



FOR 2 TO 6 ROBO TEERS, AGE 8 +

CONTENTS

WAR ZONE, GAMEBOARD (WITH REMOVABLE "PIT"),
SHEET OF SELF-ADHESIVE WAR ZONE LABELS,
6 PLAYER ROBOTS, 6 CONTROL UNITS,
6 STANDARD DICE, 18 WEAPONS CARDS,
HOUSE ROBOT DIE (BLACK WITH "RIP" ON IT),
ATTACK DAMAGE DIE (YELLOW), SCOREPAD,
6 BATTLE CARDS, 64 ENHANCEMENT DISCS

OBJECT OF THE GAME

TO QUALIFY FOR AND WIN THE ROBOT WARS FINAL.

PREPARATION

1. AFFIX THE SELF-ADHESIVE LABELS TO THE WAR ZONE AS DETAILED UNDER EACH LABEL, THEN PLACE THE WAR ZONE IN THE CENTRE OF THE TABLE WITH THE GAMEBOARD (COMPLETE WITH THE "PIT" TILE) LOCATED WITHIN IT.
2. GIVE EACH ROBO TEER A CONTROL UNIT, A ROBOT AND A STANDARD DIE.
3. PLACE THE WEAPONS CARDS, HOUSE ROBOT DIE, ATTACK DAMAGE DIE, SCOREPAD, ENHANCEMENT DISCS AND BATTLE CARDS BESIDE THE WAR ZONE.
4. SET THE INDICATOR ON THE SIDE OF THE WAR ZONE TO "0".

HOW TO PLAY

PREPARING FOR BATTLE

EACH ROBO TEER HAS A ROBOT, ALL OF WHICH BEGIN WITH THE SAME BASIC CAPABILITIES, AS INDICATED BY THE YELLOW BLOCKS ON THE CONTROL UNITS. EACH ROBO TEER SHOULD INITIALLY POSITION HIS THREE INDICATORS AGAINST THESE "BASE LEVEL" MARKS. HOWEVER, BY WINNING ENHANCEMENT DISCS, A ROBO TEER IS ABLE TO ENHANCE THESE CAPABILITIES, RECORDING THE ENHANCEMENTS BY SLIDING THE INDICATORS UP THE LEVELS ON HIS CONTROL UNIT ACCORDINGLY.

THERE ARE THREE CAPABILITIES THAT CAN BE ENHANCED. THESE ARE :

SPEED

THIS GIVES THE MAXIMUM NUMBER OF "MOVES" A ROBOT CAN MAKE ON EACH TURN. A "MOVE" IS EITHER A MOVE FROM ONE SPACE IN THE WAR ZONE TO AN ADJACENT SPACE, OR AN ATTACK WITH ITS WEAPON. ROBOTS CAN MOVE FORWARDS OR BACKWARDS IN ANY COMBINATION WITHIN A TURN AND VERTICALLY OR HORIZONTALLY ACROSS THE WAR ZONE. ROBOTS CANNOT MOVE DIAGONALLY.

POWER

THIS IS A MEASURE OF A ROBOT'S CAPABILITY TO PUSH AN OPPOSING ROBOT ACROSS THE WAR ZONE, HOPEFULLY INTO DANGER. IT DICTATES FROM HOW MANY DIRECTIONS (FRONT AND/OR BACK AND/OR SIDE) THE OPPOSING ROBOT CAN BE PUSHED. A ROBOT CANNOT PUSH TWO OPPOSING ROBOTS AT THE SAME TIME.

MANOEUVRABILITY

THIS DICTATES HOW QUICKLY A ROBOT CAN CHANGE DIRECTION. THE NUMBER INDICATES HOW MANY 90° ROTATIONS A ROBOT MAY MAKE WITHIN ONE TURN.

IF A ROBOT GETS DAMAGED SUCH THAT ITS "MANOEUVRABILITY" CAPABILITY IS REMOVED, IT IS NO LONGER ABLE TO ROTATE DURING ITS TURN. HOWEVER, IT IS STILL PERMITTED TO ROTATE ONCE THROUGH 90° AT THE END OF EACH MOVE, IF DESIRED.

WINNING ENHANCEMENT DISCS

BEFORE THE WARS BEGIN, EACH ROBOTEEER HAS THE CHANCE TO WIN ENHANCEMENT DISCS.

ALL ROBOTEEERS TAKE THEIR DIE AND THROW IT. EACH ROBOTEEER WHO THROWS A 2, 4 OR 6 THEN RECEIVES ONE ENHANCEMENT DISC. THIS PROCESS IS REPEATED A TOTAL OF TEN TIMES - THE INDICATOR ON THE EDGE OF THE WAR ZONE CAN BE USED TO KEEP TRACK OF HOW MANY THROWS HAVE BEEN TAKEN.

