

ROBOMONTM

Island Adventure



RULES REFERENCE

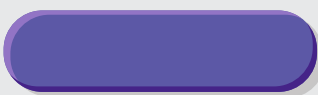


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GETTING STARTED

IMPORTANT!: Do not punch out any tokens or take anything out of the box until instructed.

1. Take a character sheet and place it in front of you.
2. During your adventure, you'll encounter skill checks that test your strength, endurance, agility, intelligence, and charisma.

Using the values “-1, 0, 0, +1, +2” write a value in the box next to each attribute on your character sheet. You may only use a value once. These values will act as modifiers when you roll dice for skill checks. Note that the values will not change throughout the game, so feel free to write them with a pen.

Think of these values as ways to tell who your character is. Maybe you've been reading a lot of books, so you have a +2 for Intelligence. But maybe all that studying means you've neglected exercising, so you have a -1 for Strength. Etc.

3. Character Sheet Breakdown

The image shows a 'RoboMan! Player Sheet' with several callout boxes:

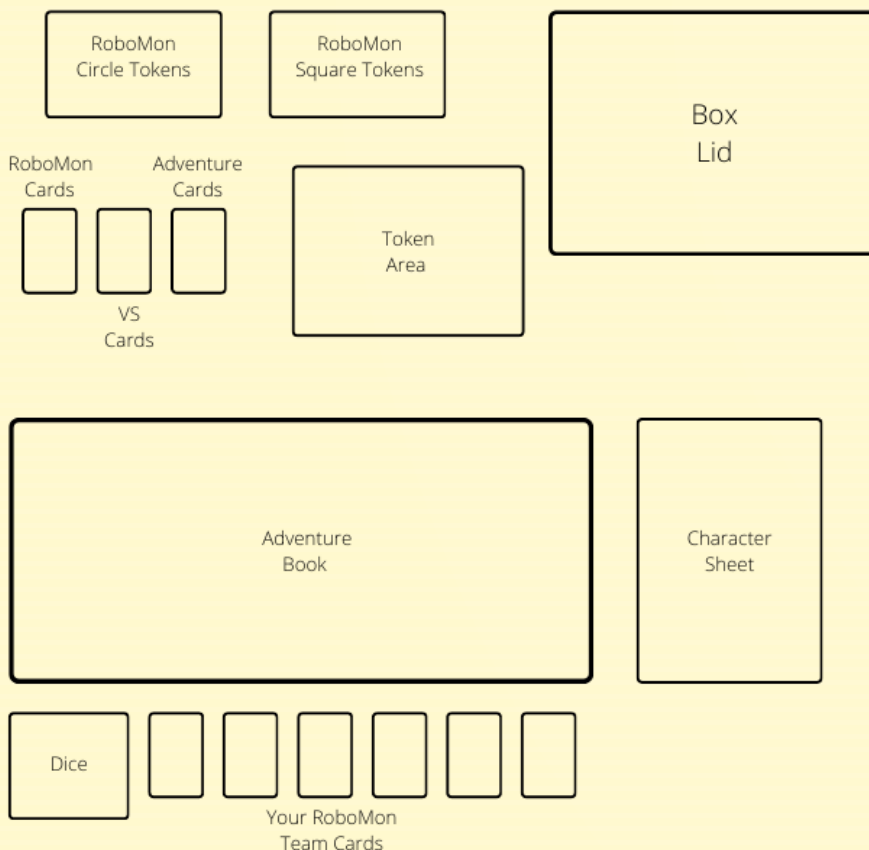
- Stats for Skill Checks:** A vertical column of five attributes: STRENGTH (with a bolt icon), ENDURANCE (with a chain icon), AGILITY (with a hand icon), INTELLIGENCE (with a lightbulb icon), and CHARISMA (with a smiley face icon). Each attribute has a corresponding empty box for a modifier value.
- Silver, the game's currency you use to buy things:** A horizontal bar with a coin icon and an empty box for tracking silver.
- Keep track of things you find here. A detailed explanation of each item can be found on the back of the rules reference.** A grid of 16 items, each with an icon and an empty box for tracking: Challenge Coin, Coolant, Wire, Bolt, Metal, Circuit Board, Small Repair Kit, Large Repair Kit, Sensor, Small Reprogrammer, Medium Reprogrammer, and Disruptor.

The player sheet also features the 'RoboMan!' logo, a character illustration of a man in overalls holding a clipboard, and a name field containing the name 'Gard'.

4. Remove all components from the box, and set up the table as pictured below.
 - a. **Do not** remove the circular and square tokens from their dual-layered sheets. Just place the sheets in separate stacks in numerical order.
 - b. Remove all other tokens from their sheets, and place them in separate piles according to their icons.
 - c. Place the Adventure book, character sheet, and directly in front of you.
 - d. Place the RoboMon cards, VS cards, and Adventure cards above the Adventure book.
 - e. Place all dice in one area.
 - f. Place the game's box lid near the top of the play area.
 - g. You don't have any RoboMon on your team yet, but leave some room in front of you for those cards.
 - h. This is how you'll set up the table each time you play.
5. Open the Adventure book to page I to see how you wound up on the island. Then, continue to step 6 when you get to page 01.
6. Every area on the island has a map on the left-hand page and corresponding points of interest on the right-hand page. The map page will always have a brief overview describing the area and a QR code you can scan to play some background music. (The music isn't necessary for gameplay but does help with immersion.)

Below the map, you'll find a search chart, which will be explained in a moment, and a RoboMon Tracker chart. The Tracker is how you'll find wild RoboMon that can be reprogrammed and added to your team, but you'll learn about that when the time comes.

To explore an area, you'll investigate the points of interest on the right-hand page. You can do this in any order, but since you're just getting started, let's go through the ones on this map in alphabetical order.



A&B: These encounters are conversations. You'll find lots of people on the island who want to talk to you. Sometimes they just want to chat about something going on in the world, and other times they'll give you a quest or valuable information that might be helpful later. It'll be up to you to figure that out though...

C: Many maps have a chest that can be opened to find resources and useful items. When you gain a resource listed on your character sheet, use a pencil to write down or update how many you have. In this case, you gain one small reprogrammer and twelve batteries, so write a one in the box next to the small reprogrammer.

Throughout the game, you'll gain and use batteries and silver, the game's currency, much more often than any of the other resources. So, for those, it's usually easier to keep track of how many you currently have using tokens. Then, while saving your game, you can write down how many you have and easily pick up where you left off the next time you play. Go ahead and grab twelve battery tokens.

You'll often be instructed to draw a card from the Adventure deck. In this deck, you'll find quests, special items, and more. Draw card 001. This map can help you stay oriented on the island.

You can use the Adventure log on the back of the character sheet to keep track of the chests you've opened. Fill in the chest icon in the Shipwreck section.


D: These items will help you along in your journey. Add them to your character sheet.

E: These Adventure cards will help you later on when you get a little further in the game. Instead of wasting time learning systems you won't use for a while, refer to these cards and rules reference pages when the time comes.

F: Keep this item card in front of you. It might be useful in the future...

G: This is a puzzle, and the island is full of many more. Every puzzle's answer will be a four-digit number that can be found in the adventure book. After the map pages, the book is numbered from


1000 to 9999, so whenever you think you have the answer to a puzzle, you'll turn to that number and see if you're right.

Puzzles with a  must be solved in order to advance the story, but puzzles without that icon are optional.

If you get stuck and can't figure out the answer, each puzzle has a few hints that might help. For example, you would turn to 1601 for hints to this puzzle.


Go ahead and see if you can open the lock on the crate.

