



RULES & TILE REFERENCE

OBSTACLE REFERENCE TABLE

Obstacle	Blocks Movement	Blocks Line of Sight	Can Be Damaged	Can Be Pushed
EDGE OF ARENA	✓	✗	✗	✗
ROBOT	✓	✓	✓	✓
WALL	✓	✓	✗	✗
SMOKE	✗	✓	✗	✗
LOOT BOX	✓	✓	✓	✓
VP CRATE	✓	✓	✓	✓

ADDITIONAL RULES

"START OF TURN" ABILITIES

If you have multiple abilities, apply them in any order you choose.

MEMBERSHIP CARD & BLING

Bling still triggers when you acquire a card that normally costs 6 or more for less than 6.

USING ABILITIES

Some Defense cards have abilities that may be used during your Main Phase. For example, you may use Power Armor to perform an attack. To help remember that you've used a "once per turn" ability, try turning the card sideways until the turn ends.

DOUBLE-SIDED TILES

Start the game with "Side 1" face-up.

KNOCKED OUT

If an effect says to Knock Out a robot, they lose all Health on their Player Board and Defense cards. You can't play Defense cards on a Knocked Out robot.

EVENT CARDS

Event cards are shuffled into the Shop Deck. When filling the Shop at the start of the game, scrap any Events that come up, ignore their effects, and refill their spaces. For the rest of the game, whenever an Event card enters the Shop, immediately resolve its effect, then Scrap it and refill its space.

If multiple Events come up at the same time (for example, when Shop Glitch scraps multiple cards from the Shop), the player whose turn it is chooses any Event in the Shop, it resolves, they scrap it, they refill its space, then they repeat this process.

UPGRADE CARDS

When you acquire an Upgrade card, play it immediately instead of putting it into your discard pile. When you play an Upgrade card on your robot, put it next to their Player Board. Upgrade cards stay in play for the rest of the game, even if your robot gets Knocked Out. Each robot may have any number of upgrades. Note: Whenever a robot respawns, their "start of turn" effects do not trigger that turn.

DEFENSE CARDS

Defense cards protect your robot and have their own Health. When you play a Defense card on your robot, put it next to their Player Board. Place onto the card a number of red Health cubes from the Reserve equal to the card's Defense value (shown under its cost).

Defense cards stay in play until their last health cube is removed. When you repair Health, you cannot add it to Defense cards.

If your robot would take damage, apply it to their Defense card instead. (Victory Points are claimed or lost as usual, see Health in the rulebook.) When the last Health cube is removed from your Defense, it breaks and immediately goes to your discard pile. Apply any extra damage to your robot.

If your robot has two or more Defense cards, the player whose turn it is chooses the order in which they take damage. (Apply as much damage as possible to the first Defense, then apply any extra to the next Defense, and so on.)

CENTER OF BOARD



At the start of your turn, if you are on any of the 9 spaces in the center of the Game Board, gain 1 .

Note: If there is currently a tile over that space, do not gain the 1 .

WALL

4 



These tiles are obstacles that block movement and line of sight.

JUNKYARD

1 



At the start of your turn, if you are on this tile, you may scrap a card in your hand.

REMOTE TERMINAL

1 



At the start of your turn, if you are on this tile, draw a card and then discard a card.

REPAIR PAD

1 



At the start of your turn, if you are on this tile, gain 1  and repair 1 .

SOLAR FARM

1 



At the start of your turn, if you are on this tile, gain 1 .

TACKS

1 



Whenever you enter this tile, take 2 .

POTHOLE

1 



Whenever you enter this tile, take 1 .

It costs +1 Move to move your robot off this tile.

TRASH COMPACTOR

1 



Whenever you enter this tile, scrap the top card of the Shop Deck. If it costs 6  or more, you are Knocked Out (lose all of your .

SMOKE

1 



This tile is an obstacle that blocks line of sight (but not movement).

FIRE

 2 



Whenever you enter this tile, take 1 .

At the end of your turn, if you are on this tile, take 1 .

GLUE

 3 



It costs +2 Move to move your robot off this tile. When you exit this tile, return it to the Game Box.

GREASE

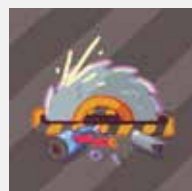
 3 



Whenever you exit this tile, scrap the top card of the Shop deck. If its cost is odd, Fall Down (take 1  and you can't move anymore this turn.)

SAW TRAP

 1 



Whenever you enter this tile, scrap the top card of the Shop deck. If it costs 4  or more, take 3 .

GUMBALL MACHINE



Once per turn, if you are on this tile, you may pay 1 ⚡ to gain 1 🟠. This tile can be damaged and attacked as if it is an enemy robot.

Whenever you damage Gumball Machine, put 1 🟠 from the Reserve onto each space that's diagonally adjacent to this tile and doesn't have a gumball on it. On your turn, claim any gumballs from spaces you are on and/or enter.

LOOT BOX & VP CRATE

Loot Box and VP Crate tiles are obstacles that block movement and line of sight. These tiles can be damaged, attacked, and pushed as if they are enemy robots. You cannot push any tile on top of any other tile.

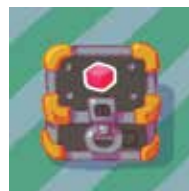
You can damage these tiles using regular attacks and area-of-effect attacks (like Ground Pound). You can also damage them by pushing other objects that block movement into them, or vice versa.

LOOT BOX



When you damage a Loot Box, reveal the back of it, gain the effect stated, and return the tile to the Game Box.

VP CRATE



This tile starts with 2 🟠 on it. Whenever an Event enters the shop, place 1 🟠 on this tile. For each point of ⚡ you deal to this tile, claim 1 🟠 off of it. This tile stays on the board even when its last 🟠 is removed.

BUTTON



This tile can be damaged and attacked as if it is an enemy robot. Whenever you enter or damage this tile, flip all double-sided tiles. (Apply new "when entered" effects to robots on those tiles.)

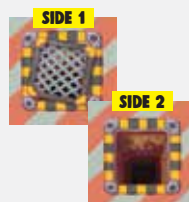
You may play an attack targeting Button instead of a robot. Button can also be damaged by area-of-effect attacks (for example, Ground Pound (although Button won't move)). Button does not have Health and cannot be Knocked Out. Button cannot flip Loot Box tiles (see expansions).

PORTAL



While you are on this tile, you may move to another Portal for 1 Move.

BOTTOMLESS PIT



SIDE 1 - No effect

SIDE 2 - When you enter this tile, you are Knocked Out.

FIRE TRAP



SIDE 1 - No effect

SIDE 2 - Whenever you enter this tile, take 2 ⚡. At the end of your turn, if you are on this tile, take 2 ⚡.