
tiny
EPIC
MECHS
RULES OF
THE ARENA
GAMELYN
GAMES
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instructional video!

COMPONENTS



8 Pilot Cards
(Power Armor on opposite side)



1 Round Card



1 Score Card



1 Mighty Mech Card



4 Player Cards
(Solo Mode on opposite side)



32 Program Cards



21 Zone Cards



32 Weapon Cards



4 Ad Hoc Mode Cards



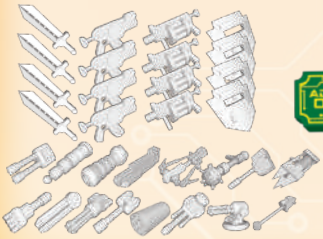
4 ITEMeeples®



4 Power Armors



Mighty Mech



32 Weapon Items



46 Wooden Tokens

PROLOGUE

It is the year 3030, and technology offers humankind unimaginable entertainment. What used to be virtual is now reality, and sports that once occupied your flat-screen now occupy the world stage. The largest of these sports embodies the evolution and integration of athleticism and machinery. Hundreds of millions of viewers jack in to the neural net feed from the Battle Arena, high up on the roof of AughTech Headquarters, witnessing the spectacle that is *M.E.C.H.s*: *Mechanized Entertainment Combat Heroes*.

OVERVIEW

In *Tiny Epic Mechs*, players take on the roles of highly skilled and athletic Mech pilots. They compete in a free-for-all battle royale over the span of six rounds. In each round, players program their actions and execute them in order. These actions keep you moving around the arena while allowing you to deploy defensive turrets and explosive mines, collect resources, purchase weaponry, power up into your Power Armor, and eventually take control of the Mighty Mech.

When you enter a zone with another player, combat ensues. During combat, players exchange fire, using one Weapon at a time, until one player has exhausted all their Weapons and must retreat, or one player is defeated and forced to respawn at their base. If you time your Weapon attacks correctly, you can counter your opponent and unleash a more powerful attack to gain an edge over them.

Dealing significant damage to your opponent will wow the audience and earn you points, which will bring you closer to victory. You also score victory points every two rounds based on zones you control and control of the Mighty Mech. The player with the most victory points at the end of the game wins!

CARD OVERVIEWS

PLAYER CARDS:

1. Program Area
2. Combat Section
3. Power Up Section
4. Mighty Mech Section
5. Deploy Section
6. Resource Track

Energy and Credits Tokens start on the "3" space



PILOT CARDS:

1. Name and Ability
2. Status Icon
3. Weapon Card Slots
4. Health Track
5. *Knock Out* Reminder



The Health Token starts on the highest space of the Health Track

ZONE CARDS:

Resource



Resource Collected

Point Value

Base



Pilots start and respawn here

Mighty Mech



Mighty Mech starts here

WEAPON CARDS:

1. Type of Weapon
2. Victory Points
3. Purchasing Cost
4. Attack
5. Power Attack

Basic Weapon

Advanced Weapon



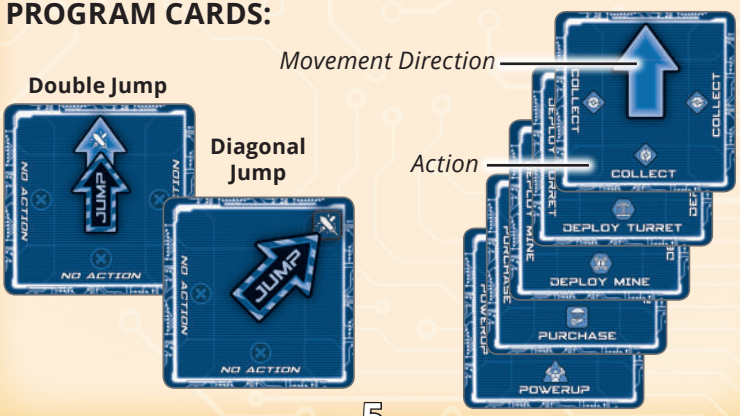
PROGRAM CARDS:

Double Jump

Diagonal Jump

Movement Direction

Action



GAME SETUP

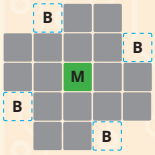


1. Give each player a **Player Card** and **ITEMeeple** of their chosen color.
   Then, to set up each player's area, give each player:
   - **A.** two Pilot Cards, shuffled and dealt randomly from under the table. The player chooses one Pilot Card and places it Pilot-side up below the Player Card.
   - **B.** a **Health Token** in their player color, placed on the highest space of their Pilot Card Health Track.
   - **C.** both an **Energy Token** and a **Credits Token** in their player color, placed on the "3" space of the Player Card's Resource Track.
   - **D.** a **Score Token** in their player color.
   - **E.** a **Power Armor** Item in their player color.
   - **F.** **3 Turret Tokens** and **4 Mine Tokens** in their player color.
   - **G.** **8 Program Cards** and **1 Ad Hoc Mode Card** in their player color.

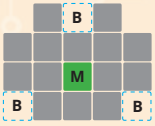


Starting Token

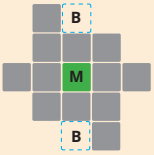
2. Gather all **21 Zone Cards** to set up the Arena:
   - **H.** Separate the 21 Zone Cards into **3 types**: 1 Mech Card (M), 4 Base Cards (B), and 16 Resource Cards ( ).
   - **I.** Give each player a **Base Card** matching their player color to be placed later.
   - **J.** Based on the number of players, arrange the Arena according to the diagrams below. For the Resource Cards ( ), shuffle and place them randomly in their designated spaces. Leave spaces open for the Base Cards (B).



4 Players:
1 M, 4 B's, 16 Resource Cards



3 Players:
1 M, 3 B's, 14 Resource Cards



2 Players:
1 M, 2 B's, 12 Resource Cards

3. Use any method to determine which player is the Starting Player and give that player the **Starting Token.** Then, starting with the player to the right of the Starting Player and continuing in counter-clockwise order, each player chooses on which empty space (B) to place their **Base Zone Card and their ITEMeeple**. The Starting Player places last.

4. Each player secretly chooses **one of their Mines**, *numbered 1-4*, and places it face-down on their Base Card. The unused Mine Tokens should be kept number side face-down.

5. Place the **Round Card** and the **Score Card** within reach of all players.
   - **K.** Place the Round Token on the "1" space of the Round Card.
   - **L.** Place each player's Score Token off of the Score Card next to (*but not on*) the "1" space. Make sure that the **blank side is face-up** and not the "*+40*" side.

6. Place the **Mighty Mech** on the Mech Zone Card in the center of the Arena and the two-sided **Mighty Mech Card** within reach of all players. Whenever a player enters the **Mighty Mech**, they choose which side (*Troy 3000 or Sparta 3000*) to use. It remains on that side until they exit the **Mighty Mech**.

7. Place all **32 Weapon Items** in a pile within reach of all players.
8. Separate the **Weapon Cards** based on their card backs: **16 Basic** and **16 Advanced Cards**. Gather the Basic Cards and:

M. Give each player the **4 Basic Weapon Cards**: *1 Energy Sword, 1 Pulse Pistol, 1 Grenade Launcher, and 1 Riot Shield*. Place any undealt Basic Cards into the game box, removing them from the game.

N. All players secretly select **1 Basic Weapon Card to keep**. After all players have done this, each player announces the card they chose and takes the matching Weapon Item, equipping the item to their ITEMeeple. Each player places the card face-up in one of the Basic Weapon slots on their Pilot Card.

O. Collect the remaining unchosen **Basic Weapon Cards** and make piles of matching Weapons face-up, placing them in reach of all players.

9. Shuffle the **Advanced Weapon Cards** into a Weapons Deck, placing the deck face-down and revealing the top **4 cards face-up in a row**.



GAMEPLAY OVERVIEW

The game takes place over 6 rounds. Each round, players will program their Pilot using Program Cards, and then execute that program to move their Pilots around the arena and perform actions. If a player enters a Zone with an enemy Pilot, Combat ensues.

After the 2nd, 4th, and 6th rounds, players will earn **victory points (⬭)** for having control over Zones (*with their Pilots, Turrets, and Mines*) and for controlling the Mighty Mech. After the 6th and final round, players also score victory points for each Weapon they have purchased.