You can use the Adventure log on the back of your character sheet to keep track of the puzzles you've solved. After figuring out this puzzle, fill in the puzzle piece icon in the Shipwreck section.

Explore:  When you see this icon, you'll be presented with a choice that will lead to a skill check. For this one, decide what you want to do and then turn to either 1401 or 1501.

When you encounter a skill check, you'll roll two six-sided dice and add/subtract any modifiers you have to see what happens.

Before rolling dice, you'll see an ability icon with "CHECK" beside it. The icon corresponds to one of the ability icons on your character sheet (strength, endurance, agility, intelligence, charisma).

For example, for a check with a charisma , you would roll two six-sided dice and add/subtract the number you have next to charisma.

But you're not done yet because your RoboMon can help you with skill checks!

If you have a RoboMon currently on your team with a matching icon, you get a +1 to your roll. (And you get +1 for each RoboMon with the icon, so you can have a maximum of +6 from RoboMon helping you.)

H. Entries like this require a prerequisite. This could be an item, a RoboMon, etc. For this one, when you find a waterlogged RoboMon, you can turn to 3907 to see what happens next!

So, the process is:


1. Roll two six-sided dice.
2. Add your ability modifier.
3. Add your RoboMon modifier.

Then, see what story result you get based on the final number.

Typically, a six or lower is a failure, a seven through nine is mixed results, and a ten or higher is a total success.

Through these encounters, you'll often gain items and sometimes RoboMon!

A skill check may only be attempted once. So, for this exploration, whether you succeed or fail, you'll fill in the explore icon in the Shipwreck section on the Adventure Log.

Search: Whenever you see the  icon, refer to the chart below the map, and roll a four-sided die to see what you find. Add that item to your character sheet.

You can only find one item per icon, and you can only do so the first time you explore a map.

Go ahead and roll four times to see what you find and add those items to your character sheet.

You can use the Adventure log sheet to keep track of the areas you've searched. Fill in the search icons in the Shipwreck section.

Pg 2 or 3: Each map leads to other maps to explore. To move to another map, you can either go north into the forest on page 2 or go east to the beach on page 3. Note that only the left-hand pages are numbered.

Saving: When you're ready to end the game session, refer to the Saving the Game section on page 22 in this book.

Alright, that should be enough for you to get started on your journey. When you encounter new concepts or systems, the game will tell you where to learn about them in the rules reference.

Have fun, and good luck finding your way off the island!



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MAP ENCOUNTERS

Numbers and capital letters on maps take you to encounters inside the adventure book. An encounter could be a puzzle, a conversation, a skill check, a battle, or a combination of multiple things.

Many interactions will give you a choice to make on what to say or how to respond. These choices will lead to different outcomes, skill checks, puzzles, sidequests, etc. depending on your response.


Each choice will give you an adventure book entry to turn to in order to see what happens next.

Chests

Whenever you see a chest, you can open it and take what's inside by referring to its corresponding letter. You can only do this once per chest.

Explore Icons



When you see a  icon, it means there's something to explore. These locations usually have some type of skill check encounter and offer opportunities to experience interesting adventures and possibly gain cool stuff!

Points of Interest

Each map has several areas to investigate. To explore a point of interest, look at its corresponding letter on the right-hand page. Some points of interest will lead to four-digit numbers that can be found on a different page in the book. To get there, turn the page to the indicated number. Numbers begin with 1000 and are arranged in numerical order.

Points of Interest with

Whenever you see a ##, it means an item's number can be used to create a four-digit number which leads to an adventure book entry.

For example, if you see ##47 on a computer screen and have a JumpDrive with 56 on it, you could go to entry 5647 to see what's on the JumpDrive.

And if you see ## ##, it means two item numbers can be combined to take you to an adventure book entry.

Please note that only certain special items have numbers.


Puzzles

The world of RoboMon is full of puzzles, secrets, and riddles. Some of them are visual and accompanied by an image while others are text-based. But every puzzle's answer will be a **four-digit number** that you'll turn to in the book.

If your number is correct, you'll receive a reward. However, if the number you come up with is incorrect, it will either not appear in the book, or it will cost you something.

Each puzzle has a difficulty rating so you'll know how challenging it is. The ratings go from one star which means easy to five stars which means very challenging.



Some puzzles are like side quests and do not affect the game's overall story or your progression. However, many puzzles are important to the game's plot, so these puzzles are marked with a . Each puzzle also tells you where you can find hints if you get stuck.

When you solve a puzzle, fill in the puzzle piece icon for that area on the Adventure log.

Puzzle Solution Chart

Reference	Solution
1206	2341
1410	1649
2106	2341
2311	3486
2804	7271
3901	3284
4105	6521
4304	2819
4411	2815
4509	9016
4803	1597
5108	4319
6702	3915

QR Codes

Each map contains a QR code that you can scan to open an online music file. The music isn't necessary for gameplay but helps create the atmosphere for the current map you're exploring.

Quests

Whenever you receive a quest from someone, you'll draw a card from the Adventure deck to remind you what the task is and who gave it to you.

After accomplishing the task, you can return to the person and turn to the specified entry to see what happens next!


Robo Repair

On page 5, you'll find Ernie the robo repairman. You may pay eight silver to have all the RoboMon on your team repaired to full hit points. You may do this as many times as you have the silver to pay for it.

But even if you don't have the silver to pay for it, Ernie will still repair your RoboMon. He's just that kind of guy.

You may also switch out any number of RoboMon on your team with RoboMon in your Save Box. You can only have a maximum of six RoboMon on your team at one time.

Search Icons

During your adventure, whenever you see the  icon, refer to the chart below the map, and roll a four-sided die to see what you find. Add that item to your character sheet.

You can only find one item per icon, and you can only do so the first time you explore a map.

Shop

In the village, you'll find a shop where you can buy all sorts of things to build, fix, and upgrade RoboMon. To purchase something, discard the indicated amount of silver (the number next to the moon icon), and update the items section of your character sheet.


There is no limit to the number of items you're able to buy. (The shop's shelves are always fully stocked assuming you have the silver...)



Skill Checks

During your adventure, you're going to run into many different people, obstacles, and challenges that test your abilities. When you encounter one of these skill checks, you'll roll two six-sided dice and add/subtract any modifiers you have to see what happens.

Before rolling dice, you'll see an ability icon with "CHECK" beside it. The icon corresponds to one of the ability icons on your character sheet.

For example, for a check with a charisma  you would roll two six-sided dice and add/subtract the number you have next to charisma.

But you're not done yet because your RoboMon can help you with skill checks!

If you have a RoboMon currently on your team with a matching icon, you get a +1 to your roll. (And you get +1 for each RoboMon with the icon, so you can have a maximum of +6 from RoboMon helping you.)

