



## Strategy and Battle Card Game

Robots rule the galaxy but a galactic civil war is raging between Robot factions. You are a commanding Robot (The Master Machine) in charge of a large Robot army. You will battle as well as handle Power management in order to defeat your enemies. Be the last player standing, use your army to eliminate all other armies. The last Player standing becomes ruler of the whole **Robot Empire!**

## Objective

This is a fast paced, Expandable Card Game system where Robot armies battle it out for universal domination. Players take turns powering-up Robots, Super Weapons, Long Range Weapons, etc. to attack opponents. Reduce your opponent's Energy to 0 to win the game!

## Game Components

This Deluxe Core Set contains 100 colorful cards (*Expansion decks will be available soon at [www.RectorSoft.com](http://www.RectorSoft.com)*).



Cardboard Coins (known as Power Coins) are used as energy tokens to power-up (pay for and bring from your hand to tabletop) many of the cards in this game. **NOTE: This set does not come with cardboard coins...please provide about 40 pennies or bingo chips as a substitute)**

1 six sided die is included for use when a 1d6 symbol is shown on a card (to calculate power-up or attack/defense).

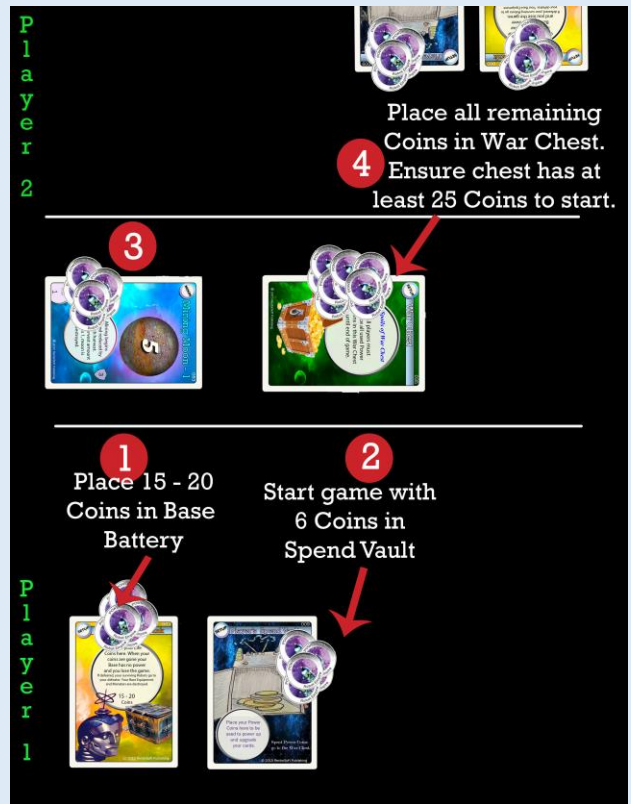
### Cards are grouped into following categories:

- ❖ **R** **Robots** – These are the strongest fighters. They may be upgraded by paying amount on card or by installing Upgrade Component cards.
- ❖ **M** **Monsters** – These Monster Mercenaries are servants of the Robots and fight for them.
- ❖ **A** **Agents** – These Human Agents also serve their Robot masters and perform all types of attacks, sabotage, repairs, etc. They are *single use and discarded afterwards*.
- ❖ **C** **Upgrade Components** – These cards are Upgrades for Robots. They consist of Jump Jets, Rockets, or Force Fields.
- ❖ **SW** **Super Weapons** – Single Use and very powerful weapons. They are *single use and discarded afterwards*.
- ❖ **E** **Base Equipment** – These cards are permanent Equipment that go in your Base for attack, defense, Power Coin generation, etc.
- ❖ **M** **Mining Moons** - Flying Robots land on Moons to harvest Power Coins.

