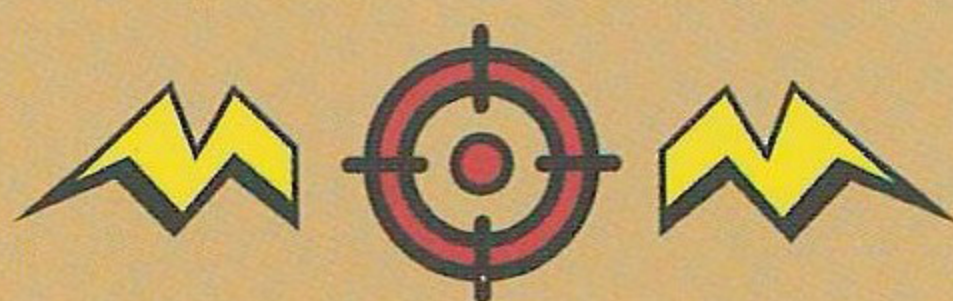


TOP SECRET



**[BLASTBOTS GAMEPLAY
INSTRUCTIONS]**





CREDITS



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DEDICATION: THIS GAME IS DEDICATED TO ALL THE DOODLERS THAT HAD DRAWINGS CONFISCATED BY THEIR TEACHERS DURING CLASS. THIS GAME IS ALSO DEDICATED TO THE TEACHERS THAT GAVE THOSE SAME STUDENTS THEIR DOODLES BACK AT THE END OF THE SCHOOL YEAR (AT LEAST THE ONES NOT IN TEXTBOOKS).

**IN THE BEGINNING
THE UNIVERSE WAS
CREATED.**

**THIS HAS MADE A
LOT OF PEOPLE
VERY ANGRY AND
BEEN WIDELY
REGARDED AS A
BAD MOVE.**

**THE HITCHHIKER'S
GUIDE TO THE GALAXY™**

— DOUGLAS ADAMS —

QUICK START GUIDE

SETUP & BASICS

- X PLAY AREA:** Place the main circular board - the RESOURCE GRID - in a central location. Next, each player places a rectangular LAUNCH GRID in front of them and takes a colored BLASTBAG, each containing ROCKETS, RESOURCE TOKENS, and a METEOR PIECE.
- X METEOR TOTEM:** Each player puts their ICU-812 METEOR TOTEM on the T-MINUS: 10 SECTION of the DOOMSDAY CLOCK (the OUTER RING of the RESOURCE GRID).
- X ROCKETS:** Each player places TWO ROCKETS on the LAUNCHPAD SECTION of their LAUNCH GRID; all other ROCKETS are placed in their FACTORY.
- X PLAY ORDER & TURN PROGRESSION:** Each player rolls the DICE. The player with the HIGHEST ROLL PLAYS FIRST; if any player rolls a 12, that player AUTOMATICALLY goes FIRST. TURNS progress between players in a CLOCKWISE manner.
- X RESOURCE GRID & TOKENS:** The RESOURCE GRID and RESOURCE TOKENS are used by players to GATHER RESOURCE CARDS. The RESOURCE GRID is divided into THREE separate RESOURCE SECTIONS. Each SECTION represents a different CARD DECK you can draw from. Each SECTION is further sub-divided into THREE CONCENTRIC BANDS (TIER-1, TIER-2, & TIER-3). The TIER BANDS correspond with the markings on your TOKENS (T-1, T-2, & T-3).

Each TOKEN is labeled with the TIER BAND it must be placed in, but you get to choose the RESOURCE SECTION and the SPECIFIC NUMBER to place it on within the TIER. TOKENS work like BETTING CHIPS in CRAPS or ROULETTE - you place your TOKENS on INDIVIDUAL NUMBERS on the RESOURCE GRID - and when a NUMBER you "BET" on is rolled, you get to DRAW TWO CARDS from the DECK that corresponds with the RESOURCE SECTION your TOKEN is placed on (no matter whose turn it is).
- X TOKENS:** Each player gets FIVE TOKENS: TWO T-1 TOKENS, TWO T-2 TOKENS, and ONE T-3 TOKEN. The player with the HIGHEST ROLL places all their TOKENS first - this continues in a CLOCKWISE manner until every player has placed all their TOKENS.
- X STARTING HAND:** Each player starts the game with FIVE CARDS - DRAWING ONE CARD for each TOKEN you have placed on a given SECTION.
- X TRADE EMBARGO:** Players are NOT ALLOWED to TRADE with each other except: (a) as part of a ROCKET BUYBACK during their TURN; or (b) if a RESOURCE CARD specifically allows it.

URNS

- X TURN STAGES & ACTIONS:** Each player's TURN progresses through FIVE SEQUENTIAL STAGES. During STAGE 3, the rolling player can take up to FIVE ACTIONS - ACTION options are detailed in the DOSSIER on each player's LAUNCH GRID. If a CARD has multiple ACTION OPTIONS, you can only select ONE ACTION to use per CARD.

- X BATTLE CARD ATTACKS:** The attacking player shows the targeted player their BATTLE CARD and IDENTIFIES the SINGLE, SPECIFIC ATTACK they want to use and its INTENDED TARGET. Generally, ATTACKS will FAIL if the defending player uses the SAME TYPE of BATTLE CARD to DEFEND – BATTLE CARDS' DEFENSIVE OPTIONS are listed towards the bottom of each CARD, next to a RED RETICLE. CARDS are DISCARDED after use. If a player DESTROYS an enemy ROCKET, the player ADDS that ROCKET to the JUNKYARD SECTION of their LAUNCH GRID.
- X DISCOVERY & ROCKET CARD ATTACKS:** Certain DISCOVERY and ROCKET CARDS also allow players to NEGATIVELY IMPACT enemy RESOURCES – these ATTACKS CANNOT BE DEFENDED AGAINST.
- X CONSTRUCTING ROCKETS:** When a player uses a ROCKET CARD, they MOVE the corresponding NUMBER of ROCKETS from their FACTORY to the LAUNCHPAD SECTION of their LAUNCH GRID. A player can only have a MAXIMUM of FIVE ROCKETS on their LAUNCHPAD at any given time.
- X ROCKET BUYBACK:** A player can TRADE any THREE DESTROYED ROCKETS from their JUNKYARD to another player in EXCHANGE for up to TWO of their player-colored ROCKETS BACK from the other player's JUNKYARD.