A round consists of the following phases in order:

1. **Program:** Players secretly and simultaneously choose 4 Program Cards and lay them out, covered by their 4 unused Program Cards, in the order they will execute them (*see below*).
2. **Execution:** One at a time, beginning with the Starting Player, players reveal and resolve each Program Card in order (*see next page*).
3. **Scoring:** (*on rounds 2, 4, and 6*) Players gain victory points for Zones controlled and the Mighty Mech (*see Scoring, pg. 15*).

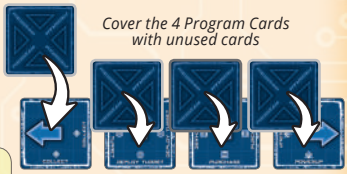
PHASE 1: PROGRAM

Players secretly and simultaneously choose 4 Program Cards from their hand of 8. These 4 Program Cards will represent the 4 moves and actions they will make during the round.

The players then lay them out face-up, in order from left to right in the **area above their Player Card** (*called the "Program Area"*). Then each card is immediately covered by a face-down unused card to keep them secret from the other players.



Program Cards are parallel to the Arena



Cover the 4 Program Cards with unused cards

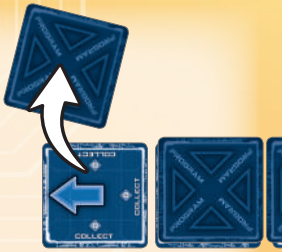
Program Area above Player Card



It is important that the row of Program Cards is parallel to the Zone Cards in the Arena. ***The orientation matters!***



PHASE 2: EXECUTION



Once all players have chosen and covered their 4 Program Cards, they must then execute their program. Beginning with the starting player, players take turns one at a time revealing and resolving their Program Cards in order.

When executing a Program Card, you must first move in the direction of the card's arrow (*see below*), and then you may resolve the Action (*if applicable*) listed on the card. After you finish resolving your card, the next player in clockwise order executes their card, and so on. This continues until all players have executed their 4 Program Cards.

MOVEMENT

When you place your cards during the Program Phase, the orientation of the arrow dictates which direction your Pilot MUST move.



- If you enter a Zone with an enemy Pilot, then you immediately start Combat (*see pg. 13*), and DO NOT perform your card's action.
- If you enter a Zone with an enemy Mine or a Turret, immediately take damage (*see pg. 14*). If you are not KO'd (*Knocked Out*), then destroy the Mine/Turret (*return it to the owner's supply*), and perform your card's action.
- If you would move in a direction "*out*" of the Arena (*near the edge*), then do not move as you are blocked by a "*wall*". Although you remain still, you may perform the action on your card.



Double Jump: Move two Zones in the direction the Program Card is oriented, jumping over the first Zone, ignoring any enemies or Mines/Turrets there, and landing in the next Zone. If there is an enemy there, Combat begins and you immediately deal a **Power Attack** as your first attack (*see Combat, pg. 13*).



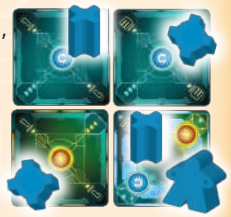
Diagonal Jump: Move diagonally one Zone in the direction the Program Card is oriented. If there is an enemy there, Combat begins and you immediately deal a **Power Attack** as your first attack.

ACTIONS

After completing your movement, you may perform the action listed on your card. However, if you have moved into a Zone with an enemy, you enter Combat and are not allowed to perform your card's action during this turn.

COLLECT RESOURCES:

You gain resources from all Zones you control, which are Zones occupied by your Pilot, and/or by your Mines and Turrets. Gain 1 of the listed resource(s) from each Zone you control (*the values on the Zones do not matter*), Energy (⚡) and/or Credits (⛁), based on the icons on the Zones. Advance the corresponding Energy or Credits Token on the track of your Player Card to show this. If you control a **Base or the Mech Zone, you collect both 1 ⚡ and 1 ⛁**. You may only collect once from each Zone per Collection action, even if both your Pilot and a Mine/Turret occupy it.



In this example, this player would collect 2 ⚡ and 3 ⛁ .

