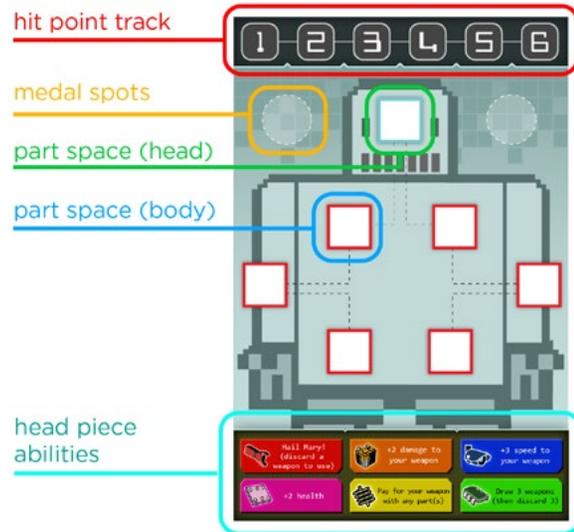


COMPONENTS

Robot Sheet



hit point token



victory medal



Weapon Cards



Parts:



GAMEPLAY

Each game of Dice Bot Mega Fun is played in a series of matches. Each match begins with each player frantically scavenging the shared junkyard for parts to build the most powerful robot possible.

Once each robot has been built players engage in a free-for-all robot battle, any robot left standing at the end of each battle will earn one victory medal. The first player to earn three victory medals wins!

SETUP

- Deal a robot sheet and hit point token to each player
- For each player place 7 parts dice in the center of play within easy reach of all players to form a shared junkyard area
- Shuffle the deck of weapon cards and place them next to the junkyard area
- Place the victory medals near the junkyard area

PLAYER ORDER

Most game actions are simultaneous, but anytime there is a conflict in timing that needs to be resolved player order begins with the owner of the game, then proceeds clockwise.

THE SCAVENGE PHASE

The scavenge phase represents a frantic rush to the junkyard in which players attempt to find the parts they desperately need to activate their weapon schematics.

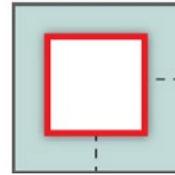
1. Each player resets their life total by placing their hit point marker on the “6” space of their robot sheet
2. Deal 6 weapon cards and 7 dice to each player (if the weapon deck has been exhausted, shuffle the discard pile to form a new deck).
3. Give each player a chance to look over their hand of weapon cards. When a player is ready to continue play they should pick up their 7 parts dice to indicate they are prepared to roll them.
4. Once all players have signaled they are ready to continue, players simultaneously roll their 7 parts dice into the center of the play area, within easy reach of all players (AKA The Junkyard).
5. Players then grab any of the rolled dice (not just their own) and place them on the part spaces of their robot sheet as quickly as they can!

a. Players may only use one hand at a time to scavenge from the junkyard (*it is recommended that they keep their weapon cards fanned out in their off hand for easy reference*).

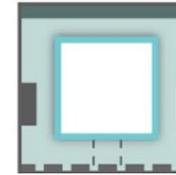
b. Each player may only touch one parts die at a time.

c. Players must fill up the red bordered part spaces located on the body of their robot **before placing a part die on the blue bordered part space on their robot's head**

fill all of these



before this



d. If a player knocks over a part die that player must stop and reset the fumbled die back to the side it was on before it was knocked over.

e. Once a part die has been placed on the robot sheet it may not be moved.

f. Once a player has placed a part die on each of the 7 part spaces of their robot sheet they may not take any additional dice, or interfere with other players in any way.

Once all players have filled up their robot sheet with parts, the next phase begins.

BATTLE PHASE

The battle phase is played in a series of up to 6 rounds (one for each weapon card in hand).

Each round every player with a functioning robot will secretly choose a weapon card from their hand, and if a player's robot has the proper part to activate their chosen weapon they will then compare their weapon value to the other players in an attempt to damage or destroy the other robots. Each round is played in the following sequence:

CHOOSE WEAPON CARD

Each player secretly selects a weapon card from their hand and place it face down next to their robot sheet. This will be their active weapon for the turn.