VICTORY CONDITIONS

- X ESCAPE VICTORY:** Be the first player to BLAST 15 of your ROCKETS into SPACE.
- X DESTRUCTION VICTORY:** Be the first player to BLAST 15 ENEMY ROCKETS into SPACE DUST.
- X HIGH SCORE VICTORY:** If any player's METEOR TOTEM reaches IMPACT before a player achieves an ESCAPE or DESTRUCTION VICTORY, points are tallied to determine the winner: 2 POINTS for every ROCKET you have in SPACE, 1 POINT for every ROCKET you have in the ATMOSPHERE, 1 POINT for every ROCKET you DESTROYED, and an EXTRA 3 BONUS POINTS are awarded if you either had the most ROCKETS in SPACE or DESTROYED the most ROCKETS. Additionally, if your METEOR TOTEM starts your TURN on T-MINUS: 2 or further out on the DOOMSDAY CLOCK, and you use 1 OR MORE KHAOS MAGNET CARD(S) to end the game early by moving any player's METEOR TOTEM to IMPACT, you get an EXTRA 2 BONUS POINTS.

GAME LENGTH

- X** The game continues until the earlier of:
 - (a) A player achieving an **ESCAPE** or **DESTRUCTION VICTORY**; or
 - (b) A player's METEOR TOTEM reaching **IMPACT** on the **DOOMSDAY CLOCK**, in which case the **GAME ENDS RIGHT THEN, EVEN IF A PLAYER IS MID-TURN.**



**THE THING YOU'VE
GOT TO KNOW IS
THAT EVERYONE IS
IN REALLY BIG
TROUBLE.**

YEAH. EVEN YOU.

ANIMORPHS™

— K.A. APPLGATE —

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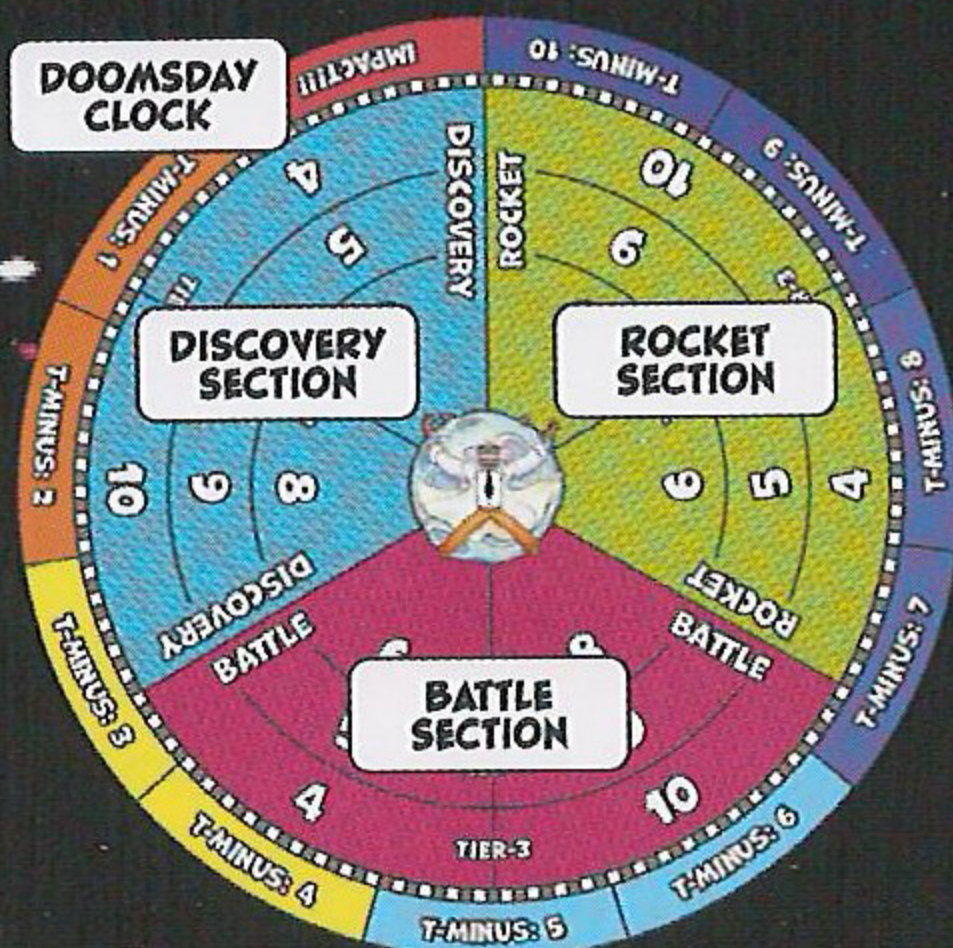
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PARTS & PIECES

RESOURCE CARDS



RESOURCE GRID



LAUNCH GRID



RESOURCE TOKENS



ICU-812 METEOR TOTEM



ROCKET



X. THE STORY SO FAR...



Meet the BLASTBOTS, a group of autonomous robots with a major self-destructive streak. For the last 5,000 years, the BLASTBOTS have been battling for control over their HOMEWORLD - the aptly named KHAOS-5! You are the ROBOCHIEF of your TRIBE. You have just detected a GIGANTIC METEOR - codenamed INTERSTELLAR COLLISION UNIT-812 (or "**ICU-812**" for short) - and it's on its way to DESTROY KHAOS-5! Now you have TEN TURNS OR LESS to:

- 1 ESCAPE:** EVACUATE as many of your BLASTBOTS as ROBOT-ILY POSSIBLE before ICU-812 makes IMPACT; and
- 2 DESTROY:** SABOTAGE other BLASTBOTS' ESCAPE EFFORTS.

IT'S ALL UP TO YOU NOW, ROBOCHIEF! IT'S SONIC BOOM OR SONIC BUST! CERTAIN DOOM OR EAT MY SPACE DUST! SOLDER OR CANNON FODDER! WILL YOU BE ABLE TO SURVIVE!???? IMPACT IN T-MINUS: 10, 9, 8...

