BOTS BATTLEGROUND

BETA RULES

CONTENT

Bots Battleground includes:
2 Boogie Bots Dice, 1 charger/dice-arena, 1 deck of 60 bot cards, 40 power tokens.

Note:
In this demo version we included only 54 cards, 1 dots dice, non-arena charger and no tokens, as the game is still under development. Please use any other preferred method of counting "power points" as an alternative to the missing tokens. Additionally, when positioning the dice, please try to create a barrier around it so that it doesn't fall off the table. Thank you for your understanding.

BOT CARDS

name

BULLET

Attack

Double lower value of any enemy bot

Cannot be switched

5

5

Defense

abilities and conditions

GOAL

Bots Battleground is a game of bot supremacy where you send your bots to fight and destroy those of other players.

To win the game, you must be the first player to collect 10 or more power tokens.

SETUP

Shuffle the deck of bot cards and place it face down next to the charger in the middle of the table. The charger's cable should form an enclosed area where you place 1 or 2 of the Boogie Dice.

Each player then draws 4 cards from the top of the deck to their hand. If a player drew 2 copies of the same bot, they must reveal them to the other players and re-draw 2 other card (the revealed cards should be placed at the bottom of the deck).

Players keep their cards in their hand, hidden from the other players.

PLAY

Bots Battleground is played in a series of rounds. Players take turns at clapping their hands above the Boogie Dice, which must not be moving and blink in blue.

When clapping, if at least 1 of the dice starts rolling and glowing in red, a round begins.

If a player clapped and the dice remained blinking in blue (dice will rumble slightly and immediately stop), the next player, in a clockwise order, gets their turn to clap.

Player Claps

Blue glow: next turn

Red glow: start round

The first player to clap is the player who does the best robot impression or dance (decided by the group).

ROUND

A round starts when a player claps and 1 or 2 dice start rolling and glowing in red. The player who clapped is the attacker for the round.

The dice will roll for 2 seconds, and during that time the attacker must choose another player to be the defender for the round by calling out their name or pointing at them. The attacker must also place a bot card on the table in front of them facing the defender. If the attacker fails to do that before the dice stops rolling, they lose the round (and there is no winner).

After 2 seconds, the dice will stop rolling, still glow in red. During that time, the defender can place a bot card in front of them (facing the attacker).

At any time during the round, the attacker and defender may switch any of their cards on the table with any cards in their hand. Unless allowed, such as by certain sides of the dice or text on cards, a player cannot have more than 1 bot on the table at any moment (they lose the round if they do). So, when switching cards, a player must first pick up the card and only then place another.

After 10-20 seconds, the dice will start rolling again. This means that there are only 2 more seconds to the round. After that, the dice will stop rolling and glowing in red, and start blinking in blue. The round ends.

When the dice blinks in blue, cards cannot be placed on the table, moved or switched with cards in hand.

At the end of the round, when the dice blinks in blue, power tokens may be collected and discarded (see next section).

After collecting and discarding tokens, each player picks up their own bot cards back to their hand and the next player has their turn.

POWER TOKENS

<u>At the end of the round:</u>

If the total sum of the Attack values of the attacker cards on the table is higher than the total sum of the Defense values of the defender cards on the table, the attacker wins the round and collects 2 power tokens from the main pile, while the defender loses the round and discards 1 power token to the main pile (if they have any).

Otherwise, if the sum of the Defense of the defender cards is higher than the Attack of the attacker cards, the defender wins and collects 2 tokens, while the attacker loses and discards 1 token.

If the total sums are equal, no player wins the round.

In the example below, the Defender wins.

Attacker   Defender

8   10

BORROWING

Bots Battleground allows for temporary alliances and teamwork. At any time during a round, any player who can play bots to the table can borrow bot cards from any other player, as long as the other player (lender) agrees and isn't a rival.

The player receiving the card (borrower) must first have the card in their hand, handed to them by the lender, and only then can they play it. They can be handed as many cards as the lender agrees to give.

<u>At the end of the round:</u>

If the borrower wins, the lender collects 1 of the 2 power tokens awarded, while the borrower collects 1.

If the borrower loses, only the borrower discards 1 power token.

ABILITIES and CONDITIONS

Some bot cards have a special ability described in green text at the bottom. These abilities influence values of other cards or the same cards. Unless stated otherwise, and as much as the description allows, the player whose card it is chooses how to use the ability, and must do that at the end of the round, after the dice stopped glowing in red.

Abilities are used starting with the rightmost card of the attacker and continuing clockwise according the arrangement of the cards on the table.
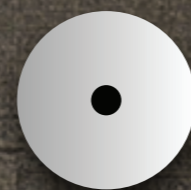

Some bot cards have a special condition described in yellow text at the bottom. These conditions apply as long as the card is on the table. Unless specifically stated otherwise, a green ability cannot override a yellow condition.

DICE

After a round begins, when a die stops rolling and is glowing in red, it lands on a side that shows an icon (1 of 6 on each side of the die).

The icon shown on the top side of the die represents a special rule (either an additional one or a changed one). This rule applies to the current round and influences the way the round is played or won.
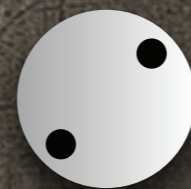
Here is a list of the icons and their corresponding rules:

 Normal round.

 Lower total sums win (instead of higher).

 Players can play 2 bots instead of just 1.
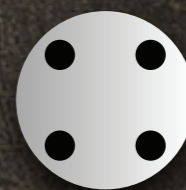
 Defender becomes the attacker and vice versa.

 Each player other than attacker play as a defender (separately).

 Attacker and defender can each force any non-rival player (can be the same player for both) to lend them any 2 cards chosen randomly (that player loses the round if they don't).