

WIZKIDS



30-45 Mins



Ages 14+



2-4 Players

DICE BOT MEGAFUN

BY JEREMY KALGREEN AND CHRIS VOLPE

RULEBOOK

In the far future, robots have been designed to fight for the enjoyment of humanity. Bullets, lasers, bombs, drills, and various other weapons are utilized to destroy mechanical opponents in the arena for coveted Victory Medals which human owners proudly display. The robots do not seem to mind this... or the fighting.

GOAL OF THE GAME

Any robot left standing at the end of each combat will earn one Victory Medal. The first player to earn three Victory Medals wins!

COMPONENTS AND CARDS ANATOMY

- 78 Cards
- 12 Unique Robot Cards
- 4 Robot Sheets
- 24 Parts Dice
- 16 Tokens

ROBOT SHEET



WEAPON CARD



Parts Dice



Energy



Victory Medal/Kill Point



SETUP

1. Deal a robot sheet and energy token to each player.
2. For each player, place 6 Parts Dice in the middle of the table within easy reach of all players to form a shared junkyard area (*junkyard for short*).
3. Shuffle the deck of Weapon Cards and place them next to the junkyard.
4. Place the Victory Medals near the junkyard.
5. Randomly determine a starting player.
(That player remains start player for the rest of the game.)

GAMEPLAY

Each game of **DiceBot MegaFun** is played in a series of combats. At the beginning of each battle round of a combat, all players frantically scavenge for parts from the shared junkyard to use in the upcoming battle.

Once each robot has scavenged all their parts, players will use those parts to activate their Weapon Cards in a free-for-all battle.

PLAYER ORDER

Most game actions are simultaneous, but anytime there is a conflict in timing that needs to be resolved, player order begins with the starting player, then proceeds clockwise.

SCAVENGE PHASE

The scavenge phase represents a frantic rush to the junkyard in which players attempt to find the parts they desperately need to activate their weapons.

- Each player resets their energy total by placing their energy marker on the “6” space of their robot sheet.



- Deal 6 Weapon Cards and 6 Parts Dice to each player (*if the Weapon deck has been exhausted, shuffle the discard pile to form a new deck*).
- Give each player a chance to look over their hand of Weapon Cards. When a player is ready to continue play they should pick up their 6 Parts Dice to indicate they are prepared to roll them.
- Once all players have signaled they are ready to continue, players simultaneously roll their 6 Parts Dice into the junkyard.
- Players then grab **any of the rolled dice** (*not just their own*) and place them on the Part spaces of their robot sheet **as quickly as they can!**

NOTE: Players may only use one hand at a time to scavenge from the junkyard (*it is recommended that they keep their Weapon Cards fanned out in their off hand for easy reference*).

Each player may only touch one Parts Die at a time.

Players must fill up the red-bordered Part spaces located on the body of their robot before placing a die on the blue-bordered Part space on their robot's head.

If a player knocks over a Part Die, that player must stop and reset the fumbled die back to the side it was on before it was knocked over.

Once a Part Die has been placed on the robot sheet it may not be moved.

Once a player has placed a Part Die on each of the 6 Part spaces of their robot sheet they may not take any additional dice, or interfere with other players in any way.



Once all players have filled up their robot sheet with Parts, the next phase begins.

COMBAT PHASE

Each combat consists of up to 6 battle rounds (*one for each Weapon Card in hand*).

Each round, every player with a functioning robot will secretly choose a Weapon Card from their hand. If a player's robot has the proper Part Dice to activate their chosen weapon they will then compare their weapon value to the other players in order to damage or destroy the other robots. Each round is played in the following sequence:

1. CHOOSE WEAPON CARD

Each player secretly selects a Weapon Card from their hand and places it face-down next to their robot sheet.



2. REVEAL WEAPON CARDS

Once all players have selected a card, players reveal their weapon and announce whether they can activate them.

A Weapon Card can only be activated if you have the appropriate Part(s) remaining on your robot sheet to pay the weapon's cost. Remember, some Weapon Cards need two Parts to activate.

When you activate a weapon, take the Part(s) used from your robot sheet and place it on top of the Weapon Card to show it has been paid for. You **must** pay to activate your Weapon Card if you have the Parts to do so in any body space. If the only matching Part is in the head space you **may** choose to use it but are not required to.

Any player that cannot pay for their Weapon Card must immediately discard their weapon. A discarded Weapon Card cannot be activated or used for defense.