IX. HOW TO WIN



X ESCAPE VICTORY: OLLY-OLLY-OXYGEN-FREE! Be the first player to BLAST 15 of your ROCKETS into SPACE!

X DESTRUCTION VICTORY: HYPERSONIC-BOOM-SHAKALAKALAKALAKA! Be the first player to BLAST 15 ENEMY ROCKETS into SPACE DUST!

X HIGH SCORE VICTORY: ENTER YOUR INERTIALS! If any player's METEOR TOTEM reaches IMPACT on the DOOMSDAY CLOCK before a player achieves an ESCAPE or DESTRUCTION VICTORY, the player with the MOST POINTS wins.

⚡ KABLAMMO (+1 POINT): Every ROCKET in the JUNKYARD SECTION of your LAUNCH GRID.

⚡ SORTA-ESCAPE (+1 POINT): Every ROCKET in the ATMOSPHERE SECTION of your LAUNCH GRID.

⚡ ESCAPE (+2 POINTS): Every ROCKET in the SPACE SECTION of your LAUNCH GRID.

⚡ HAREBRAINED BONUS (+2 POINTS): Awarded if you use ONE or MORE KHAOS MAGNET CARDS during STAGE 3 of your TURN to end the game early by moving any player's METEOR TOTEM to IMPACT on the DOOMSDAY CLOCK ahead of schedule.*

⚡ SLIPSPACE BONUS (+3 BONUS POINTS): Awarded if you have the MOST ROCKETS in SPACE.**

⚡ FLYSWATTER BONUS (+3 BONUS POINTS): Awarded if you DESTROYED the MOST ROCKETS.**

*: Your METEOR TOTEM must start your TURN on the T-MINUS:2 SECTION or FURTHER OUT to qualify.

**: NO BONUS POINTS are AWARDED in the event of a TIE.

In the unlikely event that multiple players TIE for a HIGH SCORE VICTORY, the winner is determined by REVERSE TURN ORDER, i.e., the contender that had the LATEST TURN POSITION at the start of the game is the winner. For example, if PLAYER TWO and PLAYER THREE TIE, PLAYER THREE wins because their STARTING TURN POSITION was after PLAYER TWO'S.

X MORAL VICTORY: 404 ERROR.

VIII. KEY CONCEPTS

X PLAYERS: 2-4 ROBOCHIEFS

X GAME LENGTH & DOOMSDAY CLOCK: The game continues until:

- ⚡ A player achieves an **ESCAPE VICTORY**;
- ⚡ A player achieves a **DESTRUCTION VICTORY**; or
- ⚡ Any player's **METEOR TOTEM** reaches **IMPACT** on the **DOOMSDAY CLOCK**.

The DOOMSDAY CLOCK is located on the OUTERMOST RING of the RESOURCE GRID and TRACKS the NUMBER of TURNS left until KHAOS-5 is DESTROYED by the METEOR'S IMPACT. Your METEOR TOTEM starts on the T-MINUS: 10 SECTION of the DOOMSDAY CLOCK. At the end of each TURN, the rolling player ADVANCES their METEOR TOTEM FORWARD by ONE SPACE CLOCKWISE - meaning each player starts the game with TEN TURNS. However, the TOTAL NUMBER of TURNS in a game will likely VARY because:

- ⚡ Players can INCREASE or DECREASE the NUMBER of TURNS by playing a KHAOS MAGNET DISCOVERY CARD to ZAP the METEOR FURTHER AWAY or BRING IT EVEN CLOSER to IMPACT; and
- ⚡ On rolls of 2, 3, 11, or 12, KHAOS-5'S PLANETARY/MEMORY CORE experiences a GIGANTIC SURGE in ELECTROMAGNETIC ENERGY, which SUPERCHARGES PRODUCTION EFFORTS, but also PULLS the METEOR EVEN CLOSER to IMPACT (i.e., all players ADVANCE their METEOR TOTEMS FORWARD by ONE SPACE on the DOOMSDAY CLOCK)!

THE GAME ENDS IMMEDIATELY ONCE ANY PLAYER'S ICU-812 METEOR TOTEM REACHES IMPACT ON THE DOOMSDAY CLOCK - EVEN IF A PLAYER IS MID-TURN.

X LAUNCH GRID: Each player starts the game with their own LAUNCH GRID placed in front of them.

- ⚡ **FACTORY, LAUNCHPAD, ATMOSPHERE, & SPACE:** The left side of your LAUNCH GRID is used to track your ESCAPE progress. ROCKETS start in your FACTORY, and, during your TURN, you MOVE any ROCKETS on your LAUNCHPAD and ATMOSPHERE UP by ONE SECTION towards SPACE. Once a ROCKET makes it to SPACE, it can no longer be affected by any enemy ATTACK.

ROCKET CARDS allow you to MOVE BONUS ROCKETS from your FACTORY onto your LAUNCHPAD. There can only be a MAXIMUM of FIVE ROCKETS on your LAUNCHPAD at any given time. If you fill all the RETICLES in your SPACE SECTION, you win an ESCAPE VICTORY!

⚡ **JUNKYARD:** The JUNKYARD is in the bottom right corner of your LAUNCH GRID and is used to track your DESTRUCTION progress. If you DESTROY an enemy's ROCKET, you ADD their ROCKET to your JUNKYARD. If you fill all the RETICLES in your JUNKYARD with DESTROYED ROCKETS, you win a DESTRUCTION VICTORY!

⚡ **DOSSIER:** The DOSSIER is in the top right corner of your LAUNCH GRID and summarizes the ACTIONS you can take during each STAGE of your TURN.

✕ **RESOURCE CARDS, RESOURCE GRID, & RESOURCE TOKENS:** The RESOURCE GRID and RESOURCE TOKENS are used by players to GATHER RESOURCE CARDS. TOKENS work like BETTING CHIPS in games like CRAPS or ROULETTE: you place your TOKENS on INDIVIDUAL NUMBERS on the RESOURCE GRID and, when the NUMBER that you "BET" on is rolled, you get to DRAW TWO CARDS from the DECK that corresponds to the RESOURCE SECTION where your TOKEN is placed, no matter whose TURN it is. However, if there aren't enough CARDS to go around after a roll, players DRAW CARDS in TURN ORDER, starting with the rolling player.