PURCHASE A WEAPON:

Pay the listed amount of resources on the Weapon Card to take any one of the 4 face-up Advanced Weapon Cards in the row, or one of the 4 Basic Weapons that you do not already have. You cannot purchase more than one Weapon with a single action. Then take the corresponding Weapon Item and add it to your stockpile. Players may have an **unlimited number of Weapon Cards in their stockpiles, but only one of each type of the Basic Weapons.**

After an Advanced Weapon Card is purchased from the row, immediately draw a new card from the deck to replace it. If there are no more cards to draw, continue playing and do not draw new cards. Players can purchase Weapons even if they cannot use them at their current status (*see below*).

Equipping Basic and Advanced Weapons: Place the cards face-up into the labeled slots on the Pilot or Mighty Mech Card and the corresponding Weapon Items into the slots on the ITEMeeple, Power Armor, or Mech you control. You may equip/exchange your Weapons from your stockpile any time you change your Pilot's status, purchase a Weapon, or at the beginning or end of your turn. You cannot switch Weapons you have equipped during Combat.

Based on your Pilot's status:

Pilot- Can hold up to **2 Basic Weapons** in its hand slots ONLY.

Power Armor- Can hold up to **2 Basic Weapons** in its hand slots and up to **2 Advanced Weapons** in its shoulder slots (*cannot hold Advanced Weapons in its hand slots or vice versa*).

Mighty Mech- Can hold up to **4 Advanced Weapons** ONLY.

DEPLOY A MINE OR A TURRET:

A player pays Resources to place either a Mine or Turret Token (*depending on the Program Card*) into their Pilot's Zone (*after movement*):

Mine: Pay ⚙ equal to the Zone's listed value. Then secretly choose one of the Mines in your supply (*with the number 1, 2, 3, or 4*) and place it with the number face-down into your Pilot's Zone. If you do not have at least ⚙ equal to the Zone's value, then you cannot perform this action. If all your Mines have already been placed, you may move any one of your Mines (*checking Mine numbers if needed*) into your Zone and still pay the deployment cost.





If an Enemy enters a Zone with your Mine: *The Mine's number is revealed and immediately deals damage to the enemy equal to the value of the Zone* ***plus the number on the Mine****. The Mine's owner scores 1 ⬭ if the enemy is KO'd. Whether the enemy is KO'd or not, return the Mine to its owner's supply.*

Turret: Pay ⚡ equal to the Zone's listed value. Then place one of your Turrets into your Pilot's Zone. If you do not have at least ⚡ equal to the Zone's value, you cannot deploy a Turret. If all your Turrets have already been placed, you may move one of your Turrets of your choice to your Zone and still pay the deployment cost.





If an Enemy enters a Zone with your Turret: *Deal damage to the enemy equal to the value of the Zone. If this KO's the enemy, the Turret remains in the Zone and the Turret's owner scores 1 ⬭. If the enemy survives, return the Turret to its owner's supply.*

- There can be **ONLY 1 Mine OR 1 Turret** in any Zone at a time.
- You may enter Zones with your own Mine/Turret unaffected.
- If entering a Zone with an enemy Pilot and an enemy Mine, resolve the Mine first and then proceed to Combat (*see pg. 14*).
- If entering a Zone with an enemy Pilot and an enemy Turret, resolve Combat first and then proceed to resolving the Turret (*see pg. 14*).
- Players may deploy a Mine/Turret into ANY unoccupied Zone, including enemy Base Zones and the Mech Zone. If your Pilot is in the same Zone as the Mighty Mech but not controlling it, you **cannot** deploy a Mine/Turret there.

POWER UP:

With this action, you choose one of two separate actions to perform (*not both*): *Heal* or *Upgrade*.



Heal: Pay ⚡ to increase health (❤). For every 1 ⚡ paid, increase 2❤, moving the Health Token up on the Pilot Card's Health Track. When healing, the Health Token may not advance past the highest space. The Pilot and the Power Armor can heal, but the Mighty Mech cannot.



Upgrade: If your status is a Pilot, you may pay 5 to upgrade to your Power Armor. You then place your ITEMeeple into your Power Armor, flip your Pilot Card to the Power Armor side, and place your Health Token to full health on the "9" space. It does not matter how much health you have as a Pilot when you upgrade. You may change the Weapons you have equipped at this time.

