, the Robot Pilot pays 1 until it heals to full health. |
| DIAGONAL JUMP | Into Player's Zone if diagonal | The Robot Pilot's first Weapon deals a Power Attack. |
| DOUBLE JUMP | Into Player's Zone if in same row or column | The Robot Pilot's first Weapon deals a Power Attack. |

* If this action cannot be completed, the Robot Pilot will instead COLLECT, but still moves according to the original action.

MOVEMENT
The direction the Robot Pilot is facing determines which directions it can move:
It will choose between the Zones:

LEFT

RIGHT

FORWARD

If it cannot decide, it will always move forward.

If it needs to move forward, but cannot (such as hitting a wall or the other Robot Pilot), it will turn around and then move forward.

WALL

ADVANCED

ADVANCED

ADVANCED

SPARTA 3000

FORCE FIELD- May take 1 fewer damage from Mines and Turrets for every 2 ⚡ spent.

SCORE 2

EXIT OUT OF MIGHTY MECH

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

MIGHTY MECH CANNOT HEAL

ADVANCED

ADVANCED

ADVANCED

ROUND

1

2

3

4

5

6

MINES

TURRETS

ZONE

MIGHTY

SCORING

1

2

3

4

5

6

COMBAT

MELEE

RANGED

COUNTER

AREA

SCORE 1

for starting Combat

SCORE 1

for every 1 damage you deal to the enemy

SCORE 1

for causing the enemy to retreat or dealing a K.O.

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat!

SCORE 1

if dealing a K.O.

MINE

Resolve BEFORE any Combat!

SCORE 1

if dealing a K.O.

1

2

3

4

5

6

7

8

9

COMBAT

MELEE

RANGED

COUNTER

AREA

SCORE 1

for starting Combat

SCORE 1

for every 1 damage you deal to the enemy

SCORE 1

for causing the enemy to retreat or dealing a K.O.

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat!

SCORE 1

if dealing a K.O.

MINE

Resolve BEFORE any Combat!

SCORE 1

if dealing a K.O.

1

2

3

4

5

6

7

8

9

COMBAT

MELEE

RANGED

COUNTER

AREA

SCORE 1

for starting Combat

SCORE 1

for every 1 damage you deal to the enemy

SCORE 1

for causing the enemy to retreat or dealing a K.O.

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat!

SCORE 1

if dealing a K.O.

MINE

Resolve BEFORE any Combat!

SCORE 1

if dealing a K.O.

1

2

3

4

5

6

7

8

9

COMBAT

MELEE

RANGED

COUNTER

AREA

SCORE 1

for starting Combat

SCORE 1

for every 1 damage you deal to the enemy

SCORE 1

for causing the enemy to retreat or dealing a K.O.

POWER UP

HEAL

1 ⚡ → 2 ⚡

OR

UPGRADE

5 ⚡ → 3 ⚡

MIGHTY MECH

FULL HEALTH

DEPLOY

TURRET

Resolve AFTER any Combat!

SCORE 1

if dealing a K.O.

MINE

Resolve BEFORE any Combat!

SCORE 1

if dealing a K.O.

1

2

3

4

5

6

7

8

9

ROUND

1

2

3

4

5

6

MINES

TURRETS

ZONE

MIGHTY

SCORING

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

ADVANCED

ADVANCED

ADVANCED

TROY 3000

ROCKET CHARGE- When resolving a normal movement, you may move further in that direction by spending 1 ⚡ per Zone. You must stop if entering Combat.

SCORE 2

EXIT OUT OF MIGHTY MECH

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25

26

27

28

29

30

31

32

33

34

35

36

37

38

39

40

MIGHTY MECH CANNOT HEAL



WASP

SCARE TACTICS— When one of your Mines/ Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



RETREAT OUT OF POWER ARMOR



RAMPAGE

SUPPLY DROP— When you Collect, you always collect 1 additional ⚡ or ⚡ matching the type of the Zone you occupy.



RETREAT OUT OF POWER ARMOR



MAGMA

POWER SHIELD— For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ❤️.



RETREAT OUT OF POWER ARMOR



TSUNAMI

IMPULSE COMMAND— You may spend 2 ⚡ to go into *Ad Hoc Mode* for your final action.