⚡ **RESOURCE SECTIONS & DECKS:** The RESOURCE GRID is divided into THREE SEPARATE SECTIONS. Each SECTION/COLOR corresponds with a specific DECK that you can GATHER CARDS from:

- **BATTLE DECK - NEON PINK WITH X'S:** Used to ATTACK other players' RESOURCES and DEFEND against enemy ATTACKS. Most BATTLE CARDS have MULTIPLE ATTACK OPTIONS - from which an ATTACKING player must choose ONE SPECIFIC ATTACK. Generally, ATTACKS will FAIL if the defending player uses the SAME TYPE of BATTLE CARD to DEFEND against the ATTACK - BATTLE CARDS' DEFENSE OPTIONS are listed towards the bottom of each BATTLE CARD, next to a RED RETICLE.
- **DISCOVERY DECK - NEON BLUE WITH Z'S:** Used to help players BOOST ROCKETS, MODIFY RESOURCE PRODUCTION, EXCHANGE RESOURCES, INCREASE ATTACK POWER, or SABOTAGE other players' ESCAPE EFFORTS. DISCOVERY CARDS can be used to materially alter game flow and strategy (e.g., using a KHAOS MAGNET CARD to change players' positions on the DOOMSDAY CLOCK).
- **ROCKET DECK - NEON GREEN WITH Y'S:** Used primarily to MOVE a player's ROCKETS from their FACTORY to their LAUNCHPAD. ROCKET CARDS can also help you get your ROCKETS back from other players' JUNKYARDS.

⚡ **RESOURCE TOKENS & TIERS:** Each RESOURCE SECTION is further sub-divided into THREE CONCENTRIC TIER BANDS: TIER-1 (T-1), TIER-2 (T-2), and TIER-3 (T-3). The labels on each of your TOKENS correspond to the specific TIER BAND that the TOKEN must be placed within. However, you get to choose the RESOURCE SECTION and the SPECIFIC NUMBER to place it on within the TIER.

The NUMBER OPTIONS included in the T-1 BAND (6 or 8) have the HIGHEST PROBABILITY of being rolled, while the number options included in the T-2 (5 or 9) and T-3 (4 or 10) BANDS are slightly LESS LIKELY to be rolled. There is no limit as to how many TOKENS can be placed on a given SECTION or NUMBER.

⚡ **RESOURCE CARDS:** When you GATHER CARDS, you DRAW at RANDOM from the TOP of the DECK (unless a CARD specifically says otherwise). You get to play CARDS during your TURN. If a RESOURCE CARD has multiple ACTION OPTIONS, it will have a RETICLE next to EACH OPTION - you can only CHOOSE ONE ACTION from EACH CARD you play.

If it's NOT your TURN, you can only play a BATTLE CARD to DEFEND against another player's BATTLE CARD ATTACK - BATTLE CARDS' DEFENSE ACTIONS are listed towards the bottom of each BATTLE CARD, next to RED RETICLES. RESHUFFLING IS NOT ALLOWED - so if any DECK runs out of CARDS, NO MORE of those CARDS can be GATHERED during the game (unless a CARD specifically permits you to DRAW from a DECK'S DISCARD PILE).

⚡ **EXAMPLE:** If you have a T-1 TOKEN, you decide:

- What TYPE of CARD you want to try to GATHER (BATTLE, DISCOVERY, or ROCKET); and
- Whether to "BET" on the NUMBER 6 or 8.

If you put your T-1 TOKEN on the NUMBER 6 in the T-1 BAND of the BATTLE SECTION, from then on, whenever a 6 is rolled, you get to DRAW TWO BATTLE CARDS from the TOP of the BATTLE DECK, regardless of whose TURN it is.

⚡ **MOVING TOKENS:** If a player wishes to change any of their TOKENS' PLACEMENT on the RESOURCE GRID, they can do so during STAGE 3 of their TURN by DISCARDING any THREE UNUSED CARDS (any type/combo) from their HAND and, in EXCHANGE, the player can choose to MOVE their TOKENS to NEW RESOURCE SECTIONS and/or NUMBERS on the RESOURCE GRID, so long as their TOKENS remain within THEIR designated TIER BANDS (T-1, T-2, or T-3).

REALLOCATOR DISCOVERY CARDS also allow players to REARRANGE their TOKENS on the RESOURCE GRID on-demand.

✕ **TURN ACTIONS:** You can take up to FIVE ACTIONS during your TURN. Options for TURN ACTIONS are limited to:

- ⚡ PLAYING a CARD from your HAND;
- ⚡ DISCARDING any THREE CARDS from your HAND to DRAW a NEW CARD from a DECK of your choice;
- ⚡ DISCARDING any THREE CARDS from your HAND so that you can REARRANGE your TOKENS on the RESOURCE GRID; or
- ⚡ TRADING any THREE destroyed rockets from your JUNKYARD to another player in EXCHANGE for up to TWO of your player-colored ROCKETS BACK from the other player's JUNKYARD.

Each of these MOVES count as ONE TURN ACTION. As you play CARDS, play them FACE-UP in a LINE BEHIND your LAUNCH GRID. That way it's easier to keep track of the number of ACTIONS you have taken during your TURN. When a single ACTION requires MULTIPLE CARDS (e.g., EXCHANGING CARDS), the CARDS should be PLAYED TOGETHER, FACE-UP in a SINGLE PILE.

- X TRADE EMBARGO:** Players are NOT ALLOWED to propose TRADES to each other. However, during STAGE 3 of a player's TURN, the rolling player can EXCHANGE UNWANTED RESOURCES for NEW RESOURCES in the following situations: (a) as part of a CARD EXCHANGE where the player DISCARDS any THREE CARDS from their HAND in exchange for a NEW CARD from any DECK; (b) as part of a ROCKET BUYBACK or RETRIEVAL (described in more detail below); or (c) if a RESOURCE CARD specifically allows it (e.g., the BLACK MARKET DISCOVERY CARD).