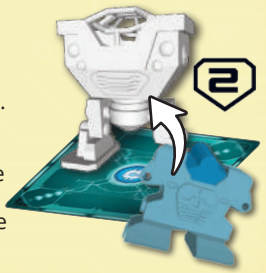
THE MIGHTY MECH:

In the center of the arena stands the Mighty Mech. If the Mighty Mech is unoccupied, any player **in Power Armor with full heath** entering the same Zone as the Mighty Mech may choose to immediately take control of it, regardless of what Zone the Mighty Mech is in:

Immediately score 2.

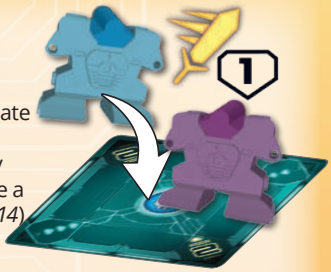
- Take the Mighty Mech Card, choose which Mech Power (*side*) to use, and place it on top of your Pilot Card, covering it. Place your Health Token at full health on the "*11*" space.
- Remove your ITEMeeple from the Power Armor and place it into the Mighty Mech (*place the Power Armor back into your stockpile*).
- You may then equip the Mighty Mech with up to 4 Advanced Weapons from your stockpile. ***The Mighty Mech cannot equip Basic Weapons***.

Controlling the Mighty Mech:
Though the Mighty Mech wields awesome firepower, there is a downside: **you cannot *Power Up*** (*using a Power Up action has no effect*). In fact, there is no way to heal while in the Mighty Mech. You also lose the ability listed on your Pilot card, and it is instead replaced by the *Rocket Charge or Force Field* ability listed on the Mighty Mech Card. You cannot voluntarily leave the Mighty Mech once you took control of it.



COMBAT

Moving into the same Zone as another player begins Combat. The player who moves into the Zone immediately scores 1, and that player performs the first attack. Both players will alternate attacking with one equipped Weapon at a time until one player retreats (*see pg. 14*) because they have exhausted all of their Weapons, OR because a player is KO'd by losing all of their health (*see pg. 14*). A player cannot voluntarily retreat.



ATTACKING WITH A WEAPON:

Choose one of the equipped Weapon Cards (*not cards in the stockpile*) and rotate the card 90 degrees on its slot. This shows that the Weapon has been used and is now "*exhausted*" for this Combat. Then:

1. Deal the attack damage listed on the card's first line, unless dealing a Power Attack (*see below*), to the enemy (*their Health Token is moved down on their health track*).
2. **Immediately Score 1 for each 1 damage dealt**. Damage dealt in excess of an enemy's health does not reward victory points.
3. Note the listed ability of the attack and resolve any effects.



Example: Maverick attacks Diamond with a Lightning Coil. It does 0 damage to Diamond but because of its ability, he may pay up to 3 ⚡ to increase the damage up to 3. Maverick could then potentially score 3.

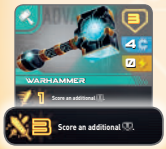
POWER ATTACKING:

After a player is attacked, they may immediately unleash a more powerful attack on their turn (*instead of a normal attack*) if they have the correct Weapon type to do so. The Power Attack (*the second line on the Weapon Card*) is triggered if it can ***counter*** the type of Weapon the enemy has just used. The three types of Weapons are: **Area** (), **Ranged** (), and **Melee** ().



In terms of Weapon type counters, the following applies:

Area counters Ranged. Ranged counters Melee. Melee counters Area.



Example: Diamond immediately counters the Lightning Coil with a Warhammer and therefore performs a Power Attack. It does 3 damage to Maverick, plus Diamond scores 1 additional VP for using it, so she potentially scores 4.

RETREATING FROM COMBAT:

When it is your turn to attack, if you have exhausted all equipped Weapons and cannot attack, you must retreat. Combat immediately ends when you retreat, **and the enemy immediately scores** 1. Move to the closest orthogonal Zone that is not hostile (*if multiple Zones like this exist, you may choose*). Then the retreating player goes into Ad Hoc Mode (*see pg. 15*).

GETTING KO'D:



As soon as a player is reduced to 0, they are KO'd ("*Knocked Out*"). **The player who KO'd you immediately scores** 1. The KO'd player then goes into Ad Hoc Mode (*see pg. 15*) and then depending on your status when you are KO'd:

Pilot: Restore to full health. Then, if you have **less than 2 or 2** on your resource track, place the Resource Token(s) on the "2" space. You then place your Pilot onto your Base Zone. If your Base is occupied by an enemy or an enemy Mine/Turret, instead place your Pilot on the closest orthogonal Zone to your Base that is not hostile.