RETREAT OUT OF POWER ARMOR



TANK

TOUGH AS STEEL— Take 1 fewer damage from Turrets and 2 fewer damage from Mines.



RETREAT OUT OF POWER ARMOR



KITTY

GYROSCOPE— When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.

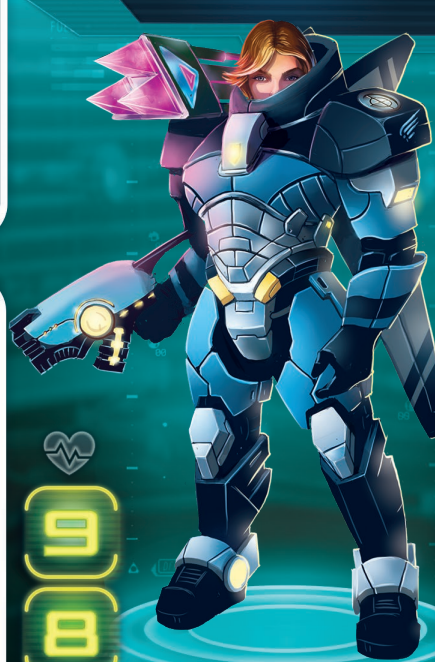


RETREAT OUT OF POWER ARMOR



DIAMOND

SELF-REPAIR— When you Power Up and Heal, heal your first 5 ❤️ for free.



RETREAT OUT OF POWER ARMOR



MAVERICK

WEAPONS EXPERT— Before Combat begins, you may pay 2 ⚡ to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



RETREAT OUT OF POWER ARMOR





TSUNAMI

IMPULSE COMMAND—You may spend 2 ⚡ to go into *Ad Hoc Mode* for your final action.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



MAGMA

POWER SHIELD—For the first damage you take during each Combat, you may lose 1 ⚡ instead of 1 ♥.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



RAMPAGE

SUPPLY DROP—When you *Collect*, you always collect 1 additional ⚡ or ⚙️ matching the type of the Zone you occupy.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



WASP

SCARE TACTICS—When one of your Mines/Turrets gets destroyed, you may immediately deploy a new one in an empty Zone, adjacent to you, at +1 cost.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



MAVERICK

WEAPONS EXPERT—Before Combat begins, you may pay 2 ⚙️ to not exhaust your first Weapon after you use it (you may use that Weapon a second time in Combat).



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



DIAMOND

SELF-REPAIR—When you *Power Up* and *Heal*, heal your first 5 ♥ for free.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡



KITTY

GYROSCOPE—When resolving a Program Card, you may spend 1 ⚡ to rotate it once in either direction.



RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡

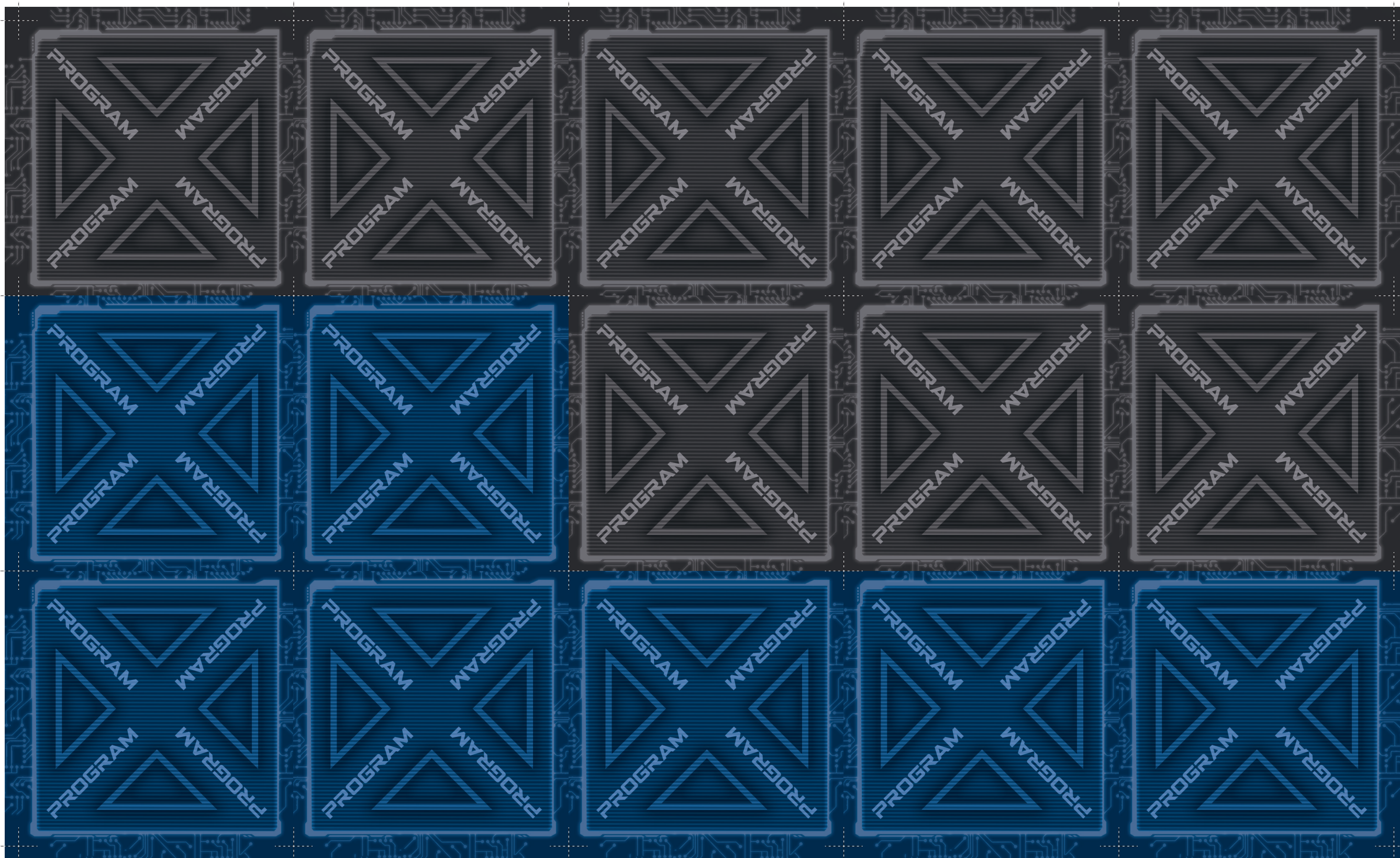