VII. GETTING STARTED



- X PLAY AREA & BLASTBAGS:** Place the MAIN BOARD - the RESOURCE GRID - in a central, mutually accessible location. Each player sets a LAUNCH GRID in front of them and takes a BLASTBAG - inside, there should be TWENTY-FIVE ROCKETS, ONE ICU-812 METEOR TOTEM, and FIVE RESOURCE TOKENS - all the SAME COLOR (BLUE, ORANGE, PURPLE, or RED).
- X METEOR TOTEM:** Each player places their ICU-812 METEOR TOTEM on the T-MINUS: 10 SECTION of the DOOMSDAY CLOCK.
- X ROCKETS:** Each player places TWO ROCKETS on the LAUNCHPAD SECTION of their LAUNCH GRID; the remainder are placed in their FACTORY.
- X PLAY ORDER & TURN PROGRESSION:** Each player rolls the DICE. The player with the HIGHEST ROLL PLAYS FIRST. If any player rolls a 12, that player AUTOMATICALLY goes FIRST. TURNS progress between players in a CLOCKWISE manner.
- X PLACING RESOURCE TOKENS:** Each player gets FIVE RESOURCE TOKENS:
- ⚡ TWO T-1 TOKENS;
 - ⚡ TWO T-2 TOKENS; and
 - ⚡ ONE T-3 TOKEN.

The player with the HIGHEST ROLL will be the FIRST player to place all FIVE of their TOKENS on the RESOURCE GRID - this continues in a CLOCKWISE manner until all players have placed all their TOKENS. There is no limit as to how many TOKENS can be placed on a given SECTION or NUMBER - if you put more than ONE of your TOKENS on a given NUMBER and SECTION, STACK your RESOURCE TOKENS on top of each other (just because you're at war doesn't mean that you can't be courteous).

- X STARTING HAND:** Before CARDS are DRAWN, each RESOURCE DECK should be SHUFFLED. Each player starts the game with FIVE CARDS in their HAND. The CARDS to GATHER will depend on which RESOURCE SECTION(S) you decide to put your TOKENS on; you get to DRAW ONE CARD from any SECTION where you placed a RESOURCE TOKEN.

For example, if you place your TWO T-1 TOKENS on the BATTLE and DISCOVERY SECTIONS, your TWO T-2 TOKENS on the DISCOVERY and ROCKET SECTIONS, and your T-3 TOKEN on the ROCKET SECTION, you get to DRAW:

- ⚡ ONE BATTLE CARD;
- ⚡ TWO DISCOVERY CARDS; and
- ⚡ TWO ROCKET CARDS.

VI. TURN STAGES



Each player's TURN progresses through FIVE SEQUENTIAL STAGES:

X STAGE 1 - DICE ROLL: To START their TURN, a player ROLLS the DICE. Starting with the rolling player:

- ⚡ **7:** All players get to DRAW TWO TOTAL CARDS from the DECK(S) of their choice, i.e., they can draw a CARD from a RESOURCE DECK even if they do not have a TOKEN currently placed on that DECK'S corresponding RESOURCE SECTION.
- ⚡ **4, 5, 6, 8, 9, OR 10:** If a player has a TOKEN on the NUMBER that was ROLLED, they get to DRAW TWO CARDS per TOKEN from the DECK that matches the RESOURCE SECTION where the TOKEN is placed (BATTLE, DISCOVERY, or ROCKET SECTION). For example, if a 6 is rolled, and you have a T-1 TOKEN placed on the NUMBER 6 in the BATTLE SECTION, you would get to DRAW TWO BATTLE CARDS.
- ⚡ **2, 3, 11, OR 12:** All players ADVANCE their METEOR TOTEM FORWARD by ONE SPACE CLOCKWISE on the DOOMSDAY CLOCK - if no player's METEOR TOTEM lands on IMPACT, players also:
 - DRAW ONE CARD from a DECK of their choice, so long as they have at least ONE TOKEN currently placed on the DECK'S corresponding RESOURCE SECTION; and
 - MOVE a ROCKET from their FACTORY to their LAUNCHPAD. If there is NOT an OPEN RETICLE on your LAUNCHPAD, you ignore this step.

X STAGE 2 - LAUNCH, BOOSTERS, & RELOAD: The rolling player MOVES all ROCKETS on their LAUNCHPAD and ATMOSPHERE UP by ONE SECTION towards SPACE (starting with any ROCKETS in the ATMOSPHERE). Next, the player MOVES ONE ROCKET from their FACTORY to their LAUNCHPAD.

X STAGE 3 - ACTION: The rolling player may take up to FIVE TURN ACTIONS during STAGE 3 of their TURN. Options for ACTIONS are limited to:

- ⚡ **PLAYING CARDS:** The rolling player can play a BATTLE, DISCOVERY, or ROCKET CARD. If a CARD has multiple ACTION OPTIONS, you can only CHOOSE ONE ACTION from the AVAILABLE OPTIONS per CARD. Each time a player plays a CARD, that move constitutes an ACTION (unless the CARD says otherwise). If a player attempts to AFFECT MORE THAN ONE enemy ROCKET with a SINGLE ACTION, the ROCKETS must be GROUPED together in the SAME SECTION of the LAUNCH GRID.

For example, a player CANNOT destroy an enemy ROCKET on their LAUNCHPAD and another ROCKET in their ATMOSPHERE with the SAME ACTION). Certain CARDS permit players to DRAW CARDS from a RESOURCE DECK'S DISCARD PILE. Before DRAWING any CARDS from the DISCARD PILE, the PILE should be SHUFFLED - CARDS are only eligible for RETRIEVAL from a DISCARD PILE if they were DISCARDED PRIOR to the player's current TURN.

- **BATTLE CARD ATTACKS:** The rolling player shows the targeted player their BATTLE CARD and IDENTIFIES the SINGLE, SPECIFIC ATTACK they want to use and its INTENDED TARGET (e.g., **"I'M USING A MECH TO ATTACK THE ROCKET ON YOUR LAUNCHPAD"**). ATTACK options are listed next to GREEN RETICLES. DEFENSIVE capabilities are listed next to RED RETICLES. Once an ATTACK is ANNOUNCED, it CANNOT be CHANGED. The targeted player can either DEFEND with their own BATTLE CARD or DECLINE to DEFEND against the ATTACK.