So, the process is:

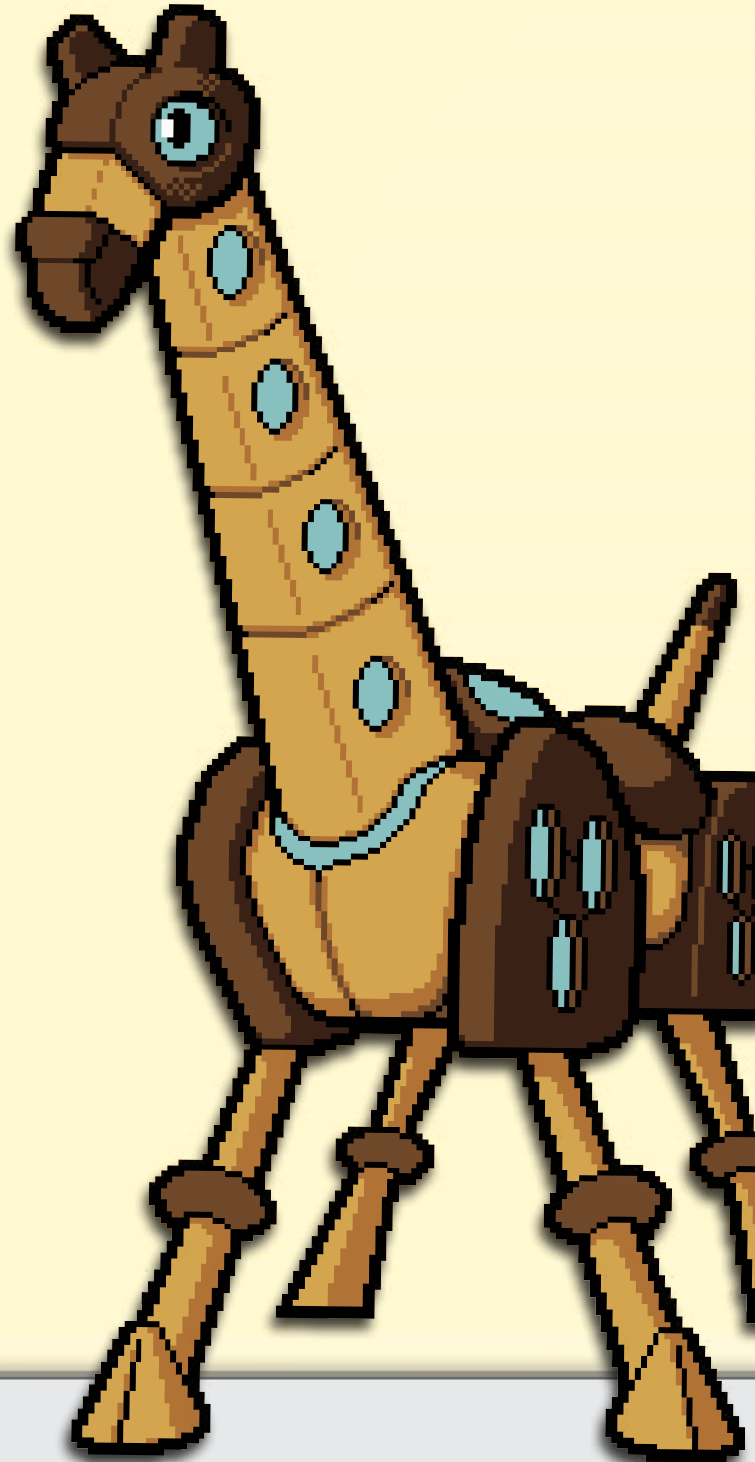
1. Roll two six-sided dice.
2. Add your ability modifier.
3. Add your RoboMon modifier.

Then, see what story result you get based on the final number.

Typically, a six or lower is a failure, a seven through nine is mixed results, and a ten or higher is a total success.

Through these encounters, you'll often gain items and sometimes RoboMon!

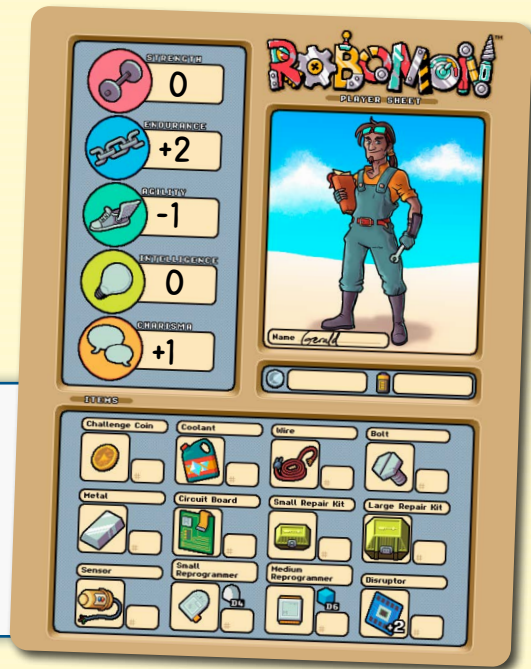
A skill check may only be attempted once. Whether you succeed or fail, fill in the explore icon for that area on the Adventure Log.



CREATE A CHARACTER

1. Take a character sheet and place it in front of you.
2. During your adventure, you'll encounter lots of skill checks that test your strength, intelligence, agility, charisma, and endurance. Using the values “-1, 0, 0, +1, +2” place a value in the box next to each attribute on your character sheet. You may only use a value once. These values will act as modifiers when you roll dice for skill checks.

Think of these values as ways to tell who your character is. Maybe you've been reading a lot of books preparing for your adventure, so you have a +2 for Intelligence. But maybe all that studying means you've neglected exercising, so you have a -1 for Strength. Etc.



CHARACTER SHEET

Attributes

Your character has the attributes: strength, intelligence, agility, charisma, and endurance. Each attribute has a modifier from -1 up to +2 that you assign during character creation. (-1, 0, 0, +1, +2)



You'll use these modifiers whenever you encounter skill checks.

Common Items

Whenever you gain, use, or give away a common item (items printed on the back of the character sheet), update the number next to that item.

Since batteries are used much more often than the other items, it's easier to gain and discard battery tokens while playing and only write down how many batteries you have when you're saving the game.

Silver

Whenever you gain silver, the game's currency, you gain that many  tokens. They come in denominations of one and three. To keep track of how much silver you have from session to session, write down your total in the  section on the back of your character sheet before putting the game away.

Also, if you ever have more silver during a game than you have tokens to satisfy, you can update the amount you have on your character sheet and put that many tokens back in the supply.

For example, you can add twenty silver to the total on your character sheet, and then put twenty silver back in the supply.

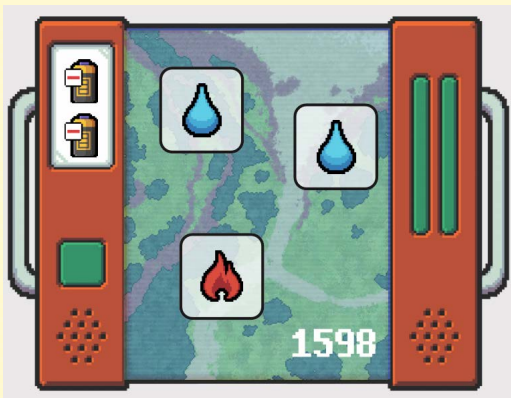
Special Items

During your adventure, you'll gain many special items that will be on cards. Keep these with your character sheet until you use them or give them away. These are often used to complete quests.

Keep them in the Save Box when you put the game away.

ROBOMON TRACKER

The RoboMon Tracker below each map tells you which types of wild RoboMon are in the area. To use the tracker, discard two batteries and turn to the wild RoboMon encounter map found at the indicated four-digit entry.



For example, on page 01, the tracker tells you there are two water and one fire RoboMon in the area, and the encounter can be found at entry 1598.

Now that you know how to use the RoboMon Tracker, continue reading to see how to handle a wild RoboMon encounter!

BATTLES

Throughout your adventure, you'll encounter RoboMon in the wild and in competitive settings that will lead to a battle. Most of the rules for wild battles and competitive battles are the same, but there are a few key differences.

Below, you'll find the rules for battle in general followed by the specific rules for wild battles and competitive battles.

Team Size

You have a maximum team size of six RoboMon. Whenever your team is full and you reprogram a new RoboMon, you may either place it in your Save Box or move a RoboMon on your team to the Save Box and place the new RoboMon in its spot on your team.