REVEAL WEAPON CARDS

Once all players have placed a weapon card face down, players then reveal their weapon cards and announce whether they can pay to activate them.

A weapon card can only be activated if you have the appropriate part(s) remaining on your robot sheet to pay the weapon's cost.



When you activate a weapon take the part(s) used to play it from your robot sheet and place them on top of the weapon card to show it has been paid for (note: you may spend the part located on the head space of your robot to pay for the cost of a weapon, as usual).

Any player that cannot pay for their weapon card must immediately discard their weapon. A discarded weapon card cannot be activated or used for defense. A player who has discarded their weapon card will automatically be hit by any weapon that targets them this round.

You must pay to activate your weapon card if you have the parts to do so. You may not choose to decline paying for the weapon card for any reason.

(OPTIONAL) USE SPECIAL ABILITIES

During the Reveal Weapon Cards step players may also optionally alter their attacks by discarding the part placed on the blue head space of their robot sheet.

If one player has decided to use their head piece special ability all other players may now choose to use theirs (even if they had previously declined to do so).

Each different type of part has a different special ability when used in this manner, see the sidebar for more details.

HEAD PART ABILITIES



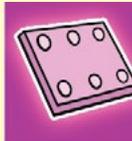
SPRING - You may spend your spring head piece as if it was a part of any type when paying for a weapon card.



CHIP - You may discard your chip head piece **at any time** to draw three new weapon cards. Then you must discard any three weapon cards from you hand (you may discard any just drawn weapon).



CAMERA - You may discard your camera head piece to increase your weapon's speed value by 2 this round of combat.



ARMOR - You may discard your armor head piece **at any time** to prevent up to two damage to your robot.



BATTERY - You may discard your battery head piece to increase your weapon's damage value by two this round of combat.



CLAW - You may discard your claw head piece to discard your currently selected weapon card (before paying for it) and draw a new weapon card from the top of the deck.

The drawn card is your activated weapon for the turn, and it is automatically paid for.

RESOLVE ATTACKS

Starting with the fastest weapon (the one with the highest speed value), each player will resolve their attack by determining their target(s), dealing damage, and then activating any special effects of the weapon.



speed value

- a. Your weapon card will determine which player(s) your attack will target:



A single arrow means this weapon attacks one player seated in the direction specified (here it would attack the player to your left).



A triple arrow means this weapon attacks all enemy players simultaneously.



A question mark mean this weapon attacks one player of your choice. Decide which player during the resolution of that weapon.

- b. Weapon cards can only hit their target if the defending player's weapon card has a speed value **less than or equal** to the attacker's weapon card.

Example: If you play a card with a speed of 8 targeting the player to your right, your attack will only be successful if that player played a card speed value 8 or lower. If that player played a card speed value 9 or faster then they will have dodged your attack completely!

- c. If an attack is successful the defending robot loses hit points equal to the damage value of the attacker's weapon.



damage value

- If that would reduce the defending robot's hit points to below 1, that robot is destroyed at the end of the round. **All robots will get a chance to attack with their weapon, even the round they are destroyed.**

Once each player's activated weapon card has been resolved the round is complete, discard the activated weapons and any player who's robot has not been destroyed will continue the melee.

Surviving robots will repeat the steps above starting from CHOOSE WEAPON CARD until either (1) all six weapon cards have been played, (2) only one player's Robot has survived, or (3) all of the robots have been destroyed. This signifies the end of the match.

At the end of the match, any player with a robot that was not destroyed will receive ONE Victory Medal (multiple players may score a victory medal each melee).

CHECK FOR VICTORY

The first player to receive THREE Victory Markers is the winner of Dice Bot Mega Fun!

If no player has received their third victory marker then a new melee begins.

If more than one player scores their third medal at the same time, the tied players will begin a special sudden death match:

SUDDEN DEATH MATCH

Sudden death consists of a special mini-melee to determine a final winner. Each player with three victory medals will draw six new weapon cards and then place 1 die of each part type on the body spaces of their robot sheet (no headpiece).

They will then play out another match, **without adjusting their life back to full** (ie. Life remains where it was at the end of the previous match).

If at the end of the sudden death match more than one robot survives, or all the remaining players destroy each other on the same round then all of those players win DICE BOT MEGA FUN!