When attempting to STEAL or DESTROY another player's CARD, the rolling player gets to choose the CARD(S) they want to ATTACK from the other player's HAND, but the attacking player DOES NOT get to see the FACE of the CARD until after they have chosen which CARD(S) they want to ATTACK. CARDS used to ATTACK or DEFEND are DISCARDED after use. If a player DESTROYS an enemy's ROCKET, the attacking player MOVES the DESTROYED ROCKET onto a RETICLE in their JUNKYARD (the lower right-hand SECTION of their LAUNCH GRID).

- **DISCOVERY CARD ACTIONS:** Certain DISCOVERY CARDS also allow players to NEGATIVELY IMPACT enemy RESOURCES. These ATTACKS CANNOT BE DEFENDED AGAINST, although there is generally a TRADE-OFF to the rolling player for using such an ATTACK.
 - ♦ If a player uses a KHAOS MAGNET DISCOVERY CARD to PULL an enemy ROCKET from the ATMOSPHERE BACK to the other player's LAUNCHPAD, and the targeted player DOES NOT HAVE AN OPEN RETICLE, the EXTRA ROCKET is considered DESTROYED and the attacking player ADDS that ROCKET to their JUNKYARD.
 - ♦ If a player uses a BLACK MARKET DISCOVERY CARD to exchange CARDS, that player can only EXCHANGE UNUSED CARDS that were in their HAND prior to playing the BLACK MARKET CARD.
 - ♦ If a player uses a JUNK-R-BOT DISCOVERY CARD to reduce another player's available TURN ACTIONS, that CARD is not eligible for RETRIEVAL with the ZOMBITRON COLLIDER DISCOVERY CARD.
- **CONSTRUCTING BONUS ROCKETS:** When a player uses a +1, +2, or +3 ROCKET CARD, they MOVE the corresponding NUMBER of ROCKETS from their FACTORY to the LAUNCHPAD SECTION of their LAUNCH GRID. A player can only have a MAXIMUM of FIVE ROCKETS on their LAUNCHPAD at any given time - however, a player can still play a ROCKET CARD that would put them over the limit, but they have to LEAVE ANY EXCESS ROCKETS IN THEIR FACTORY (e.g., if you have TWO SLOTS available on your LAUNCHPAD and you play a +3 ROCKET CARD, you can CONSTRUCT 2 ROCKETS but the extra ONE ROCKET is forfeit and remains in your FACTORY).

⚡ **TRADING FOR NEW CARDS:** You can DISCARD ANY THREE UNUSED CARDS (any type/combo) from your HAND, and, in EXCHANGE, you get to DRAW a NEW CARD at RANDOM from the TOP of the RESOURCE DECK of your choice.

⚡ **REALLOCATING RESOURCE TOKENS:** You can DISCARD ANY THREE UNUSED CARDS (any type/combo) from your HAND, and, in EXCHANGE, you get to REARRANGE any of your TOKENS on the RESOURCE GRID, so long as they stay within their designated TIER BAND. REALLOCATOR DISCOVERY CARDS also allow you to REARRANGE your TOKENS.

⚡ **ROCKET BUYBACK & RETRIEVAL:** If you are running low on ROCKETS, you can force a ROCKET SWAP where you GIVE another player THREE DESTROYED ROCKETS from your JUNKYARD in EXCHANGE for up to TWO of your player-colored ROCKETS BACK from their JUNKYARD. RETRIEVED ROCKETS are then moved into your FACTORY.

You are only permitted to GATHER your OWN player-colored ROCKETS as part of the EXCHANGE. For example, if you are the BLUE PLAYER, and the RED PLAYER only has ONE BLUE ROCKET, you would TRADE THREE ROCKETS from your JUNKYARD, but would only RECEIVE ONE BLUE ROCKET BACK in return.

The GRIM RETRIEVER ROCKET CARD also allows you to RETRIEVE your ROCKETS from other players' JUNKYARDS, but it allows you to FORCE an EXCHANGE at a 1:1 TRADE RATIO with multiple players. For example, you could EXCHANGE ONE ROCKET with the ORANGE player and ONE ROCKET with the PURPLE player, in EXCHANGE for ONE of your ROCKETS BACK from each player (i.e., you would receive TWO of your ROCKETS BACK in EXCHANGE for TWO ROCKETS from your JUNKYARD).

NOTE: If you are trading another player their own ROCKET BACK (e.g., TRADING the ORANGE player an ORANGE ROCKET), at the time of the TRADE, that player can choose to either place the ROCKET in their JUNKYARD or move it BACK into their FACTORY. Additionally, if you are using a BURGLEBOT BATTLE CARD to STEAL your own player-colored ROCKET BACK from another player's JUNKYARD, if successful, you may move that ROCKET to either your FACTORY or JUNKYARD.

X **STAGE 4 - DISCARD:** Players DISCARD any CARDS they played during the TURN, and if the rolling player has MORE THAN SEVEN CARDS in their HAND, they must DISCARD until only SEVEN REMAIN. For clarity, players are allowed to accumulate more than SEVEN CARDS when it is not their TURN or before STAGE 4 of their TURN. However, the rolling player must DISCARD any excess CARDS to conclude STAGE 4 of their TURN.

X **STAGE 5 - ADVANCE DOOMSDAY CLOCK:** The rolling player ENDS their TURN by ADVANCING their METEOR TOTEM FORWARD by ONE SPACE CLOCKWISE on the DOOMSDAY CLOCK. Once any player's METEOR TOTEM reaches IMPACT, the GAME ENDS immediately thereafter.

V. CARD COUNTS



X BATTLE CARDS

- ⚡ **AGENT (12):** UNDERCOVER. UNDER FIRE. WAY OVERDRESSED.
- ⚡ **BURGLEBOT (10):** STEALING HEARTS, MINDS, AND OTHER - MORE USEFUL - ITEMS!
- ⚡ **HACKERBOT (6):** YOU'RE EITHER THE ONE OR THE ZERO!
- ⚡ **KABOOMER (10):** DA' BELLE OF DA' BOMB!
- ⚡ **MECH (18):** DESTRUCTO ARIGATO, MISTER ROBOTO!
- ⚡ **SACRIFICIAL RAM (4):** THERE IS NO VICTORY WITHOUT SACRIFICE! WHO ME!??? I CAN'T, I HAVE PLANTS THIS WEEKEND... ER - PLANS! I HAVE TO WATER MY NEIGHBOR'S PLANTS... PLANTS! HEY, WHERE ARE YOU TAKING ME!? I WAS ONLY HERE FOR THE FREE T-SHIRT!
- ⚡ **WRANGLER (4):** I BELIEVE YOUR INTENTIONS TO BE... YEE-HAW-STILE!