You can access the RoboMon in your Save Box and change your team if you visit Ernie on page 05.

Duplicate RoboMon

You may not possess duplicates of the same RoboMon, so if you encounter one you already have, you may not reprogram it.

WILD ENCOUNTERS

Overview

Throughout your journey, you'll run into many encounters with wild RoboMon which will give you the opportunity to reprogram them and add them to your team. Now that the RoboMon have revitalized this island, you can move them to other parts of the world that are still in need!



THE FIRST WILD ENCOUNTER

1. Turn to entry 1598, and rotate the book counterclockwise so that it's vertical.

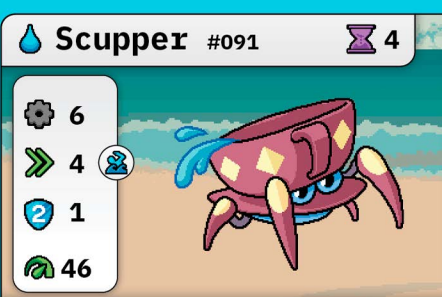












Active RoboMon

A maximum of two RoboMon may be active at one time from your team. They must begin the battle on the map spaces with white X icons, but you may choose which RoboMon goes on which X.

- Type
- Hit Points
- Movement
- Armor Tokens
- Speed

Abilities


Name RM Number Time until Bonus Turn


		 4	
 6	 4	 1	 46
 Tackle	 2	 Scurry	Scupper may move up to 4 extra spaces on a turn if it begins on sand or in water.
 Splash	  4		

Focus

2. Find the three-digit number on Sparky's card, #000. Then, find the corresponding number on the dual-layered punchboard with **circle** tokens. Push the token out, and place it face up on the white X icon on the left, and place the red pawn on the pawn icon. The pawn will represent your character, Gerald, during the encounter.
3. You may have up to two active RoboMon during a battle. You only have one right now, but once you reprogram a few from the wild, you'll be able to command two at a time.
4. A wild encounter takes place over a series of rounds and only ends when there are no more wild RoboMon on the map, all of your RoboMon are defeated, or you move your pawn to the Escape space.
5. First, place armor tokens on the three wild RoboMon cards. Scupper and Burnviper receive one; Turtelian receives two. An armor token prevents 2 damage, so you'll have to take care of that first. Also, armor is all or nothing, so you'll have to do 2 or more damage to remove the token.

The armor absorbs the first points of damage, but anything that goes over does damage. So, if you do 3 damage to Scupper, the armor token would be discarded, and you would place 1 damage token onto its card.
6. Next, find the three-digit numbers at the top of each card. Scupper is number 091, Turtelian is number 010, and Burnviper is number 014. Find the dual-layered punchboards with **square** tokens, and push out 091, 010, and 014. Place them on the corresponding 1, 2, and 3 icons.

Wild Encounter continued... 

7. Then, determine turn order by looking at each RoboMon's speed rating . The higher the number, the earlier the RoboMon will be in the order. For this encounter, Burnviper has the highest number and will be first, followed by Scupper, Sparky, and Turtelian. Place a red turn order token on each RoboMon's card to keep track of the order. You can also flip the tokens over to the grey side to keep track of which RoboMon have acted each round.

RoboMon with the Same Speed





If two RoboMon have the same speed rating, the one on your team gets to act first.

8. Your character always acts last, so put the token with a 6 on it on the grey space behind your pawn.
9. The battle is now ready to begin.
10. Roll the seven white action dice to see what actions are available to you. Go ahead and roll those now.

Hourglass Icons

If you rolled any hourglass icons, add that many hourglass tokens to the RoboMon card in the opposing competitor's first slot. If the number of hourglass tokens is equal to or greater than the hourglass value on that RoboMon's card, the tokens return to the supply, and the RoboMon immediately takes a turn. This does not count as its turn for the round, so it will go again in its regular turn order. After placing hourglass tokens, you may choose to reroll the die. If you roll another hourglass, the process repeats. When a RoboMon is defeated, any hourglass tokens on its card are returned to the supply.

For example, if Scupper has two hourglass tokens already on it, and you roll the action dice and get two hourglasses, Sabreshock would immediately take a turn since it has a threshold of four hourglasses. After its turn, you would return the tokens to the supply and then proceed in regular turn order. This means Sabreshock might go twice in a row since it has a very high speed.

11. Group your dice together based on the face-up icons to make it easier to see what you can do. The red explosions mean basic attack, the stars mean special attack, the shields mean block, the arrows are for movement, and the plugs are wilds.
12. Each of your active RoboMon receives a square attack/defend token with  /  on one side and  /  on the other. You only have one active RoboMon at the moment, so you can only use one token.

Attack/Defend Tokens



Each of your active RoboMon has a double-sided token that will give it access to various icons on its turn depending on what mode it's in. You may select which side of the token to use (attack or defend) anytime after rolling the action dice. Place this side face up. On the RoboMon's turn, you may use any of the face-up icons on its token in addition to the action dice.

The tokens refresh at the beginning of each round and may be reused.

Opposing Turns

At the beginning of an opposing RoboMon's turn, roll a four-sided die. The result will tell you both the ability being used and which RoboMon will be affected.

13. Burnviper acts first. Roll a four-sided die to determine which ability it will use. For the purpose of this tutorial, let's assume you roll a 1. That means Burnviper will use its Tail Whip ability and will target the RoboMon on your team with the highest speed if it's in range. If Burnviper is unable to move close enough to get into range for the attack, it will target the closest RoboMon on your team instead.

Sparky is the only RoboMon available, so Burnviper will target him.

14. Burnviper's Tail Whip ability has a range of two.

15. Burnviper can move up to five spaces on a turn, however, since its Tail Whip ability can hit from up to two spaces away, it currently only needs to move one space for Sparky to be in range. Go ahead and move its token one space to the left.

16. Tail Whip does 3 base damage, and since it's a basic attack, you'll roll the white, eight-sided "neutral" die to see if the base damage changes. If Burnviper had used its Flamethrower ability, that would have been a special attack which could mean rolling the green advantage die, red disadvantage die, or white neutral die depending on the target RoboMon's type.

Range

Range abilities are denoted by a target icon with dots next to it. The dots indicate the number of squares away that the ability may affect. You may affect any RoboMon up to that many spaces away, taking terrain into account. You may count spaces moving adjacently and/or diagonally. You may use ranged abilities over blue and yellow terrain.

When an opposing RoboMon is attacking with a ranged ability, it will move just enough spaces to get into range.

Abilities without a range icon only affect RoboMon that are directly adjacent (one space away), but in any direction, orthogonally or diagonally.







































Line of Sight

A RoboMon has line of sight with another RoboMon if you can draw a straight line from any point on the square it occupies to any point on the square the other RoboMon occupies without being obstructed by terrain without grid lines, such as a tree.

RoboMon Types

Most RoboMon have a type based on what role they have in the world. These types are: fire, water, nature, air, earth, ice, and electricity. In combat, different types have advantages and disadvantages against other types, and you'll roll modifier dice based on this.

Here is how the types stack up against each other:

TYPE	ADVANTAGE 	DISADVANTAGE 
	 	 
	 	 
	 	 
	  	 
	 	 
	 	 
	 	 

Type only comes into play when a special ability is used. For example, if a fire type uses a fire ability against a nature type, it has advantage. However, if it uses a non-fire ability, it does not have advantage.

Wild Encounter continued...



Modifier Dice

After determining how much damage an ability will do, you'll roll a modifier die which may add or subtract damage depending on what's rolled.