3. SPECIAL HEAD PART ABILITIES

At any time, players may discard the Part placed on the blue head space of their robot sheet to gain a special ability.

If any player decides to use their head Part, all other players may now choose to use theirs (*even if they had previously declined to do so*).

Each different type of Part has a different special ability when used in this manner.



You may spend a  as if it were a Part of any type when paying for a Weapon Card.



You may discard any number of Parts Dice from your robot, then roll enough Parts Dice to refill all the empty red-bordered spaces on your robot's body. These dice can be used now or in future battle rounds of this combat.



Increase your current weapon's speed value by one.



Prevent up to two damage to your robot.



Increase your current weapon's damage value by two.



Discard your currently selected Weapon Card (*after paying for it using the rules above*), and draw a new Weapon Card from the top of the deck. The drawn card is your activated weapon for the round (*it is considered already paid for*).

4. RESOLVE ATTACKS

Starting with the fastest weapon (*the one with the highest speed value*), each player will resolve their attack by determining their target(s), dealing damage, and then activating any special effects of the weapon.

Your Weapon Card will determine which player(s) your attack will target:



A single arrow means this weapon attacks one player seated in the direction specified (*here it would attack the player to your right*).



A triple arrow means this weapon attacks all enemy players simultaneously.



A question mark means a special case or this weapon attacks one player of your choice. Decide which player during the resolution of that weapon.

Weapon Cards can only hit their target if the defending player's Weapon Card has a speed value less than or equal to the attacker's Weapon Card, or the defending player has discarded their Weapon Card due to not activating it.

Example: If you play a card with a speed of 4 targeting the player to your right, your attack will only be successful if that player played a card with a speed value of 4 or lower. If that player played a card speed valued 5 or higher then they will have dodged your attack completely!

SAMPLE OF ROUND COMBAT



All three players choose cards simultaneously and then reveal simultaneously.

Nate reveals an "Uzi," Ross a "Bomb" (left arrow), and Diane a "Shield."



Nate does not have the appropriate Parts Die anywhere on his robot sheet. However, knowing he will shoot first (and successfully), he chooses to use the Parts Die from his robot's head to act like an in order to activate the "Uzi."

Ross sees his “Bomb” will not hit its intended target, Nate, because Nate’s weapon is faster; however, since there is a  on the body of his robot, he **must** use it to activate the “Bomb.”

Diane uses a  Parts Die from her robot’s head to activate her “Shield.”

Nate’s “Uzi,” having the highest speed value, activates first and hits Ross and Diane. Ross receives 2 damage, but Diane takes no damage due to her “Shield.”

Ross’s “Bomb” card is the next highest speed value and thus resolves, but misses its intended target, Nate.

If an attack is successful, the defending robot loses energy equal to the damage value of the attacker’s weapon.

If that would reduce the defending robot’s energy to below 1, that robot is destroyed at the end of the battle round. All robots will get a chance to attack with their weapon, even the round they are destroyed. No robots are removed until the round is completed, and will continue to absorb all attacks pointed at them.

Once each player’s activated Weapon Card has been resolved, the battle round is complete. Discard the activated weapons. Any player whose robot has not yet been destroyed will continue to fight in the next battle round.

Surviving robots will repeat the steps above starting from CHOOSE WEAPON CARD until either (1) all six Weapon Cards have been played, (2) only one player’s robot has survived, or (3) all of the robots have been destroyed. This signifies the end of the combat.

At the end of the combat, any player whose robot was not destroyed will receive ONE Victory Medal (multiple players may score a Victory Medal each combat).

CHECK FOR VICTORY

The first player to receive THREE Victory Medals is the winner of **DiceBot MegaFun!**

If no player has received their third Victory Medal then a new combat begins.

If more than one player scores their third medal at the same time, the tied players will begin a special sudden death match.



SUDDEN DEATH MATCH

Sudden death consists of a special combat to determine a final winner. Each player with three Victory Medals will start a new combat as normal except they will not adjust their energy back to full [*i.e. Energy remains where it was at the end of the previous combat*].

If, at the end of the sudden death match, more than one robot survives, or all of the remaining robots destroy each other on the same battle round, then all of those players tie!

KING OF ALL BOTKIND ADVANCED RULES

The King of All Botkind is an advanced rules addition meant for more experienced players in which each player is given a unique robot super ability that must be “charged up” before use by dealing the killing blow to other robots.