Y ROCKET CARDS

- ⚡ **+1 ROCKET (22):** GOING UP!???????
- ⚡ **+2 ROCKETS (32):** 1-2 PUNCH!!!
- ⚡ **+3 ROCKETS (4):** UP, UP, AND AWAY TO SOMEWHERE FAR, FAR AWAY!
- ⚡ **GRIM RETRIEVER (6):** DOUBLE, DOUBLE TOIL THROUGH RUBBLE!

Z DISCOVERY CARDS

- ⚡ **BLACK MARKET (6):** PSSTTT... OVER HERE! NEED SOME GOODS TO DO THE BADS!?
- ⚡ **GO-PHISH-BOT (2):** WE KNOW WHO PUT THE PHISH IN THE MICROWAVE! CLICK HERE TO SEE THE SHOCKING VIDEO!
- ⚡ **JUNK-R-BOT (6):** IT'S GARBAGE AT YOUR DISPOSAL!
- ⚡ **KHAOS MAGNET (12):** OH, ZAPPPPPPPPPP!!!
- ⚡ **MAGIC MISSILE MOD (6):** DUAL DUEL POSSIBILITIES...
- ⚡ **OL' SWITCHEROO (4):** NEVER GO IN AGAINST A SILICONIAN WHEN DEATH IS ON THE LINE!
- ⚡ **QUANTUM FABRICATOR (4):** IT'S A COSMIC VENDING MACHINE! PRESS B-2 FOR A MATTER DISENTAGULATOR! PRESS B-1 FOR A MATTER RE-ENTANGULATOR! C-4 FOR C-4! E-2 FOR A BRUTAL BETRAYAL! RO FOR A CANNED DENIAL! R-2 FOR A CANNED RETORT! TT FOR INFINITE PIE! EXACT CREDITS ONLY - NO REFUNDS!
- ⚡ **REALLOCATOR (6):** UP-UP-DOWN-DOWN-LEFT-RIGHT-LEFT-RIGHT-B-A-RESTART!
- ⚡ **SOME ASSEMBLY REQUIRED (4):** KEEP YOUR FRIENDS CLOSE AND YOUR ENEMIES CLOSER... CLOSER... CLOSER... TOO CLOSE!
- ⚡ **TELEPORTER (10):** I JUST NEED A LITTLE BIT OF SPACE RIGHT NOW!
- ⚡ **ZOMBITRON COLLIDER (4):** GOODBYE, CRUEL WORLD... HELLO, CRUEL WORLD!

IV. PLAYTRAINER™



EASY-PEASY-LEMON-SQUEEZY? HARD-CARROTY-LIME-NOT-SQUEEZY? If any aspect of the game has you confused, or there's an area where you just want to dig a little deeper, check out our FREE COMPANION APP - PLAYTRAINER. PLAYTRAINER is designed to teach you how to play BLASTBOTS in a fun, interactive, tactile environment and is available for free via the APPLE APP™ STORE and the GOOGLE PLAY™ STORE. To find out more, visit our website at PLAYTRAINER.ORG! And did we mention that it's FREE!???

III. COMM. COORDINATES



For more BLASTBOTS, you can get your fix at BLASTBOTS.COM, EGAD.ORG, RIGMAROLLER.COM, or follow us on most major social platforms: @BLASTBOTSGAME, @OTTOVONHAREBRAIN, or @RIGMAROLLERLLC.

II. ACKNOWLEDGEMENTS



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It truly takes a village to raise (and in some instances - raze) a boardgame.