## Setup the Play Area *(see Setup Diagram to the right)*

1. Separate out the Setup cards (they have a large green SETUP on the back), the MINING MOON cards (they have a large green MINING MOON on the back), the game cards, and the War Chest card.
2. Players prepare their **Home Base** (the back row of cards on tabletop closest to the player).
  - a. Each player places a “Battery” (Life Bank) Setup Card **1** in his Base. Place 20 Power Coins (to indicate Player’s energy) on their Battery. *(See Advanced Rules for more options)*.
  - b. Each player places a “Vault” Setup Card **2** face up in their Home Base next to their Battery (Life Bank card). Each player places 6 Power Coins on their Vault. Add additional coins as per step 2a.
3. Shuffle the Mining Moon cards. Place the top card face up in the middle of the table between all players. Place a number of Power Coins on the card matching the value shown. **3**
4. Place the War Chest card face up in middle of table between all players. Place all remaining Power Coins tokens on this card **4**.

Place all remaining Coins in War Chest. Ensure chest has at least 25 Coins to start.
5. Shuffle the Mining Moon cards with the game cards forming the Depot Deck. Place deck in middle of the table in reach of all players.
  - a. See the Advanced Rules section for building customized decks.
6. Each player draws 7 cards into their hand.
7. Reserve space next to the Depot Deck for the discard pile
8. Each player should roll a six-sided die (1d6). The player who rolled highest goes first, then play continues clockwise around the table.



## Playing the Game

The game is **played in turns** *(see Phases of a Turn below)*. Each player will follow all the turn phases. Play then passes to the next player.

### Phases of a Turn - Overview

1. **Clear Upgrades**
2. **Reactivate cards**
3. **Play Cards**
4. **Moon Mining**
5. **Combat Phase**
  - a. **Long Range Attacks**
  - b. **Fighter Attacks**
  - c. **Resolve battle**
6. **Collect Resources**
7. **Draw Cards**

## Phases of a Turn - Detailed

### Clear Upgrades

Remove all Power Coins on Instant Upgrade circles from cards in play (if any).

### Reactivate

Reactivate all cards (straighten out) so they are ready to use this turn. (See “What is Recharging and Reactivating” below).

### Play Cards

Activate cards (bring them from hand to the tabletop) by paying the Power-Up or activation cost with Power Coins from player’s Vault (see “Spending Power Coins” below). These spent coins are then placed in War Chest. All **Robots, Component Upgrades,** and **Monster** cards will be placed in the front row as this is the Front Line **1** battle area. All Equipment cards are placed in back row (Player’s Base area **2**). Robots and Monsters cannot attack on the turn they come out, however, a Robot (with Flying ability or Jump Jets) may perform Moon Mining on their first turn during Moon Mining Phase.

**Agent** cards are both attack and defense actions (they are not placed in Base or Front Line – they are just revealed from hand to show all Players) and they can be used at any time (on anyone’s turn as long as owning Player can pay the Power Coin cost) and are then **discarded** after this single usage.

**Super Weapon** cards are also single use and discarded after showing all Players the card and performing its action.

### Upgrades

Many Robot cards have Permanent Upgrades which can be paid for when the card is first brought out of Player’s hand, or may even be paid at a later turn during this “Play Cards” phase. Instant Upgrades can be paid for and put into effect at any time and on any Player’s turn. Instant Upgrades last only during the turn it was paid on. Power Coins should be left in the Upgrade circle on the card to indicate paid amount of the Upgrade.

Component Upgrade cards are installed into a Robot (follow instructions on each Component card) after paying its Power-Up cost. If playing with the Upgrade Port Variant rule (see “Variant Rules” below), Components can only be installed into a Robot with a compatible Upgrade Port. The ports are listed on the bottom right of all Robot cards (JJ – allows Jump Jets installed, RT – allows Rocket, FF – allows Force Fields).

It is up to each Player to decide when to bring out which cards and how to spend their Power Coins (spend on Robots for attack, or maybe some Base Force Fields for defense, etc.). See “Strategies” below for tips.