Power Armor: Remove your ITEMeeple from its Power Armor, flip over your Pilot Card to the "*Pilot*" side, and restore to full health. Your Pilot then moves to the closest orthogonal Zone that is not hostile. You may change what Weapons you have equipped at this time.

Mighty Mech: Remove your ITEMeeple from the Mighty Mech and **surrender the Mighty Mech to the player who KO'd you**. That player now may take control of the Mighty Mech (*even if they are only Pilot status*) and sets it at full health. **They immediately score** 2 for entering it (*see Mighty Mech, pg. 12*). The KO'd player, now in Pilot Status, moves their Pilot to the closest orthogonal Zone that is not hostile. Change what Weapons you have equipped at this time. In the case that a Mighty Mech is KO'd by a Mine/Turret instead of Combat, the Mech will remain standing in that Zone and the player, now in Pilot Status, moves their Pilot to the closest orthogonal Zone that is not hostile.

Weapons are never lost from Combat, even if you are KO'd. They remain equipped or return to your stockpile, your choice. You must always have at least one Weapon equipped.

COMBAT WITH A MINE/TURRET:

If there is an enemy Mine or a Turret in the Zone with players in Combat (*see the effects of Mines/Turrets on pg. 11*):

- Resolve the Mine **BEFORE** Combat starts (*the Mine explodes first, dealing damage only to the attacker*).
- Resolve the Turret **AFTER** Combat is finished (*if the Turret's owner retreats or is KO'd, the Turret then damages the attacker*).

AD HOC MODE:



If you **retreat or are KO'd in Combat**, you immediately go into Ad Hoc Mode:

1. Pick up all played Program Cards, both face-up and face-down, and place them in your stockpile.
2. Place the Ad Hoc Mode Card into your Program Area.

While in Ad Hoc Mode, for the remainder of the Round you can choose any Program Card and perform its movement and action for your turn. On subsequent turns, you may even use a Program Card you already used earlier in the Round.

*On your first turn in Ad Hoc Mode, you **CANNOT start Combat** by attacking another player. However, other players may start Combat with you.*

ROUND END:

After all players have resolved all four turns, the Round ends. If it is the **end of Round 2, 4, or 6**, then all players score for Zones they control and for the Mighty Mech (*see below*). If it is not the end of the 6th and final Round, do the following steps to get ready for the next Round:

1. Advance the Round Token to the next space on the Round track.

2. Pass the Starting Token to the next clockwise player. They are the next Starting Player.

3. All players pick up their Program Cards or Ad Hoc Mode Cards and start the Program Phase of the next Round. Any player in Ad Hoc Mode from the previous Round is no longer in Ad Hoc Mode.

SCORING ROUNDS:

Players will score victory points for the Zones they control, and also if they control the Mighty Mech:

- **Mines:** each score equal to each Zone's value.
- **Turrets:** each score equal to **double** each Zone's value.
- **Pilot:** scores equal to its Zone's value, even if also in the same Zone as a Mine or a Turret.
- If controlling the **Mighty Mech:** Score .

END OF GAME AND FINAL SCORING:

The game ends **after scoring the 6th and final Round**, and in addition to normal Round scoring, each player adds the total victory points listed on all purchased Weapon Cards whether equipped or in their stockpiles. The highest score wins! As a tie-breaker, the tied player who controls the Mighty Mech wins. If no one controls the Mighty Mech, the player with the most Weapons wins. If still tied, then the tied players share the victory.

SOLO MODE - ROBOT PILOTS



In solo mode, you will face off against **two Robot Pilots**. You must defeat them both in order to achieve victory!