COMPONENTS

- 12 Unique Robot Cards
- 12 Kill Points

UNIQUE ROBOT CARD BREAKDOWN



Kill Point

Robot Name - No purpose beyond delighting you with whimsy.

Ability Timing - When you must declare you are using this ability.

Special Ability - The unique power that you may activate by spending your Kill Points.

Kill Point Cost - The number of Kill Points you must spend to activate your robot's special ability.

HOW TO USE THIS ADVANCED OPTION

At the start of the game each player is randomly dealt one of the unique robot cards. Each player then places their card face up above their robot sheet for all of the other players to see.

Throughout the game, each time a player's weapon deals the final blow to eliminate an enemy robot, that player will collect one Kill Point token. It doesn't matter which player(s) dealt the most total damage to a robot, only the player that strikes the final blow will collect a Kill Point.

All attacks of the same speed in a battle round of combat are considered simultaneous for the purposes of determining the killing blow, and if more than one player contributes damage at the same speed then both of them will earn a Kill Point. No player may collect a Kill Point if they kill themselves (*for example by hitting themselves with a Blue Shell, or if Chad the Impaler forces a player to attack themselves*).

KILLING BLOW EXAMPLE

Jeremy has 6 energy but plays a card he cannot pay for this round. Chris has played a "Jammer" (speed 5) that targets Jeremy, and Chris also decides to spend his  head Part to add 2 damage to his attack for a total of 3 damage, reducing Jeremy to 3 energy. Next, Lance and Mike resolve their cards. Lance played a "Sledge" (speed 4) and Mike played an "Uzi" (speed 4). Lance is first player so his attack resolves first, dealing 2 damage to Jeremy. Then Mike resolves his "Uzi," dealing 2 damage to both Jeremy and Lance. Jeremy takes a total of 4 damage, killing his robot, but since both Lance and Mike's attacks were the same speed they both get credit for the kill and each collects one Kill Point.

Place any Kill Points you earn near your robot card. Once you have collected enough Kill Points to activate your robot's special ability, you may then activate it on any future battle rounds or combats.

NOTE: You may only activate your special ability once during each battle round, even if you have enough Kill Points to activate the ability more than once.

Refer to the ability timing on your robot card to determine when to declare you are using your ability (*usually abilities must be declared either before all weapons have been revealed, or after they have all been revealed but before they are resolved*).

Once a player has used their special ability, discarding the appropriate tokens, they may then continue collecting Kill Points in order to use the ability once again.

MEGAFAQ

WHAT HAPPENS WHEN MULTIPLE PLAYERS MUST PLAY THEIR WEAPONS FACE UP?

If more than one player must play their Weapon Card face up as a result of being hit with a “Jammer,” those players will instead play their cards face down and then reveal them simultaneously, but before any other players have selected their weapon.

HOW DOES THE HEAD PART SPECIAL ABILITY INTERACT WITH PLAYING A CARD FACE UP?

Favorably. While you must still play your usual weapon face up (and pay for it if possible) you can wait until all other players have revealed their Weapon Cards before choosing to use this ability, thus masking what your final weapon will be.

WHAT IF I'M FORCED TO DISCARD A PART, BUT I ONLY HAVE MY HEAD PIECE LEFT?

Then you are going to lose your head piece, my friend.

HOW DOES “ANTIMATTER SHIELD” WORK EXACTLY?

Any negative effects (damage, or otherwise) that would have been dealt to you by enemy weapons this round are instead visited upon the robots that played the offending weapons. This includes any damage you would have taken as the player with the highest energy total from cards like “Blue Shell,” even if the attacking player does not currently have the highest energy total.

CAN I GET A NEW HEAD PART AFTER BEING HIT BY A BLACKSTONE DEVICE?

You sure can! When you are forced to reroll all of your Parts, simply take all of the Parts Dice left on your robot, reroll them as a group and then allocate them as you see fit on your robot, including placing the Part of your choice on your head Part space (even if you already spent your head piece this melee).

IF I PLAY A WEAPON CARD AND THE ONLY PART I HAVE TO PAY FOR IT IS ON MY HEAD, CAN I WAIT TO SEE WHAT OTHER WEAPONS ARE PLAYED BEFORE CHOOSING TO PAY FOR MINE?

Sure. You are never forced to pay for a card with your head Part space, so if that is your only matching Part you can decide whether to activate your weapon after seeing how things will pan out for you. If more than one player is in the same position those players must make their choice in player order.

CREDITS

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