



**A CARD GAME FOR  
2 - 8 PLAYERS  
PLAY TIME 30 - 60 mins**

**ATTENTION!!**  
**MUTANT MONSTERS INCOMING!!**  
**WE NEED ALL AVAILABLE ROBOT**  
**BUILDERS AT THE READY!!**

The evil Dr. Head Case has released his mutant monsters on Cleveland!

Mayor Mitch McMasters has gathered you, the greatest robot builders in the history of ever, to build robots to defeat Dr. Head Case and his evil mutant monsters!

Your reward? The **KEY TO THE CITY!** and all the other fun stuff that goes along with that. Ya know like fame, fortune, people always telling you that you're great, and not being able to go on vacation anymore. Best of all, people interrupting your dinner to get an autograph or a selfie with you!

**HOORAY!**



## WHAT'S INCLUDED:

- 64 Robot Part Cards
  - 32 Robot Parts, 16 Add-Ons, 16 Tool Shed,
  - 4 Junk Yard Cards, 6 Bargain Center Cards
- 9 Monster Cards
- 1 First Entry Card

## OBJECTIVE:

To build the strongest robot and defeat the incoming monster.

## HOW TO PLAY:

Separate the **Monster Cards**, **Black 'Bargain Center' Cards**, **First Entry Card**, and the **Robot Cards**. For 2 - 3 player rules see the last page of the instructions.

Arrange the cards in the center of the table as shown below.

MONSTER CARDS



DRAW PILE



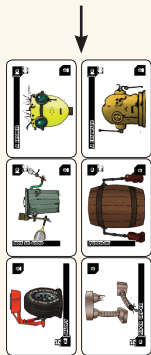
DISCARD

JUNKYARD

DISCARD

FIRST ENTRY CARD

BARGAIN CENTER



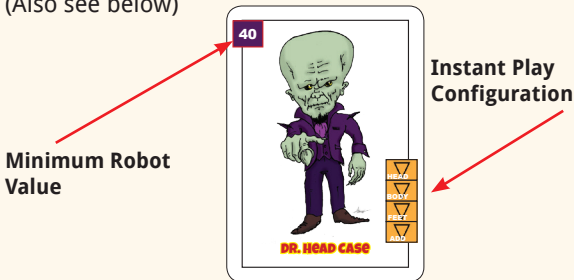
Choose someone to be the first dealer. If you want us to choose, then pick the person whose birthday is closest to ... say... July 15th.

Shuffle the **Robot Cards** and deal each player 5 cards. Put the remaining cards face down on the table and **immediately turn over 4 cards to start a discard pile**.

Turn over the top **Monster Card** and set it in the center of the table. Place the **First Entry Card** next to the **Monster Card**. This will be the monster you are attempting to defeat during this round.

In order to attempt to defeat the monster, your robot must have a total point value (including bonus points) that is **AT LEAST** the value that is listed on the **Monster Card**. (See Below)

Some **Monster Cards** also have an **Instant Play** Configuration listed on them. If you have this color combination of cards, you can attempt to instantly destroy the monster regardless of the point value in your hand. (Also see below)



## **TAKING YOUR TURN:**

Each player may only have 5 cards in their hand at the end of each turn. No more, No less.

During your turn you can do any one of the following:

- Take one card from the top of the Draw Pile.
- Take one card from the top of the Discard Pile.
- Take any card from the Bargain Center.
- Attempt to Defeat the Monster by taking the **First Entry Card** or **Instant Play** your Robot.

After you have done one of the above you must play or discard cards from your hand until you only have 5 cards remaining. Your turn ends after you play or discard down to 5 cards.

If somehow you do end up with 4 cards draw up to 5 on your next turn.

Take turns to build the best robot possible with your cards. When you think you have the best scoring robot out of all the players, pick up the **First Entry Card** and place it in front of you instead of drawing a card. The rest of the players get one more turn to finish the round.

## TYPE OF ROBOT CARDS:

There are 3 types of **Robot Part** cards that are denoted by the following icons:

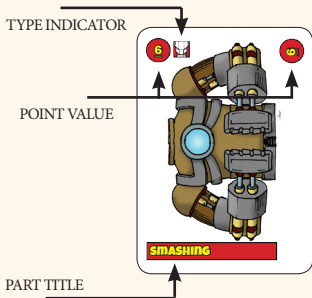
**HEAD CARDS:**



**BODY CARDS:**



**FEET CARDS:**

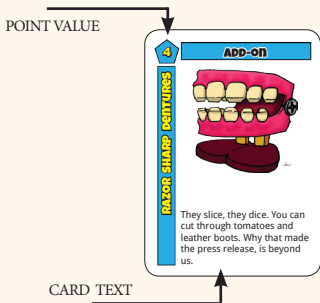


**Add-On Cards** allow for modifications to your robot. You may only play 1 **Add-On Card** along with your robot at the end of the round, unless you have a card that specifically says otherwise.

In order for your robot to be playable, it must consist of at least:

- 1 head card
- 1 body card
- 1 feet card

(Unless you have a card that states otherwise).



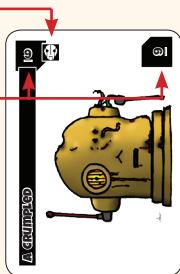
## BARGAIN CENTER CARDS:

The black **Bargain Center** cards can be used as a last ditch effort to build your robot if you are in a pinch. You can draw from the **Bargain Center** as your turn. Just be sure to discard down to 5 cards.

**Bargin Center** cards cannot be used in a color combination bonus unless you have a card that states otherwise.

TYPE INDICATOR

POINT VALUE



## TOOL SHED CARDS:

The Tool shed cards can be used as directed on each card. If a Tool Shed is in your hand, or is in play as part of your hand, it counts as 1 of your cards.