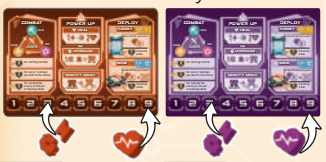
SOLO GAME SETUP

1. Setup for **3-player game**, with the human player in the "single" north most Base Zone and each of the Robot Pilots in the other two Base Zones.
2. Both Robot Pilots start the game wearing **Power Armor.** Turn each Robot Pilots' Power Armor so that it is **facing north, toward the human player**.
3. Place **2 Player Cards** next to each other for each Robot Pilot, placing the an **Energy** and **Credits Token** on the "3" space of each resource track. Make sure there is room around each card where cards and **Mine/Turret Tokens** can be placed and played.
4. **Pilot Cards will not be used for the Robot Pilots**. The Robot Pilots will keep track of their health on their Player Card. Place their **Health Token** on the "9" space of their resource track.
5. Flip the fourth, unused Player Card over. This will provide a **Robot Pilot Guide** for how the Robot Pilots' Program Cards are resolved.
6. Give **2 Basic Weapons** and their **Cards** to each Robot Pilot:
   - One with a ***Pulse Pistol*** and an ***Energy Sword***.
   - The other with a ***Pulse Pistol*** and a ***Grenade Launcher***.
   - Place the **2 Basic Weapon Cards** face-up under each Player Card.
7. Shuffle the Robot Pilots' **8 Program Cards**, placing them in a face-down stack under the Player Cards. Return each Robot Pilots' **Ad Hoc Mode Card** to the box.
8. Flip all Robot Pilot **Mines** face-down and shuffle them randomly. Then place 1 random Mine face-down in each of the Robot Pilots' Bases.

Robot Pilot Guide



Robot Pilots' Play Areas



Program and Weapon Card Stacks





SOLO GAMEPLAY

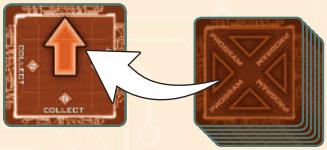
At the start of each round, program your 4 Program Cards as normal. *While you do not have to hide your cards in solo mode, you can if you choose to.* Robot Pilots' actions are randomly drawn from their their stack of face-down Program Cards.

After you are done Programming, the round will go as follows:

1. Execute your Program Card.

2. Flip the top Program Card for the **left Robot Pilot** and execute it.

3. Flip the top Program Card for the **right Robot Pilot** and execute it.



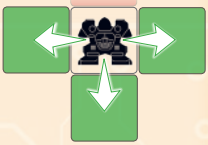
Repeat this 3 times until all players have executed 4 actions. At the end of every round, collect the Program Cards played by each Robot Pilot and shuffle them into the Program Card stack. Return this stack face-down to be used next round.

EXECUTING ROBOT PILOT CARDS

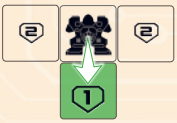
The movement direction on the card does not matter. Instead, note the action to decide where the Robot Pilot moves (*refer the the Robot Pilot Guide*). The Robot Pilot will turn to **face in the direction** it just moved (*unless it Diagonal Jumps or Double Jumps, see pg. 19*).

> ***The direction the Robot Pilot is facing is important!*** *As a rule of thumb, the side where the Weapons are facing is the "front."*

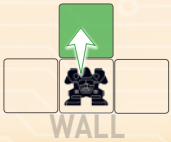
ROBOT PILOT MOVEMENT RULES



- Depending on the card, the Robot Pilot will move in the direction it is facing. It "*sees*" three Zones: ***forward***, ***left***, and ***right***.



- Some cards require the Robot Pilot to decide on which Zone to move to based on its number value (✕). If there is a tie in values, it will instead always move forward.
- The Robot Pilot cannot move into a wall (*out of the arena*) or a Zone occupied by the other Robot Pilot. Instead the Robot Pilot turns 180° around, facing the opposite direction, and then moves forward.



- The Robot Pilots can move into a Zone occupied by other Robot Pilot's **Mine or Turret**. The Mine/Turret does not then trigger.

PROGRAM CARD MOVEMENT GUIDE

Collect: Move forward 1 Zone.

Deploy Turret and Deploy Mine: Move to the highest-valued Zone.

Purchase and Power Up: Move to the lowest-valued Zone.

Diagonal Jump: Jump into the Zone of the human player if they are in ANY Zone diagonal to the Robot Pilot. This jump may be over any number of Zones in any diagonal direction. If the human player is not in a diagonal Zone, then the Robot Pilot does not move.