AT THE END OF THE TEN THROWS, EACH ENHANCEMENT DISC WON BY A ROBOTEEER CAN BE USED TO ENHANCE ONE OF THE THREE CAPABILITIES SHOWN ON HIS CONTROL UNIT BY ONE STEP IN VALUE. HOW THESE ENHANCEMENT DISCS ARE ALLOCATED TO THE THREE CAPABILITIES IS ENTIRELY UP TO THE ROBOTEEER.

WEAPONS

FINALLY, BEFORE BATTLE CAN COMMENCE, EACH ROBOT REQUIRES A WEAPON. THE WEAPONS CARDS ARE SHUFFLED AND EACH ROBOTEEER TAKES ONE CARD AT RANDOM. THIS CARD WILL THEN INDICATE THE TYPE OF WEAPON THEIR ROBOT WILL HAVE AND HOW EFFECTIVE THIS WEAPON IS. THE EFFECTIVENESS IS DENOTED BY THE VALUE OF THE CARD AND WILL BE EITHER 1, 2 OR 3, WITH 3 BEING THE MOST EFFECTIVE.

LET THE WARS BEGIN

IN GENERAL TERMS THE WARS TAKE THE FORM OF HEATS OF THREE ROBOTS, FROM WHICH ONE ROBOT IS ELIMINATED, FOLLOWED BY A PAIR OF SEMI-FINALS EACH FEATURING TWO ROBOTS. THE TWO WINNERS OF THE SEMI-FINALS THEN GO FORWARD TO THE TWO-ROBOT FINAL. THE EXACT FORMAT OF THE WARS WILL HOWEVER DEPEND ON THE TOTAL NUMBER OF ROBOTEEERS AS SHOWN BELOW.

PLAYERS	HEATS	SEMI-FINALS	FINAL
6	2	2	1
5	1	2	1
4	-	2	1
3	1	-	1

2 PLAYERS RECEIVE A BYE

NB. FOR 2 ROBOTEEERS, THE GAME IS PLAYED IN THE SAME WAY AS SET OUT IN THESE RULES EXCEPT THAT IT IS SIMPLY PLAYED AS BEST OF 3, 5 OR 7 BATTLES, WITH THE ROBOTEEERS TAKING IT IN TURN TO START EACH BATTLE.

WHICH ROBOTEEERS ARE TO TAKE PART IN EACH HEAT IS DETERMINED USING THE BATTLE CARDS. THESE ARE SHUFFLED FACE DOWN ON THE TABLE AND EACH ROBOTEEER THEN TAKES ONE CARD. THE THREE ROBOTEEERS HOLDING CARDS OF THE SAME LETTER THEN MAKE UP A HEAT. FOR SEMI-FINALS, ONLY TWO CARDS OF EACH LETTER ARE SHUFFLED AND TAKEN.

THE ORDER OF PLAY IN ANY BATTLE IS DETERMINED BY THE THROW OF A DIE, THE ROBOTEEER WITH THE HIGHEST THROW GOING FIRST, SECOND HIGHEST THROW SECOND ETC.

THE FIRST ROBOTEEERS SHOULD NOW PLACE THEIR ROBOTS ON THE RE "START" SPACES (2 PLAYER OR 3 PLAYER) IN THE WAR ZONE.

WHILE THE BATTLE IS TAKING PLACE, THE OTHER ROBOTEEERS ARE RESPONSIBLE FOR :

1. RECORDING THE ROBOTEEERS' SCORES ON THE SCOREPAD.
2. RECORDING THE NUMBER OF TURNS THE ROBOTEEERS HAVE TAKEN USING INDICATOR ON THE EDGE OF THE WAR ZONE
3. CONTROLLING THE HOUSE ROBOT DIE AND ATTACK DAMAGE DIE REQUIRED.

A BATTLE LASTS A MAXIMUM OF 15 TURNS FOR EACH ROBOTEEER. INITIALLY IS NO PIT IN THE WAR ZONE, BUT ONCE EACH ROBOTEEER HAS TAKEN FIVE THE PIT TILE IS REMOVED TO CREATE A PIT FOR THE REMAINDER OF THE E

ON HIS TURN, EACH ROBOTEEER MAY MOVE HIS ROBOT TO TRY AND BRING BEAR ON AN OPPONENT'S ROBOT TO SCORE DAMAGE POINTS AGAINST ROBOT. AS STATED ABOVE, THE LEVELS ON A ROBOTEEER'S CONTROL UNIT DICTATE HOW FAR HIS ROBOT CAN MOVE, HOW MANY TIMES IT CAN TURN AND AN ABILITY TO PUSH AN OPPOSING ROBOT.

