

ULTIMATE ROBOT

Age: 6+ Players: 2-4 Time: 20 mins

OBJECTIVE

Ultimate Robot is a race to be the first player to create the Ultimate Robot. During the game, players spend their turns flipping cards from a grid and upgrading their armor. In a two player game the Ultimate Robot is complete when a player stacks their robot up to ten Pilot Points. In a three player game the goal changes to eight Pilot Points, and in a four player game six Pilot Points. Reminder: Pilots points are the number of armor cards that are attached to your robot.

STARTING THE GAME

- Each player selects a base ROBOT (Crystal, Solar or Obsidian)
- Each player randomly selects a starter pilot (black backs)
- Put your pilot into your ROBOT
- The player with the fastest pilot will go first.
- Remove Shero from the 100 card orange deck and shuffle the remaining 99 cards. Then lay 12 cards face down in a grid of any kind.
- Open the shop by turning five cards face up in a line next to the draw deck. (see image below)

THE SET UP



MERCY LEAGUE/ EASY PLAY SET UP (Designed for Ages 5+)

- Follow all the steps as above, except use ONLY the armor cards from the orange deck. Remove all actions, crew, hangars, and expert pilots. For the remainder of the rules ignore all the sections for the removed card types and focus on the "Flipping the Armor" section.

PLAYING THE GAME

The game will start with the first player flipping two cards face up. In Ultimate Robot you will only be using the information in the title bars on each card (also use pilot points for expert pilots and hangar spaces). The rest of the card text is irrelevant for this game mode. Anytime you flip over a card you can play, you may play it, and then replace that card in the grid with a new face down card from the draw pile. If you cannot, or do not play a card flip it back over.

FLIPPING ARMOR

Anytime you flip over an armor card that is one level above your current armor on that limb you may put it on your ROBOT (it will count as 1 pilot point). Each base ROBOT starts with four level 0 limbs: head, left arm, right arm and legs. You will need Level 1s first. If you have a Level 1 armor on a limb, you may then only play a Level 2 armor on that limb. If you have a Level 2 armor on a limb you may then only play a Level 3 on that limb. All armors stack directly on top of each other. **Shoulder armors** can be played as long as you do not currently have a shoulder armor already equipped. **Construction pods** can be played on any limb, except on top of level 3 armor. The Construction pods always act as one level above the armor it stacks on top of. You may only play one armor of each level on your ROBOT (different than traditional games rules).

FLIPPING HANGARS

Anytime you flip over a hangar that is one level above your current hangar, you may play it. A Level 1 Hangar must be your first hangar. The hangar spaces on the card (represented by gray squares with black numbers) designate how many crew members you can hold at any given time.

FLIPPING CREW MEMBERS

Anytime you flip a crew member that is a skill equal, or one number above any current crew member, and you have open hangar space you may play the card. Without a hangar, you may have up to one sidekick which can be used to store one Skill 1 crew member. To play any additional crew members you must have hangar space. As soon as you have a hangar in play, you no longer have a sidekick space (the sidekick instantly enters your hangar when played) but you can play as many crew members as your storage

FLIPPING ACTIONS

Anytime you flip two actions on the same turn you may pick up those cards, add them to your action bank, and take another turn. Make sure to add two new facedown cards in the spaces you just selected, and then take your

FLIPPING EXPERT PILOTS

When you flip an Expert Pilot, consult the Pilot Points in the top right corner of the card. If you have as many or more armors attached to your robot than the Pilot Point number you may put that pilot into your robot. If you do, you get to pick up face down cards, from the grid, equal to your new pilots' Pilot Points (Example: Destroyer Sky is 3 Pilot Points, so you would pick up three cards from the grid), look at all three cards and play any one card or put a card in the bank (you may select an Action card but it does not qualify you for an extra turn). The unselected cards get discarded, then refill all cards in

THE SHOP & ACTION BANK

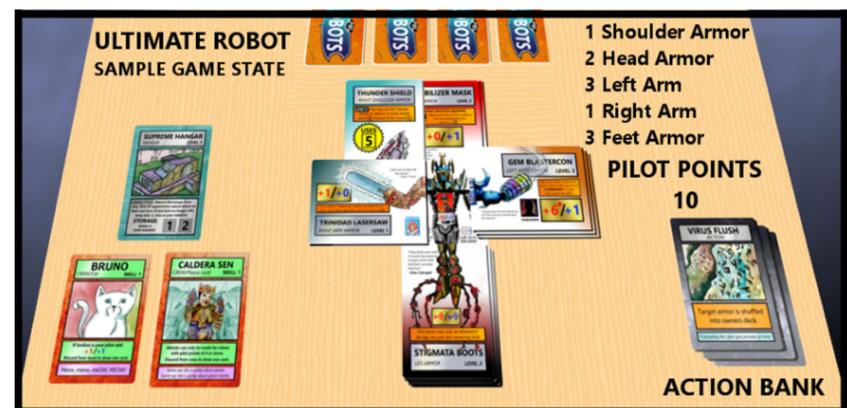
During the game you will collect Action cards in a pile called the bank. The Shop will always display 5 face up cards that can be purchased during any players turn. The first card in the shop costs 1 Action to buy, the second card costs 2 Actions, etc up to 5 Actions. To purchase a card from the shop you may spend Action cards from your bank. When a card is purchased from the Shop immediately slide all cards towards the draw deck and then flip the top card to become the 5th card in the shop. A player will instantly put the purchased cards into play or in their bank. If the card cannot be played, it is discarded. A player may buy as many cards as they can afford each turn.

SPENDING CREW

Active crew members cards may be exchanged for flipping additional cards on that turn. Discard any two crew members and flip over additional cards equal to the highest Skill among the two discarded crew members. If a player discards two Skill 1 crew members, they would flip one additional cards. If a player discards a Skill 1 and a Skill 3 crew member, then they would flip three additional cards that turn. A crew member cannot be spent the turn they are selected from the grid. Reminder: In order to play a Skill 2 crew member, you must have a Skill 1 crew member in play. A Skill 2 crew must

WINNING THE GAME

The first player to the required pilot points (armor cards attached to



ULTIMATE ROBOT SHOWDOWN

An alternate win condition for Ultimate Robot is to battle when one player reaches the required amount of pilot points. The winning player would go first and take turns by following the rules of traditional combat in a game of PBL ROBOTS. Additional dice may be desired for effect.

Players may also wish to use additional rules from a traditional game. In that case, each players' Action bank would become the players' hand, and the active Crew members' effects would become active and/or trigger as soon as the Showdown begins (For example: Douglas Graven would draw 2 cards and Telraga Usama would search for a crew member). The draw deck would be a shared community deck when drawing cards, and the shop would remain as the shop. A player wins the game by