Double Jump: Jump into the Zone of the human player if they are in ANY Zone to the Robot Pilot's row or column. This jump may be over any number of Zones in any orthogonal direction. If the human player is not in a orthogonal Zone, then the Robot Pilot does not move.

EXECUTING ACTIONS

After movement, the Robot Pilot executes its action:

Collect: Just as normal, the Robot Pilot collects resources shown on each Zone it controls with itself and its Mines/Turrets. If the resources of the Robot Pilot are maxed out, then it does not Collect.

Deploy MIne or Turret: If the Robot Pilot can afford to deploy into that Zone (*has enough* ⚡ *or* ⚙), it will deploy the Mine or Turret. The Mines should be shuffled face-down before placing one. It will NOT deploy (**it then Collects instead**) if:

- It cannot afford it.
- All of its Mines/Turrets are already deployed.
- The other Robot Pilot has a Mine/Turret in that Zone.

Purchase Weapon: The Robot Pilot purchases the first Advanced Weapon from the row it can afford, choosing from left to right. It cannot buy Basic Weapons. It will NOT Purchase (**it then Collects instead**) if:

- It cannot afford any of the Weapons in the row.
- It has reached a **maximum limit of 4 Advanced Weapons** in its stockpile.

Power Up: The Robot Pilot pays ⚡ as it can and needs to heal to its full health. If it is already at full health, **it the Collects instead**.

CONTROLLING THE MIGHTY MECH

If the Robot Pilot enters a Zone with an empty Mighty Mech, it then automatically takes control, regardless of its health, and scores ⟲. Use the Mighty Mech Card to track the Robot Pilot's health. It does not matter which side, since it cannot use its ability. Like a human player, it cannot Power Up while controlling the Mighty Mech (**it then Collects instead**). If it defeats a human player that is controlling the Mighty Mech, it will take control of it.

EQUIPPING THE ROBOT PILOT

As soon as the Robot Pilot purchases a Weapon Card, it equips it. Place the card face-up below its Player Card. While wearing Power Armor if ever more than two Advanced Weapons are in the stockpile, then shuffle all the cards and draw two cards to equip. When switching between the Power Armor and the Mighty Mech, and vice versa, note that a Robot Pilot with the Mighty Mech cannot use its Basic Weapons. And if it is KO'd from the Mighty Mech it must immediately *re-equip* with Basic and any Advanced Weapons onto the Power Armor.

COMBAT WITH A ROBOT PILOT

Gather all of the Robot Pilot's equipped Weapon Cards, and under the table shuffle them to form a face-down stack. When it is the Robot Pilot's turn to use a Weapon, flip the topmost card. If there is a decision to be made due to the Weapon's effect, such as paying resources for extra damage, then paying the highest amount of the resource it can afford is the only decision it can make. Any other decision is ignored.

- **The Robot Pilot never retreats.** If it exhausts all of its Weapons, instead of retreating, reshuffle and reuse all its equipped Weapon Cards.
- If there are Turrets or Mines from the other Robot Pilot, they deal damage to you before the Combat begins. They DO NOT damage the Robot Pilot.
- Since Robot Pilots do not pre-program their moves, the Robot Pilots never enters *Ad-Hoc Mode* after Combat.
- Keep note of **Power Attacks** that you or the Robot Pilot may trigger when a Weapon Card is revealed.

*The Robot Pilot immediately uses a **Power Attack** for its first attack if it jumps into your Zone using a **Diagonal Jump** or **Double Jump**. If it survives Combat, the Robot Pilot then faces "north" toward your Base.*

KO'ING A ROBOT PILOT

If the Robot Pilot is KO'd, whether wearing the Power Armor or the Mighty Mech, it is immediately placed into its Base Zone, facing "*north*" toward your Base OR toward the human player if currently in the row next to its Base. If a Robot Pilot's Base Zone is occupied, draw unused Program Cards from the stack and resolve the movement from its Base until it reaches an open Zone. Robot Pilots never lose their Power Armor if KO'd, and will respawn at full health. If your Mine/Turret KO's a Robot Pilot, it does not then execute its action.

SOLO SCORING AND GAME END

The Robot Pilots each score individually just as if they were human players, gaining victory points for Combat, Zone-control, the Mighty Mech, and Weapons. For you to win, you must have the highest final score.

CREDITS

Designer: Scott Almes
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