I. LEGAL



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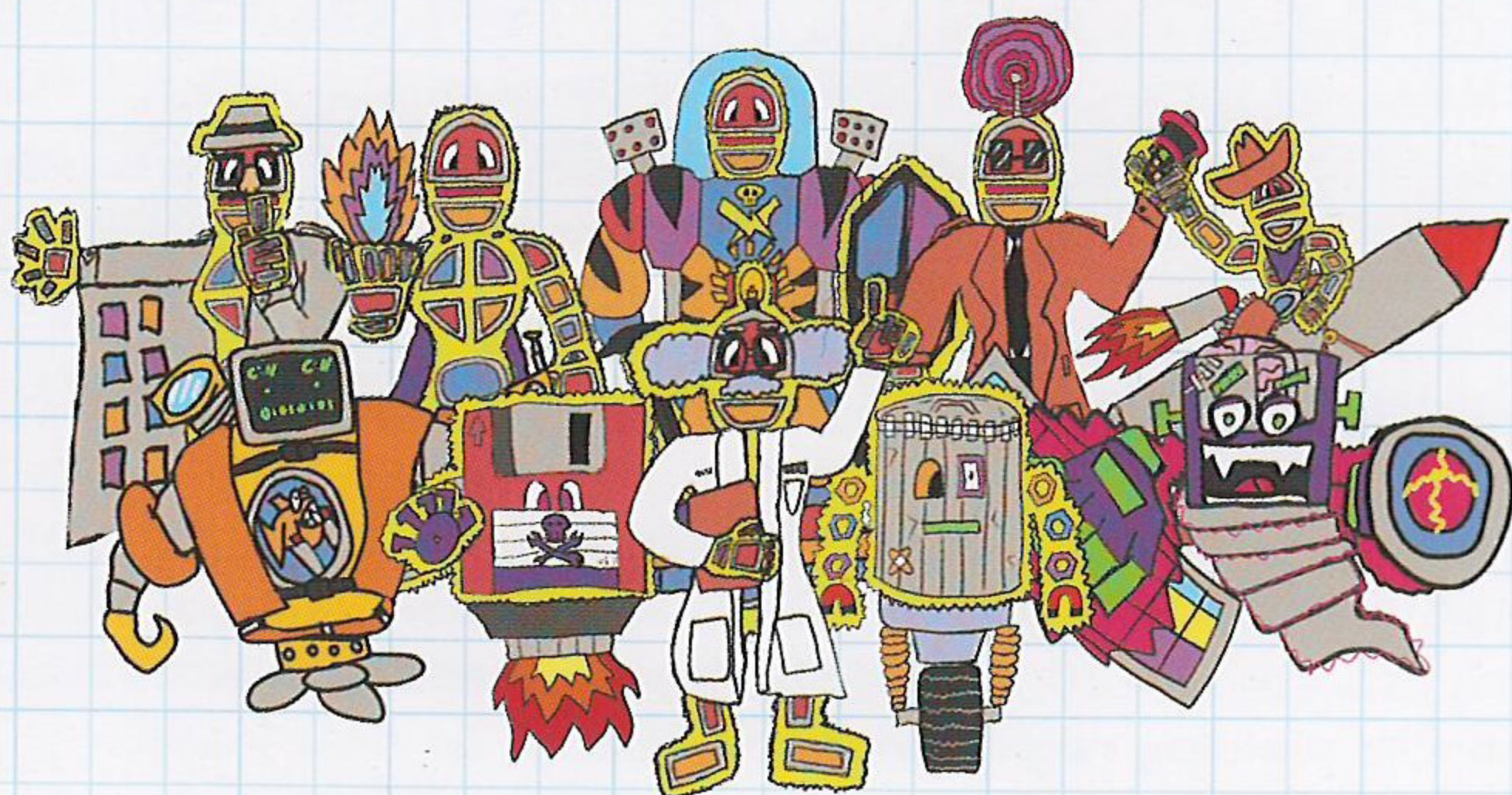
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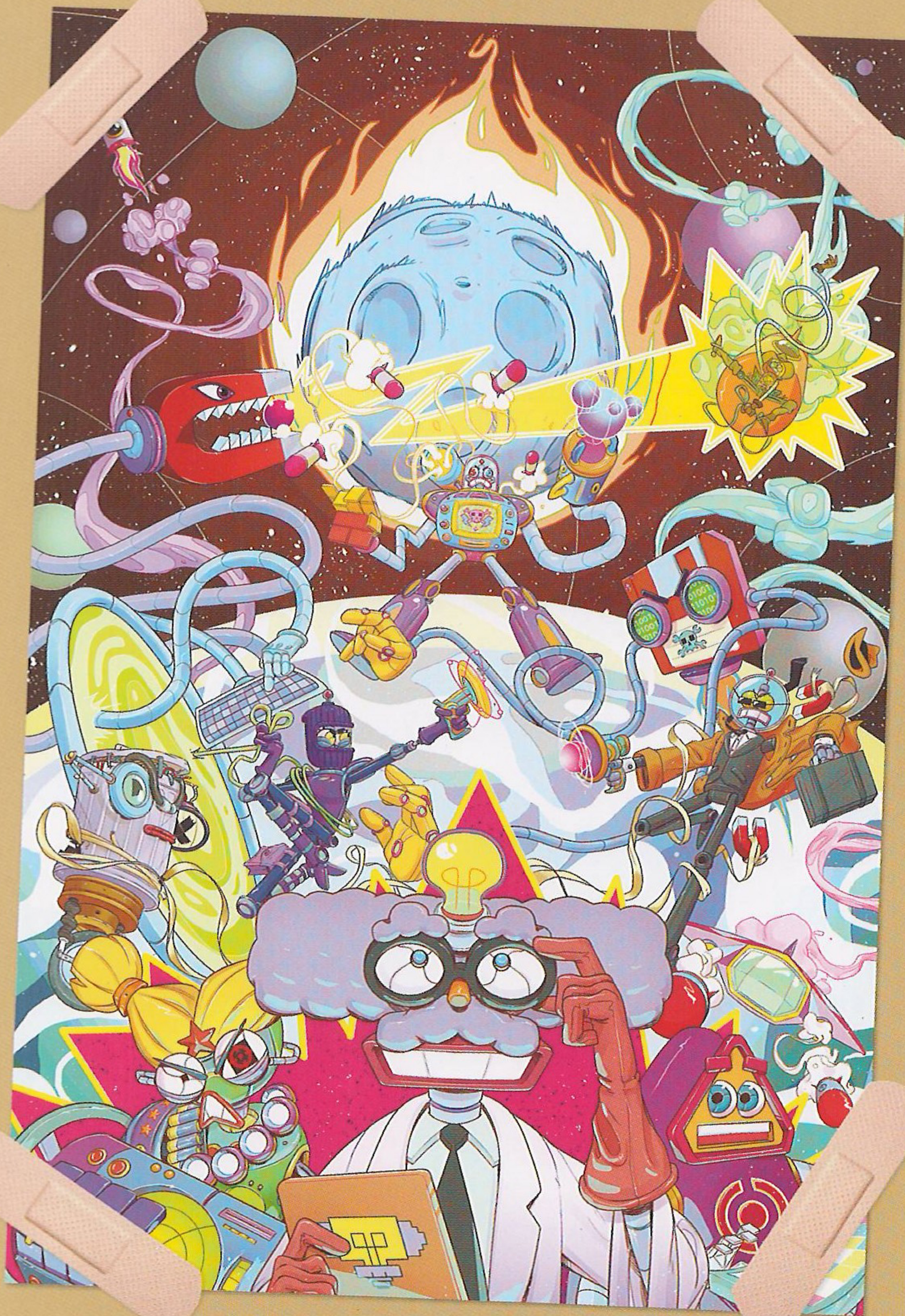
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IMPACT!



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**"MAY THE FORCE BE...
EQUAL TO MASS TIMES
ACCELERATION."**

- CHARLES BARKLEY -

**“IF THERE IS A GOD AND
FUTURE LIFE, THERE IS TRUTH
AND GOOD, AND MAN’S
HIGHEST HAPPINESS
CONSISTS IN STRIVING TO
ATTAIN THEM. WE MUST
LIVE, WE MUST LOVE, AND WE
MUST BELIEVE THAT WE LIVE
NOT ONLY TODAY ON THIS
SCRAP OF EARTH, BUT HAVE
LIVED AND SHALL LIVE
FOREVER, THERE (IN THE
SKY), IN THE WHOLE.”**

**WAR & PEACE
-LEO TOLSTOY-**

 **1867** 

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