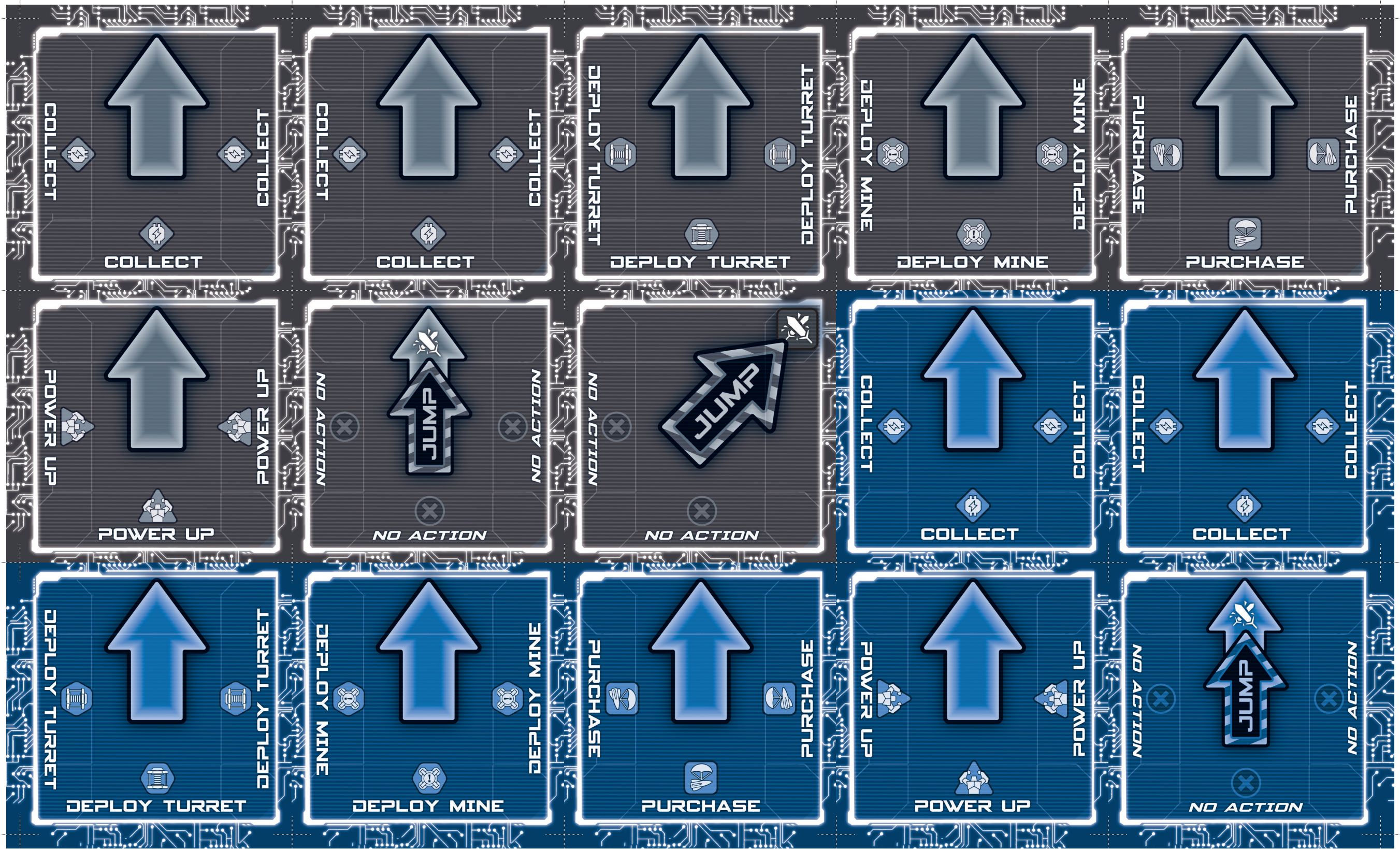
TANK

TOUGH AS STEEL—Take 1 fewer damage from Turrets and 2 fewer damage from Mines.