When a RoboMon uses a special ability with a type that has advantage against another RoboMon, you roll the green modifier die. This die will add additional damage to the attack.

If you roll the CRIT result, add 3 damage and roll the die again. Add the new result to the total. This may repeat as many times as you roll CRIT.

When a RoboMon uses a special ability with a type that has disadvantage against another RoboMon, you roll the red modifier die. This die will subtract damage from the attack.

If you roll the MISS result, the attack misses entirely, and it's the next RoboMon's turn.

When a RoboMon uses a basic ability or a special ability with a type that has neither advantage nor disadvantage against another RoboMon, you roll the white neutral die. This die may add or subtract damage, keep the damage the same, MISS, or CRIT.

When a CRIT is rolled on the neutral die, add 3 damage and then roll the green advantage die to see how much additional damage is done.

17. Burnviper's Tail Whip ability also has a special effect known as Pierce which means the damage cannot be blocked. You can find all the effects on pages 25-26.


18. For this tutorial, let's say you roll the neutral die and it says MISS. Sparky is a lucky pup and doesn't take any damage.

19. Now, it's Scupper's turn.

20. Instead of rolling the four-sided die, let's say you roll a 3. That means Scupper wants to do the Splash ability. It has a movement of four, so it will try to get in range of Sparky. However, Scupper has an ongoing ability that gives it +4 movement if it starts the turn on sand or water, so it can move up to 8 spaces.



Ongoing Abilities

Many RoboMon have abilities or effects that are considered ongoing or may be utilized without discarding icons. These abilities include being able to change dice, move in various ways, increase armor values, etc. These abilities sometimes have a power cost, and they may only be used once per round.

21. Normally, RoboMon can only move orthogonally (up, down, left, right), however, if a RoboMon has the Nimble attribute  it can move diagonally. So, make sure to always look for icons next to the RoboMon's movement number.



Battle Map Icons and Opposing RoboMon Movement

Each battle map has various icons spread out on certain spaces. Whenever a RoboMon attacks while occupying one of these spaces, it receives a benefit. If the icon is a  or , you may add that to the total number of icons you're using to do an attack. If the icon is a +1, +2, or +3, the RoboMon adds that to the damage total of its attack.


When moving an opposing RoboMon, remember that it's trying to win and should move and act accordingly. When there's ever an option for what an opposing RoboMon can do, always select the outcome that's worse for you.

When an opposing RoboMon moves, it will prioritize occupying a space with a battle map icon if it can. It will try to move to a space that boosts damage if possible but will gladly occupy a space with an attack icon just to prevent you from using it.

For a ranged attack, an opposing RoboMon will move just enough spaces to get into range with its target. If it's already in range, it will move away from the target until it's maxed out its range. However, it will prioritize moving to a battle map space with an icon that will boost its attack.

Also, opposing RoboMon cannot split their movement. For example, if the RoboMon has 4 movement, it cannot move 2 spaces, attack, and then move 2 more spaces. It would either need to move and attack OR attack and move.

When moving an opposing RoboMon, remember that it's trying to win and should move and act accordingly. If there's ever an option for what an opposing RoboMon can do, always select the outcome that's worse for you.

22. Scupper has the Swim attribute , so that means its movement isn't affected by water. Different terrain types have different effects.



Terrain

Most battle maps have various types of terrain.


Normal Terrain - Spaces with a white outline are considered to be normal terrain and have no effects on movement or abilities.

Blue Terrain - Water sources have blue outlines. RoboMon may move onto, through, and out of these spaces, however, you must spend an extra movement each time you move through or out of them.

For example, it costs one movement to move into a pond, two movement to move to the next square in the pond, and another two movement to move out of the pond to the next square on dry land. So, a RoboMon with four movement could move into a pond for one and then move one space further for two, which would total three. With only one movement left, it would not be able to move further.

Flying  RoboMon may pass onto and over blue terrain with no additional movement cost. RoboMon that can swim , may pass through and out of blue terrain with no additional movement cost.

Yellow Terrain - Difficult terrain has yellow outlines. RoboMon may not move onto or through these spaces, however, you may use ranged abilities over them.

Flying  RoboMon may pass onto and over yellow terrain like it's normal terrain.

Terrain Without Grid Lines - RoboMon may only occupy spaces with grid lines. They may not move through or over any terrain without grid lines.

22. Move Scupper eight spaces choosing the closest path to Sparky. Even with 8 movement and Splash's range of 3, Scupper can't quite get close enough to hit Sparky.
23. Now it's Sparky's turn.


Wild Encounter continued...




25. Looking at Sparky's card, take note of a few things.

- a. The number in the top right next to the gear indicates how many hit points he has (8). When he takes damage, place that many damage tokens on his card. If he takes damage equal to or greater than what's on his card, Sparky is knocked out of the battle, and you'll have to repair him before you can use him in another battle.
- b. The number in the top right next to the plug indicates how much power Sparky has (7). Most abilities cost power to use. Go ahead and place seven power tokens on his card. If you spend power equal to or greater than this over the course of the battle, Sparky powers down and is out of the battle. **RoboMon regain all their power after battle though.**
- c. The number next to the two arrows, 3 in Sparky's case, indicates how many spaces he can move after discarding a movement icon.

Movement


To move across the battlemat, you must discard movement  icons. The number next to the movement icon on your RoboMon's card tells you how many spaces it may move up to for each icon that's discarded.

For example, if your RoboMon has a movement of four, and you discard two movement icons, it can move up to eight spaces.



Unless a RoboMon has the Nimble  attribute, it may only move orthogonally (up, down, left, right), never diagonally. You may not split the movement gained by one icon, but you may discard an icon to move, discard icons to attack, and then discard another icon to move again.

For example, if your RoboMon's movement is four, you would not be able to discard one movement icon to move two spaces, discard icons to attack, and then move two more spaces. But you could spend one movement icon to move two spaces, discard icons to attack, and then discard another movement icon to move again.

A RoboMon may pass through spaces occupied by other RoboMon, but it may never end its turn in the same space as another RoboMon.

- d. The ability next to the  icons, Bite and Tackle, are basic attacks.

Basic Attacks


Attacks on your RoboMon's card with a  are basic attacks. Discard one of these icons and the indicated number of power tokens to do a basic attack. Discard more  to boost the attack and do more damage.

*For example, if your RoboMon has **2/3/5** listed next to a basic attack, it means that if you discard one basic attack icon, the attack does two damage. If you discard two basic attack icons, the attack does three damage. And if you discard three basic attack icons, the attack does five damage. You discard the same number of power tokens no matter what.*


After discarding the icon(s), you'll roll the white, eight-sided modifier die and either add or subtract from the damage based on what's rolled.

For example, if you discard three dice to do five damage and roll a +1 on the black die, the attack does six damage.

If you do a basic attack on a turn, you may not do a special attack that turn.

- e. The ability next to the  icon is a special ability.

Special Attacks

Attacks on your RoboMon's card with a  are special attacks. Discard one of these icons and the indicated number of power tokens to do a special attack. Discard more to boost the attack and do more damage.

For example, if your RoboMon has 2/3/5 listed next to a special attack, it means that if you discard one basic attack icon, the attack does two damage. If you discard two special attack icons, the attack does three damage. And if you discard three special attack icons, the attack does five damage. You discard the same number of power tokens no matter what.

Special attacks have a RoboMon type associated with them (fire, water, nature, ice, electricity, earth, or air). The attack may do more or less damage depending on the type of RoboMon the special attack hits.

If you do a special attack or ability on a turn, you may not do a basic attack that turn.

26. Using your action dice and action token, decide what Sparky will do.

Action Dice

At the beginning of a round, roll the seven action dice. This will give you a pool of dice that will determine which actions you can carry out.