### Moon Mining

Mining Moon cards allow Robots with Flying ability to land on them and gather Power Coins as a harvest to bring back to Player’s Vault. To land on a Moon during this phase, simply place a Flying Robot (that is not currently Recharging), on an unoccupied Moon card. Player must pay any Landing Cost as indicated on the Moon card. Next turn, during Mining Moon phase, the Robot may return to his Base and deposit the Power Coin harvest in Player’s Vault. The Robot will then be turned sideways and be Recharging until beginning of next turn.

There are 3 ways a Robot can have or obtain Flying Ability. He can be created with it (he always has it as written on his card). He can get a Permanent or Instant (temporary) Upgrade as described on his card, or a Jump Jet Component card can be installed in the Robot. Once flying, a Robot attacker can only be blocked by another Flying fighter. Also, note that only Flying Robots can fly to and from a Mining Moon.



## **Combat (Attacks and Blocks)**

The Combat Phase is where Long Range weapons (and Super Weapons) are fired and short range combat from Robots and Monsters are engaged. Your goal is to destroy enemy Equipment (to weaken opponents Base) and destroy Robots and Monsters that defend the player. A Robot or Monster attack that is not defended will inflict harm on the Player's Battery and reduce his supply of Energy (Power Coins) by the attack point amount.

You start by shooting all Long Range weapons (these may be Base Equipment cards or Robots with Long Range attack). Also, Super Weapon cards may be used at this time. After you have either destroyed some targets or weakened them, you can begin main combat. Long Range weapons cards (or Robots shooting Long Range weapons) are turned sideways once they are used/shot to indicate they are Recharging and they cannot be used anymore this turn.

The main way to win the game is to attack with your Robots and Monsters (these are your fighters). **If a Robot or Monster that's attacking your opponent isn't blocked, it deals damage equal to its Attack Points to his or her Base Energy** (remove Power Coins in the amount of damage from Player's Base Battery).

In your main combat phase, you choose which of your fighters will attack, and you choose which player they will attack (you may attack more than 1 player at a time if more than 2 players). They all attack at the same time, even if they're attacking different players. You can attack with a fighter only if it is not Recharging, and only if it was on the tabletop under your control when the turn began.

Your opponent chooses which of his or her Robots/Monsters will block. Recharging fighters can't be declared as blockers. For blocking, it doesn't matter how long the fighter has been on the tabletop. Each fighter can block only one attacker, but multiple blockers can gang up on a single attacking fighter. In this case, the attacking player chooses which blocker takes his damage. Robots/Monsters don't have to block.

After all blockers are selected, combat damage is assigned. All attackers and blockers deals damage equal to its attack points.

- An attacking fighter that isn't blocked deals damage to the player's Base Battery (Power Coin supply is reduced by amount of damage). If Power Coin supply in Battery reaches zero, player is out of the game.
- An attacking fighter that is blocked deals damage to the blocking fighters. If one of your attacking fighters is blocked by multiple fighters, you decide how to divide its combat damage among them. You must assign at least enough damage to the first blocking creature to destroy it before you can assign damage to another fighter, and so on.
- A blocking creature deals damage to the attacker it's blocking.

If damage is dealt to your opponent, he or she loses that much Power Coins (energy) out of the Base Battery!


If a fighter is dealt damage equal to or greater than its Defense points over the course of a single turn, that fighter is destroyed and goes to its owner's Discard Pile (or a shared pile).

If a fighter takes damage that isn't lethal, that creature stays on the battlefield, but the **damage doesn't wear off until the turn ends**. All surviving attackers are turned sideways to indicate they are Recharging. Blockers do not enter a Recharging state.

## **Collect Resources**

Take 3 coins from the War Chest and place them in your Vault.

## **Draw Cards**

Ensure your hand always has 7 cards by drawing new cards from the Depot Deck. If a Mining Moon card is drawn from a deck, it is placed in the middle of the tabletop  and becomes available for any flying Robot to land on for harvesting. Player should then draw another card to his hand as a replacement for the Moon card.