DAMAGE POINTS CAN BE SCORED BY ROBOTEEERS IN TWO WAYS:

1. BY BRINGING HIS OWN ROBOT'S WEAPON TO BEAR ON AN OPPOSING ROBOT. ALL WEAPONS ARE FRONT-MOUNTED AND ATTACKING ROBOTEEERS SCORE DAMAGE POINTS INDICATED ON THEIR WEAPONS CARD FOR EACH MOVE THEIR ROBOT SPENDS STATIONARY WITH ITS FRONT IN CONTACT WITH THE OPPOSING ROBOT. A ROBOT CANNOT MOVE AND USE ITS WEAPON AT THE SAME TIME.
 - EG. IF A ROBOT HAS A "SPEED" RATING OF 6 (6 MOVES), A WEAPON WITH A VALUE OF 1 AND AN OPPOSING ROBOT IS 2 SPACES IN FRONT OF THE ROBOT COULD MOVE 2 SPACES TO COME INTO CONTACT WITH THE OPPOSING ROBOT AND THEN USE ITS WEAPON FOR THE REMAINING 4 MOVES. THIS WOULD SCORE 4 DAMAGE POINTS (4 MOVES IN CONTACT X THE VALUE OF ITS WEAPONS CARD). SIMILARLY IT COULD MOVE 2 SPACES TO COME INTO CONTACT WITH THE OPPOSING ROBOT AND DECIDE TO USE ITS WEAPON FOR 2 MOVES (THIS WOULD SCORE 2 DAMAGE POINTS) AND THEN MOVE 2 SPACES AWAY AGAIN.
2. BY PUSHING AN OPPOSING ROBOT INTO A PENALTY AREA OF THE WAR ZONE. THESE ARE; THE SPIKES, THE CIRCULAR SAW, THE FLAME GRILL, THE PIT OR A HOUSE ROBOT'S CORNER ZONE. THESE ALL SCORE 5 DAMAGE POINTS. A ROBOTEEER WHOSE OWN ROBOT LANDS ON OR PASSES OVER A PENALTY AREA ALSO INCURS THE SAME PENALTY.

DAMAGE POINTS SCORED AGAINST EACH ROBOT ARE RECORDED ON THE SCOREPAD.

A ROBOT CAN ALSO BE IMMOBILISED. A ROBOT IS IMMOBILISED EITHER WHEN ITS "SPEED" CAPABILITY IS REDUCED TO ZERO, OR IT IS PUSHED INTO THE PENALTY AREA POSSIBLY AS A RESULT OF A HOUSE ROBOT ATTACK WHEN IT IS PUSHED INTO A CORNER ZONE (SEE BELOW).

INFLECTING DAMAGE

EACH TIME A ROBOT'S SCORE REACHES OR EXCEEDS A MULTIPLE OF 5 DAMAGE POINTS, IT HAS POTENTIALLY BEEN DAMAGED BY AN OPPOSING ROBOT. IN GENERAL PLAY, THE ATTACK DAMAGE DIE IS THROWN. IF IT IS

AS A RESULT OF A HOUSE ROBOT ATTACK, THE HOUSE ROBOT DIE IS THROWN. THE DIE WILL THEN INDICATE PRECISELY WHAT DAMAGE HAS BEEN INFLICTED.

IF ONE OF THE CAPABILITIES ("SPEED", "POWER" OR "MANOEUVRABILITY") IS THROWN, THE DAMAGED ROBOT'S INDICATOR ON ITS CONTROL UNIT MUST BE MOVED DOWN ONE LEVEL. THE ROBOT THEN CONTINUES THE BATTLE WITH THIS REDUCED ABILITY. IF A BLANK IS THROWN NO DAMAGE IS SUFFERED, WHILST IF "RIP" IS THROWN ON THE HOUSE ROBOT DIE, THE ROBOT HAS BEEN IMMOBILISED AND THE BATTLE IS OVER.

IN EACH WAR THE FIRST ROBOT IMMOBILISED, OR THE ROBOT WHICH HAS SUSTAINED THE GREATEST NUMBER OF DAMAGE POINTS AFTER EACH ROBOTEER HAS TAKEN 15 TURNS, IS ELIMINATED. IN THE EVENT OF A TIE, THE ATTACK DAMAGE DIE IS THROWN TO INDICATE ONE OF THE THREE CAPABILITIES AND THE ROBOTEER WHOSE ROBOT HAS THE LOWEST VALUE AGAINST THIS CAPABILITY IS ELIMINATED.

ONCE THE HEATS HAVE BEEN PLAYED, THE SURVIVING ROBOTS ARE RETURNED TO THEIR BASIC STARTING LEVELS OF "SPEED", "POWER" AND "MANOEUVRABILITY" AND THE REMAINING PLAYERS RETURN TO THE DICE-THROWING PHASE OF THE GAME TO AGAIN TRY TO WIN ENHANCEMENT DISCS WITH WHICH TO ENHANCE THEIR ROBOTS FOR THE SEMI-FINALS. THIS PROCESS IS REPEATED AGAIN BEFORE THE FINAL.

WINNING THE GAME

THE ROBOTEER THAT WINS THE FINAL IS THE WINNER OF THE GAME.

GAME MANUFACTURED BY
FEVA (UK) LTD
FEVA HOUSE
85 OXFORD ROAD
HIGH WYCOMBE
BUCKS
HP11 2DX