MOVEMENT. Discard one of these icons to move up to the number of spaces listed for movement on your RoboMon's card. You may discard as many of these dice as you wish.



BASIC ATTACK. You may discard one of these dice to do a basic attack. Discard more to boost the attack.



SPECIAL ATTACK/ABILITY. You may discard one of these dice to do a special attack or ability. Discard more to boost the attack.



WILD. You may discard one power to change this die to any icon you wish.



ARMOR. When one of your RoboMon takes damage, you may discard one of these dice to subtract one damage from the total. You may discard as many of these dice as you wish.




TIME PASSES. Add a time token to the opposing RoboMon with the highest speed rating.

- 27.** The main goal of a wild encounter is to find and reprogram new RoboMon to add them to your team.
- 28.** To do this, you'll need to break down their armor and then successfully land a Reprogrammer on them.
- 29.** With that in mind, see if you can do 2 or more damage to either Burnviper or Scupper to remove one of their armor tokens. But be careful not to do too much damage. If a RoboMon takes damage equal to or greater than its hit points, it's immediately removed from the encounter and cannot be reprogrammed.
- 30.** You may use your dice and token in any order. For example, you may discard a movement icon to move up to 3 spaces, then discard 2 basic attack icons and 2 power to do a 5-damage Tackle, then discard another movement icon to move 3 more spaces. You may only do one attack per turn though.




Wild Encounter continued...



31. When you use an icon on a die or token, it's immediately discarded for the rest of the round. Only one icon can be used from die faces and tokens with multiple icons.
32. When you have two active RoboMon, the icons are shared between them, so you'll have to think through how to get the most out of your available actions each round. Action dice are not refreshed and rerolled until the start of a new round.
33. After Sparky's turn, it's Turtelian's. Let's say it rolls a 2.
34. That activates the Run ability which means Turtelian gets a +1 to its movement this round and will move as close to the Exit space  as possible. When a RoboMon runs, it's trying to escape the encounter.

Ending a Wild Encounter

Wild encounters can end in three ways:




1. There are no more wild RoboMon on the map.
 - a. If all the wild RoboMon are destroyed, reprogrammed, or exit the map, the encounter is over immediately.
-  If any RoboMon ends its turn on top of the map's exit icon , it is immediately removed from the map.
2. All the RoboMon on your team have been reduced to zero hit points.
3. You end your character's turn with its pawn on the .

35. Move Turtelian 4 spaces towards the .

36. 36. Now, it's your character Gerald's turn.

Wild Encounter Player Actions

During a wild encounter, your character may take up to two actions. The actions can be different, or you may take the same action twice. These actions are:

1. **Move** - You may move up to 3 spaces +/- your agility  modifier if you begin the movement on land and +/- your endurance  modifier if you begin the movement on water. You may move diagonally.
2. **Toss a reprogrammer** - When you want to attempt to reprogram a RoboMon, you must be within throwing range. Your range is 2 +/- your strength  modifier. So, a +2 strength means you can be up to 4 spaces away. +1 means you can be up to 3 spaces away. -1 means you must be adjacent to the RoboMon. You can count the spaces orthogonally and/or diagonally, and you can toss a Reprogrammer over blue and yellow terrain, following line of sight rules.
3. **Repair** - You may discard a Small Repair Kit from your character sheet to fix an adjacent RoboMon and get rid of up to 4 damage.

Once per round, you may forfeit one of your RoboMon's turns to take two player actions instead.

37. Try to position Gerald so that he can toss a Reprogrammer when the time is right, or if you managed to break through the armor of one of the wild RoboMon, go ahead and see if you can reprogram it!

38. 38. After Gerald's turn, the round is over. Reroll the action dice, refresh the action token, and roll the four-sided die to see what Burnviper does on its turn.

Using Items in Battle

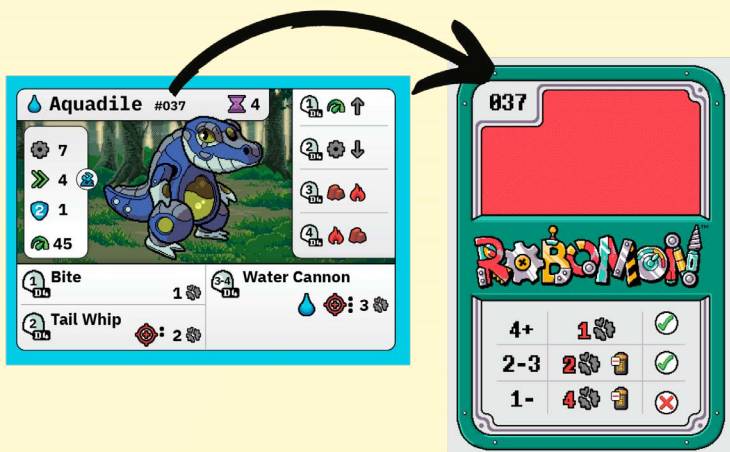
The only items on your character sheet that may be used during a battle are reprogrammings. No items may be used during competitive battles.

REPROGRAMMING WILD ROBOMON



During a wild RoboMon encounter, **once a RoboMon has lost all of its armor tokens**, you may use a Reprogrammer to attempt to capture it and add it to your team. To do this, you'll use one of your character's actions or forfeit one of your RoboMon's turns to toss the Reprogrammer.

Before tossing the Reprogrammer, your character must be within range of the desired RoboMon. Your range is 2 + your Strength modifier. So, if your modifier is +1, you must be within 3 squares of the RoboMon before you can attempt to reprogram it. This distance can be measured diagonally and orthogonally but follows line of sight rules.

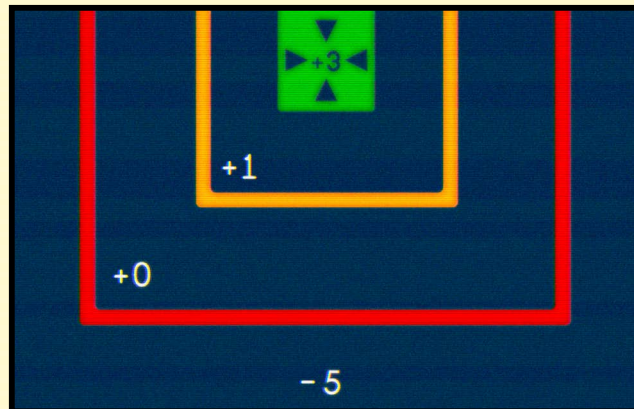
Once in range, find the RoboMon's card in the RoboMon deck. The three-digit number next to the RoboMon's name corresponds to the number on the back of its card.



You'll use the chart on the back of the card to determine what happens after tossing the Reprogrammer.

Find the die that matches the Reprogrammer you discarded. There is an icon next to each type of Reprogrammer on your character sheet that tells you which type of die to roll. (A Small Reprogrammer uses a d4  and a Medium Reprogrammer uses a d6 .


Then, place the game's box lid in front of you and toss the die into the box attempting to land it on the target. When tossing the die, you must release it before your hand passes over the edge of the lid closest to you. In other words, toss the die, don't just drop it in the box.



The closer you get to the center of the target, the more likely the Reprogrammer will work.


If the die lands in the center of the target, the number on the die gets a +3 bonus. If the die lands in the first outer ring, the number on the die gets a +1 bonus. If the die lands in the second outer ring, it does not receive a bonus. If the die lands outside the target, it gets a -5 penalty.

If the die lands on a line or on two zones, you may choose the one that gives you the greater benefit.