**If you wish to discard 1 or more unwanted cards in your hand, you may pay 1 Power Coin per card, place unwanted cards in Discard Pile, and draw an equal number of cards to ensure a hand of 7 cards total.**

## **Winning and Losing the Game**

When a player reaches 0 Energy in their Battery, they are out of the game and must give their surviving Robots (and any installed Component Upgrades) to the player who reduced their Energy to zero (all other cards are destroyed). The last player with Power Coins (energy) in their Base Battery, wins the game.

## Spending Power Coins



Power Coins are the Energy (and “money”) system of the game. Players spend their Coins to Power-Up (bring card from hand to tabletop) Robots, Monsters, Equipment, and Component Cards.

The Power-Up cost is always shown in the bottom left circle on these types of cards (see Card Legend diagram).

Players will also pay for Permanent Upgrades, Instant Upgrades, Human Agent costs, and Super Weapon costs by paying the cost amount shown on each of those card descriptions.

Permanent Upgrades last forever, while Instant Upgrades last only 1 turn (but may be paid for and renewed each turn). The Power Coins paid for these upgrades should remain on the circle describing the upgrade (see Card Legend diagram) to indicate amount paid.

All Spent Power Coins should be placed into the War Chest Card (unless they remain on a Permanent or Instant Upgrade circle).

## What is Recharging and Reactivating?

To Recharge a card is to turn or “Twist” it sideways to show it has been used that turn. Always do this after using a Robot or Monster in an attack. Also, **when a Long Range weapon is shot, the card must Recharge (and cannot be used to attack again that turn)**. Player can’t use a card again until it’s been Reactivated (straightened out). At the beginning of each turn, Players Reactivate their cards.

## ADVANCED RULES

### Battery Life Bank Card

A player may decide to start with less than 20 Power Coins on his Battery Card. He may place anywhere from 15 to 20, but he will add any amount less than 20 to his Vault Card. (*For example, if player A feels confident enough to put only 18 Coins in his Battery, he will add 2 extra to his Vault*). This flexibility allows a Player to balance his Battery strength (lives) compared to his initial spend strength to bring out Fighters or Components early.

### Strategies

Some players may choose to spend their Power Coins on getting as many Robots into the Front Line battle field as soon as possible (this is achieved by building decks with the fighter types you like to deploy). Robots are strong but expensive. Other strategies may try to put many Monster Mercenaries out since they are cheaper and many of them together might over-run stronger Robots.

Concentrating on Long Range weapons will help you hit both Robots and Monsters in the field of battle and hit safely tucked away Equipment at enemy Base camps (such as Force Fields and Missile Launchers, etc.).

And, of course, power management is crucial. Can you get Mines and Mints into your Base and protect them with Force Fields? That would be a powerful strategy! You can divert 1 or more Flying Robots to perform Moon Mining, however, a Robot that mines is out of any combat (attack or defense) for 2 turns.



## Deck Building

The excitement of the game is enhanced when players begin to build their own decks (instead of sharing 1 big deck). Players can each have decks of about 50 – 70 cards with no more than 4 of each unique card (for example, players can only have up to 4 of the card #001 Brax the Strong, in their deck). Deck building usually follows a certain strategy (see above section).

Customizing the deck is a way to help you obtain the cards you want and like most during your draw phase.

To deck build, extra sets of this base set may be needed as well as any future expansion sets (see [www.RectorSoft.com](http://www.RectorSoft.com) for future planned expansion sets and sales).

## VARIANT RULES

1. **Mining Moons** – Players can elect not to use Moons in the game. Simply remove them entirely from the deck and do not place out any on the tabletop.
2. **Use Upgrade Ports** – Before a Component Upgrade card can be installed, the Robot must have the proper port. Bottom right of Robot cards shows what ports he can accept, such as JJ for Jump Jets (see Card Legend for ports). Currently, without this rule, you may elect to install upgrades on any Robot regardless of ports.

Download and print these full instructions:

[www.RectorSoft.com/RobotEmpire/RobotRules.pdf](http://www.RectorSoft.com/RobotEmpire/RobotRules.pdf)

View Gallery of all Cards at:

[www.RectorSoft.com/RobotEmpire/gallery](http://www.RectorSoft.com/RobotEmpire/gallery)

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