## SCORING THE GAME:

There are 4 different color/shape coded robots in the game.



You do not need to collect the matching robot cards, but as you will see, it certainly helps.

Each of the **Robot Cards**, **Add-On Cards**, and **Bargain Center Cards** have a point value listed on it. That is what the card is worth at the end of the round. Here's the kicker, though: for each matching robot part you have at the end of the Round, you will get 1 bonus point; however, you need to have at least 2 matching cards to get the bonus, and you can only use 1 color bonus per round. **Bargain Center Cards** and the **Tool Shed Cards** **DO NOT** count as a color. (See The Scoring Examples)

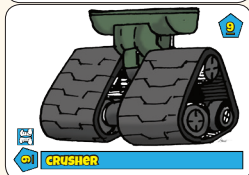
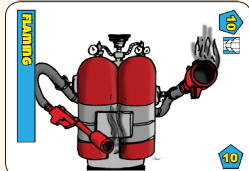
You may not play a robot unless it is complete or unless you have an **Add-On Card** that says otherwise. Use the **Bargain Center Cards** to fill in the pieces until you find better ones throughout the hand. You may draw 1 **Bargain Center Card** per turn in lieu of drawing from the draw deck or discard pile.

**Robot Parts** range from 7 - 11 Points.

**Add-On** cards Range from 3 - 7 Points.

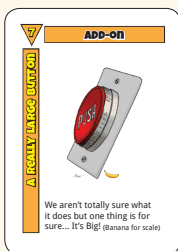
**Special Add-On** cards are worth 8 Points.

# SCORING EXAMPLES:



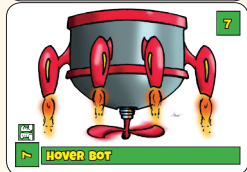
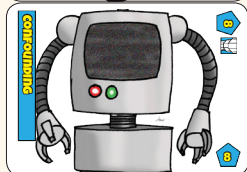
Red Head: 10  
 Blue Body: 8  
 Green Feet: 7  
 Add-On: 7  
 Color Bonus: 0

Total: 32



Blue Head: 11  
 Blue Body: 10  
 Blue Feet: 9  
 Add-On: 6  
 Color Bonus: 4

Total: 40




# SCORING EXAMPLES CON'T:

**SHERYL THE** 11




11

**NOT SO GOOD** 9



9

**CENTIPOD** 9



9

**4** **ADD-ON**



**BULLET PROOF BOOTS**

Most people are worried about getting hit in the head. However, we have it on good authority that 90% of the time Dr. Head Case goes for the feet 60% of the time.

Red Head: 11  
Black Body: 9  
Red Feet: 9  
Add-On: 4  
Color Bonus: 3

Total: 36


Orange Head: 10  
Red Body: 6  
Green Feet: 9  
Add-On: 3  
Color Bonus: 2

Total: 30

Add On Against  
Flapjax = 8

Total: 35

**3** **ADD-ON**



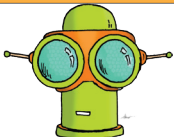
**SPATULA OF DOOM**

The Mayor has entrusted you with the city's most mysterious possession.

Safely hidden until now by "The Chef," *The Spatula of Doom* was found along with a note written in what appears to be pancake syrup. The message: "Tell Flapjax I said 'Hello.'"


This card counts as 8 against Flapjax.

**MR. ELECTRIC THE** 10



10

**SMASHING** 6



6

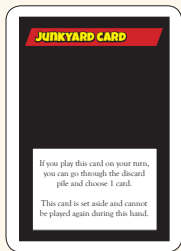
**CHAP** 9



9

## JUNKYARD CARDS:

When played, follow the instructions on the card. Once a **Junkyard Card** is played, **DO NOT** put it in the discard pile. Set them aside until someone defeats the current monster. Then they are shuffled into the deck for the next round.



## INSTANT PLAY

### (A.K.A. ULTIMATE MEGA AWESOME ROBOT):

If you are able to create a robot that matches the layout of the instant play area of a **Monster Card**, you can immediately lay down your hand. Everyone else does the same, no one gets a final turn. If your robot is the highest scoring, you defeat the monster.

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**BE CAREFUL THOUGH!**

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If it is **NOT** the highest scoring, the winner gets the current **Monster Card** in play and also gets 1 of the **Monster Cards** you have already defeated (your choice). If you have not defeated any monsters, they only get the **Monster Card** that is in play.

## **WINNING THE ROUND:**

You can take the **First Entry Card** and lay it in front of you if you think you have the highest scoring robot of the hand, and your points level is at least that of the monster. After all the other players take their last turn, lay your hand down on the table and calculate the scores. The player with the highest score takes the **Monster Card**. If there is a tie, the player who took the **First Entry Card** wins. If players who didn't take the **First Entry Card** are tie the winner of a best of three rock-paper-scissors match wins and takes the Monster. Collect all the **Robot Cards**, sort out the **Bargain Center Cards**, reshuffle and start the next round.

## **WINNING THE GAME:**

After the last monster is defeated, the person with the most **Monster Cards** wins. If there is a tie, the person with the highest value **Monster Card** wins.

## **2 - 3 PLAYER DECK SETUP:**

If you only have 2 - 3 players. Take the 4 **Junkyard Cards**, the **Miraculator Card**, and the **Unbelievetron Card** out of the deck. Shuffle them together. If you only have 2 players, Choose 2 cards at random. for 3 players choose 4 random cards. Set the remaining cards aside for the duration of the game.

## **ADDING AN EXTRA PLAYER DURING THE GAME:**

If you want to add a player during a hand wait until the current player is done discarding. Deal 5 cards from the draw pile to the newcomer and let them take there turn in sequence.