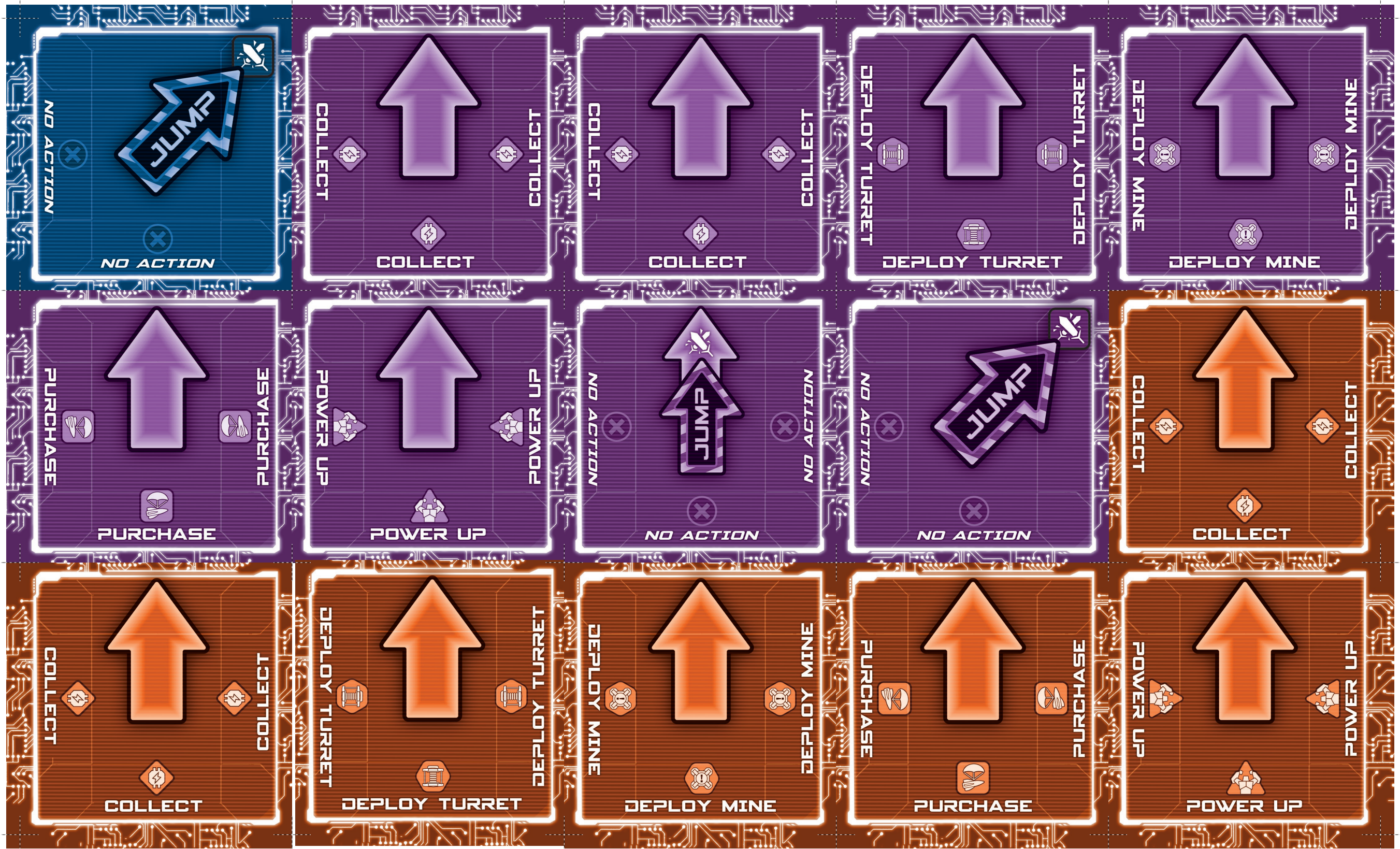


RESPAWN WITH
MIN. 2 ⚡ AND 2 ⚡














| | | | | |
|---|---|---|---|---|
| | | | | |
| <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> | <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> | <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> | <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> | |
| | | | | |
| | | | | |
| <div> <div>1</div> <div>0 ⚡</div> <div>2 ⚡</div> </div> | <div> <div>1</div> <div>0 ⚡</div> <div>2 ⚡</div> </div> | <div> <div>1</div> <div>0 ⚡</div> <div>2 ⚡</div> </div> | <div> <div>1</div> <div>0 ⚡</div> <div>2 ⚡</div> </div> | <div> <div>1</div> <div>1 ⚡</div> <div>1 ⚡</div> </div> |
| | | | | |
| | | | | |