After the die stops moving, determine the final result by adding the face-up number on the die, the zone modifier on the target, and your intelligence  modifier.

Then, compare the result to the back of the RoboMon's card. Find the row that matches the result and look to the right. The second column tells you the cost of the result which will be damage to your closest RoboMon and possibly lost batteries from your inventory. (Reprogramming a RoboMon doesn't always go smoothly!)

Then, look at the result's row in the third column to determine if you're successful or not. If there's a green checkmark, immediately turn the card over and place it in front of you. Then, remove the RoboMon's token from the encounter map, and lose one Reprogrammer from your character sheet. (You may use the RoboMon in the current encounter if you wish, but your team size is still limited to six.)

If there's a red X, add two time  tokens to the wild RoboMon and continue with the encounter. You do not lose a Reprogrammer (they're not hard to pick up off the ground).

For example, if you roll a 2 that lands in the +1 zone and your intelligence modifier is -1, the result is a 2. If you're attempting to reprogram an Aquadile, a 2 puts you in the middle row which means your closest RoboMon takes 2 damage and you lose 1 battery. A 2 also means you successfully reprogram the Aquadile! Place the card face up in front of you, and lose a Reprogrammer from your items list.

COMPETITIVE BATTLES

Overview

As the RoboMon Fighting League has grown in popularity, more people are getting into the competitive RoboMon fighting scene. You'll encounter lots of people during your adventure who want to have a competitive battle.

These battles operate almost the same as wild battles, but your character won't be on the map.

Here are the things to take into account during a competitive battle.

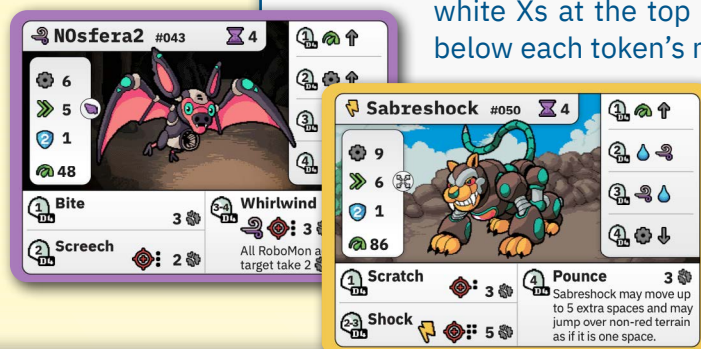
PRACTICE BATTLE

1. Turn to entry 2100, and rotate the book counterclockwise so that it's vertical.
2. Every RoboMon competitor who challenges you will have something to say before the battle begins which can be found in the bottom left corner.
3. Each competitor also has a special challenge to make the battle more interesting. You'll find the terms and reward along the side of the map next to Challenge Mode.

Challenge Mode

Every competitor has an extra condition you may choose to add to the battle to receive a bonus reward if you win. This usually makes the battle quite a bit harder!

4. Next to that, you can see six slots that tell you the RoboMon that the competitor is using. Ranger Fitz is using VS 008 and VS 009. The first two RoboMon a competitor uses will always be printed above the map, however, when a competitor has more than two RoboMon, you'll have to search the VS deck to find those two cards, and place them face down in the indicated slots at the top of the battle map.
5. Now, find the three-digit numbers at the top of each card. NOsfera2 is number 043, and Sabreshock is number 050. Locate their square tokens in the dual-layered punchboards. Place the tokens face up on the white Xs at the top of the battle map below each token's matching card.



6. Place armor tokens onto Ranger Fritz's RoboMon cards. Sabreshock and NOsfera2 both receive one token.
7. Select up to two RoboMon from your team that will start the battle. Place their matching circle tokens face-up on the white Xs at the bottom of the battle map.

Selecting RoboMon for a Competitive Battle

Your team of RoboMon should be in front of you in a row. The first two in the row are considered to be your active RoboMon, and when a competitive battle begins, these two RoboMon will be placed on the map.

You may switch out your active RoboMon before the battle begins, but if you do, place two time tokens on each of your opponent's active RoboMon for each RoboMon you change. (If you switch out one RoboMon, place two tokens; if you switch out both RoboMon, place four tokens.)

8. Look at the speed rating on each card to determine turn order. Place a red number token next to each card starting with placing the 1 on the card with the highest speed, then the 2 on the next highest, etc.
9. The battle is now ready to begin, and you'll follow the same steps as a wild encounter. However, there is no exit, so the battle will continue until one competitor has no more active RoboMon.
10. See if you can defeat Ranger Fitz!

Switching RoboMon

If one of your RoboMon runs out of hit points or power, or if you just want to try something different, you can switch it out with a different RoboMon on your team when it becomes that RoboMon's turn.

Instead of taking a turn, remove the RoboMon's token from the board, and place the new RoboMon's token on one of the white X icons.

When a RoboMon is removed from play, its damage and power do not change for the remainder of the battle. However, it will regain all of its power after the battle is over.

At the beginning of the next round, update the turn order based on the new RoboMon in play.

When a competitor's RoboMon receives damage that equals or exceeds its hit points, immediately remove its token from the map.

At the beginning of the next round, flip over the VS card in the next available slot, place the card on top of the previous RoboMon card, and place its token on the white X icon below the card. Adjust the turn order accordingly.

After a Battle Is Over

When a battle ends, all RoboMon on your team reenergize to full power, however, any damage they sustained during the battle remains on them until you repair them.

Return all VS cards back to the VS deck, and return all tokens of the opposing RoboMon back to their respective piles and token sheets.

After competitive battles, look at the Win/Lose area at the bottom of the battle map, and either gain or lose silver and items based on the outcome of the battle. Sometimes you'll be directed to turn to a specific Adventure book entry.

If you won the battle, add one challenge coin to your character sheet, and fill in the challenge coin icon on the Adventure log for that area. You may not battle that competitor again. If you lost, you can challenge the competitor again.

SAVING THE GAME

Save Box

Inside the game's box is a smaller box with a backpack icon labeled "Save." This is where you'll store everything you've acquired from game to game. When you decide to put the game away, place your RoboMon cards, RoboMon team tokens, quest cards, and items cards into it. You can record your current number of batteries and silver on the character sheet.

When you play the game again, simply remove everything from the Save Box, and pick up where you left off.

You'll also store all the RoboMon you've reprogrammed inside the Save Box when they're not on your team. You can access these RoboMon and change your team whenever you're on a map with a Robo Repair.

Where You Left Off

At the end of a play session, bookmark the Adventure book page you're on, and start the next game session on that map.

Also, write down your current RoboMon team on the Adventure Log noting how much damage, if any, each one has.

UPGRADING ROBOMON

Some RoboMon can be upgraded to become bigger, better versions. To upgrade a RoboMon, you'll need a few things:

1. The RoboMon
2. A blueprint card for that RoboMon
3. The parts necessary to upgrade the RoboMon



When you have all of these things, remove the parts from your character sheet and/or discard any necessary cards. Then, place the card of the RoboMon you're upgrading back in the RoboMon deck, and draw the card for the new RoboMon.

Place the new RoboMon either on your team or in your save box. You may keep the blueprint card.

ROBOMON BATTLEGROUND

RoboMon Battleground is a player vs player skirmish game in which each player controls a team of RoboMon and tries to eliminate all the RoboMon on the opposing team.

This mode of play follows the same rules for competitive battles as RoboMon, so each player will need to be familiar with those rules before playing.

Select a battle map to play on. There are ten options at the end of the Adventure book.

Then, each player selects six RoboMon for their team. Several different options for putting teams together are listed below.