| | | | | |
|---|--|---|---|---|
|   <div> <div>1</div> <div>1 ¢</div> <div>1 ⚡</div> </div> |   <div> <div>1</div> <div>1 ¢</div> <div>1 ⚡</div> </div> |   <div> <div>1</div> <div>1 ¢</div> <div>1 ⚡</div> </div> |   <div> <div>2</div> <div>3 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>2</div> <div>3 ¢</div> <div>0 ⚡</div> </div> |
|  <p>If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> |  <p>If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> |  <p>If this is your first Weapon played during Combat, it immediately does the damage of a Power Attack.</p> |  <p>Both players immediately move into an adjacent Zone, Attacker's choice, without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p> |  <p>Pay 2 ⚡ to exhaust any one of the enemy's unused Weapons.</p> |
|  <p>N/A</p> |  <p>N/A</p> |  <p>N/A</p> |  <p>Both players immediately move into an adjacent Zone, Attacker's choice without another enemy. Any Mine/Turret in that Zone is removed (and no damage is taken).</p> |  <p>Exhaust any one of the enemy's unused Weapons.</p> |
|   <div> <div>1</div> <div>2 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>1</div> <div>2 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>3</div> <div>4 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>4</div> <div>5 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>2</div> <div>2 ¢</div> <div>1 ⚡</div> </div> |
|  <p>Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Score an additional 1.</p> |  <p>Cannot be Countered (even by the Riot Shield).</p> |  <p>+1 damage for each Turret you have in the Arena.</p> |
|  <p>Counters ALL Attacks. Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Counters ALL Attacks. Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Score an additional 1.</p> |  <p>Cannot be Countered (even by the Riot Shield).</p> |  <p>+1 damage for each Turret you have in the Arena.</p> |
|   <div> <div>1</div> <div>2 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>1</div> <div>2 ¢</div> <div>0 ⚡</div> </div> |   <div> <div>2</div> <div>2 ¢</div> <div>1 ⚡</div> </div> |   <div> <div>2</div> <div>2 ¢</div> <div>1 ⚡</div> </div> |   <div> <div>3</div> <div>3 ¢</div> <div>1 ⚡</div> </div> |
|  <p>Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>N/A</p> |  <p>+1 damage for each 1 ¢ you pay (Max 3).</p> |  <p>Gain 1 ¢ OR 1 ⚡.</p> |
|  <p>Counters ALL Attacks. Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>Counters ALL Attacks. Heal 1♥ for each 1 ⚡ you pay (Max 3).</p> |  <p>You may reactivate 1 exhausted Weapon (cannot be Crossbolt).</p> |  <p>+1 damage for each 1 ¢ you pay (Max 3).</p> |  <p>Gain 2 ¢ OR 2 ⚡.</p> |



| | | | | |
|--|--|--|--|--|
| <div><div>ADVANCED</div><div><div><div>3</div><div>3</div><div>1</div></div></div><div>SNIPER RIFLE</div><div><div>2</div><div>N/A</div></div><div><div>3</div><div>The enemy loses 1 for each 1 you pay (Max 3).</div></div></div> | <div><div>ADVANCED</div><div><div><div>4</div><div>3</div><div>2</div></div></div><div>RAILGUN</div><div><div>3</div><div>N/A</div></div><div><div>3</div><div>Choose 1 orthogonal straight line of Zones from this Zone. If there are other enemies in that line, they each take 1 damage (score 1 for each).</div></div></div> | <div><div>ADVANCED</div><div><div><div>2</div><div>0</div><div>3</div></div></div><div>LIGHTNING COIL</div><div><div>1</div><div>+1 damage for each 1 you pay (Max 3).</div></div><div><div>1</div><div>+1 damage for each 1 you pay (Max 3).</div></div></div> | <div></div> | <div></div> |
| <div><div>ADVANCED</div><div><div><div>2</div><div>0</div><div>3</div></div></div><div>PARTICLE PHASER</div><div><div>1</div><div>Steal 1 OR 1 from the enemy.</div></div><div><div>2</div><div>Steal 1 AND 1 from the enemy.</div></div></div> | <div><div>ADVANCED</div><div><div><div>3</div><div>0</div><div>4</div></div></div><div>FLAMETHROWER</div><div><div>1</div><div>Add additional damage equal to your Zone's .</div></div><div><div>2</div><div>Add additional damage equal to your Zone's .</div></div></div> | <div><div>ADVANCED</div><div><div><div>3</div><div>0</div><div>4</div></div></div><div>PLASMA CANNON</div><div><div>2</div><div>+2 damage if played immediately after an enemy plays an Area Weapon ().</div></div><div><div>3</div><div>N/A</div></div></div> | <div></div> | <div></div> |
| <div><div>ADVANCED</div><div><div><div>4</div><div>0</div><div>5</div></div></div><div>ROCKET BATTERY</div><div><div>2</div><div>Lose 1 as well (the enemy does not score 1 for this).</div></div><div><div>5</div><div>Lose 2 as well (the enemy does not score 1 for this).</div></div></div> | <div><div>ADVANCED</div><div><div><div>4</div><div>0</div><div>5</div></div></div><div>AUTO TURRET</div><div><div>2</div><div>N/A</div></div><div><div>3</div><div>You may immediately deploy a Turret, for free, in an empty Zone adjacent to you.</div></div></div> | <div></div> | <div></div> | <div></div> |