After selecting teams, find the matching RoboMon tokens and place them in front of you. One player will use circle tokens; the other player will use square tokens.

Randomly choose for one player to reveal their first active RoboMon. The other player then reveals both their active RoboMon, and then the first player reveals their second active RoboMon. Place the tokens for these RoboMon onto the Xs in front of you on the battle map. Each player should place the four inactive RoboMon within easy reach. These RoboMon are considered to be on your bench.

Once a RoboMon is revealed and placed on the battle map, it cannot be returned to your bench.

At the beginning of a round of battle, each player will roll seven action dice, and then the RoboMon with the highest speed rating will act first.

When a RoboMon is eliminated from the battle, discard its card and token from play. At the beginning of the next round, take a RoboMon card from your bench and place it face up in front of you. Then, place its token on one of the Xs in front of you. If both players are replacing an eliminated RoboMon, they must select cards and flip them face up simultaneously.

Different Ways to Select Teams

Player's Choice

Each player selects the exact six RoboMon cards they want for their team.

Closed Draft

Shuffle the RoboMon cards, and deal six face down to each player. Then, each player simultaneously looks at their cards and selects two RoboMon: one to add to their team and one to discard. Place team cards face down in front of you, and place the discarded cards out of the play area.

Then, the players trade the other four cards and repeat the process until all cards have either been chosen or discarded. Then, deal six new RoboMon cards to each player and repeat the process until each player has six RoboMon on their team.

Open Draft

Shuffle the RoboMon cards, and deal twelve face up onto the table. Randomly choose one player to go first. That player selects one of the cards and places it on their team. Then, the second player selects a card. Repeat this process until each player has six RoboMon.






ICON REFERENCE

ITEMS




- Silver is the island's currency. The moon symbol is shorthand for **silver**.



Coolant,  Wire,  Bolt,  Metal,



Circuit Board,  Sensor - These are all components used to upgrade RoboMon, craft items, and complete various tasks.



Small Repair Kit - Use to restore a RoboMon to full hit points when out of battle or get rid of up to 4 damage during a wild encounter.



Large Repair Kit - Use to restore up to 3 RoboMon to full hit points when out of a battle.



Small Reprogrammer - Use a four-sided die to attempt to capture a RoboMon.



Medium Reprogrammer - Use a six-sided die to attempt to capture a RoboMon.



Battery - Use to power items such as the RoboMon tracker.



Disruptor - Use to add +2 to the die roll when attempting to reprogram a RoboMon.

ACTION DICE



- **Basic attack.** You may discard one of these to activate an ability with the same icon. Many RoboMon have numbers separated by backslashes (e.g. 1/2/3) which means you may discard multiple dice to move to the next number. For example, if a RoboMon has 1/2/3, you may discard one basic attack die to do one damage, two basic attack dice to do two damage, or three basic attack dice to do three damage.



- **Special attack.** Many RoboMon have numbers separated by backslashes (e.g. 1/2/3) which means you may discard multiple dice to move to the next number. For example, if a RoboMon has 1/2/3, you may discard one special attack die to do one damage, two special attack dice to do two damage, or three special attack dice to do three damage.



- **Move.** You may discard one of these dice to move a RoboMon up to the number indicated on its card. You may discard any number of dice to move a RoboMon. For example, if a RoboMon has a movement of three, and you discard two movement dice, you may move it up to six spaces.



- **Wild.** You may discard one power from the active RoboMon to use one of these dice as any other icon (basic attack, special attack, move, armor).



- **Armor.** When your RoboMon are being attacked, you may discard dice with this symbol to absorb the damage. For example, if your RoboMon is about to take five damage, you may discard two of these dice to negate two damage, and your RoboMon would only take three damage.



- **Time.** When fighting a wild RoboMon, if you roll one of these symbols, add an hourglass token to the opposing RoboMon's card.

On a wild RoboMon's turn, if the number of hourglass tokens is equal to or greater than the number on the card, it runs away, and the battle is over. In a competitive battle, if the number of hourglass tokens is equal to or greater than the number on the card, the RoboMon immediately takes a turn. This does not count as its turn for the round, so it will go again in its regular turn order.

If you roll multiple hourglass icons, add multiple tokens to the card. After placing hourglass tokens, you may choose to reroll the die. If you roll another hourglass, the process repeats.

CARDS



- The RoboMon's **hit points**.



- The RoboMon's **power** which may be spent to activate abilities or use dice with ⚡ symbols as wilds.



- The RoboMon's **speed** which affects turn order.



- The RoboMon's **armor**. Armor must be destroyed before a RoboMon's hit points can be affected. You must do at least two damage to destroy armor. Partial damage does not affect it.



- **Fly.** RoboMon with this attribute may pass over yellow and blue terrain unaffected. The RoboMon may not pass over terrain without grid lines.



- **Swim.** RoboMon with this attribute may pass through blue terrain unaffected.



- **Nimble.** RoboMon with this attribute may move diagonally.



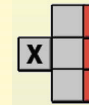
- **Push.** Abilities with this icon move the target RoboMon the number of spaces indicated by the number of black dots. The affected RoboMon must move in a straight line away from the attacker. If the affected RoboMon would be moved into yellow terrain or off the grid, it takes one damage instead. If the affected RoboMon is moved into a water space, it immediately stops.



- RoboMon with this symbol **cannot be pushed**.



- **Ranged attack.** Abilities with this icon may affect a RoboMon up to the indicated number of spaces away, orthogonal or diagonal.



Special ability range - Affected area. The X indicates where the RoboMon is. The red squares indicate the spaces affected by the ability. If there are multiple RoboMon in the affected area, they all receive the same base damage, but roll the advantage/disadvantage/neutral die separately for each one. A RoboMon on the same team does not take damage if it is inside the affected area.



- **Trap.** When an ability with this symbol hits, roll a four-sided die. If the result is a one or two, the affected RoboMon receives a trap token and may not move on its next turn. On its turn, if it attacks, it rolls the disadvantage die no matter what type of attack it is.

At the end of the trapped RoboMon's turn, remove the trap token and place it next to the RoboMon's card. If the RoboMon is affected by an ability with the trap symbol again, the attacker must roll a six-sided die instead of a four-sided.



- **Paralyze.** When an ability with this symbol hits, roll a four-sided die. If the result is a one, the affected RoboMon receives a Paralyze token and may not do anything on its next turn.

At the end of the paralyzed RoboMon's turn, remove the paralyze token and place it next to the RoboMon's card. If the RoboMon is affected by an ability with the paralyze symbol again, the attacker must roll a six-sided die instead of a four-sided.



- **Pierce.** Abilities with this symbol ignore armor and attack hit points directly.



- An ability with this icon is always available or active.

ROBOMON A.I. TARGETING



- This ability affects your RoboMon with the highest speed.



- This ability affects your RoboMon with the lowest speed.



- This ability affects your RoboMon with the most hit points.



- This ability affects your RoboMon with the least hit points.



- This ability affects your RoboMon with the matching type. If you don't have an active RoboMon with the first symbol, move to the next symbol.

If an opposing RoboMon cannot get close enough to attack the RoboMon indicated by its A.I., it attacks the closest RoboMon instead. If is unable to attack any RoboMon, it moves as close as it can get to the RoboMon indicated by its A.I. in the shortest path possible.

If it has two valid targets, you may choose which RoboMon it attacks.

MAPS



- **Explore event.** This indicates a location in the adventure book that will likely have an interesting encounter typically accompanied by a skill check.



- **Search.** Use the corresponding chart at the bottom of the map page to find something cool.

ROBOMON TYPES



- Air



- Earth



- Electric



- Fire



- Ice



- Nature



- Water