

HOW TO PLAY

BLAST TACTICS

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Objective of the Game

In Blast Tactics, players control robots called Blastroids and battle in an Arena. Use timed Bombs to damage opponents, avoid incoming explosions, and destroy blocks to uncover powerful upgrades. Collect items and purchase Ability Cards to trap, outsmart, or escape your enemies. The last surviving Blastroid wins the game.



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COMPONENTS



-1x Sticker Sheet



Plastic Figures:

-4x Blastroids (4 colours, 1 each)

-20x Bombs (4 colours, 5 each)



Arena Tiles:

-x12 Arena Tiles

-x4 Corner Border Tiles

-x4 Straight Border Tiles



-4x Heart
Tokens



Blastable Blocks:

-x8 Bomb-up

-x7 Speed-up

-x5 Flame-Max

Arena Variant Tiles:



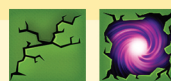
-x8 Teleporter/Power Pad Tiles



-x16 Lava/Ice Tiles



-x4 Core Tokens



-x16 Cracked Turf/
Bottomless Pit Tiles



-x16 Conveyor Belt/
Trampoline Tiles



-x1 Overtime Tile



Ability Cards

-3x Bomb Push

-3x Remote Detonate

-3x Phase Shift

-3x Bomb Cannon

3x Bomb Roll

-1x Overtime! Card

-2x Glitch Cards



-4x Shrapling Tiles



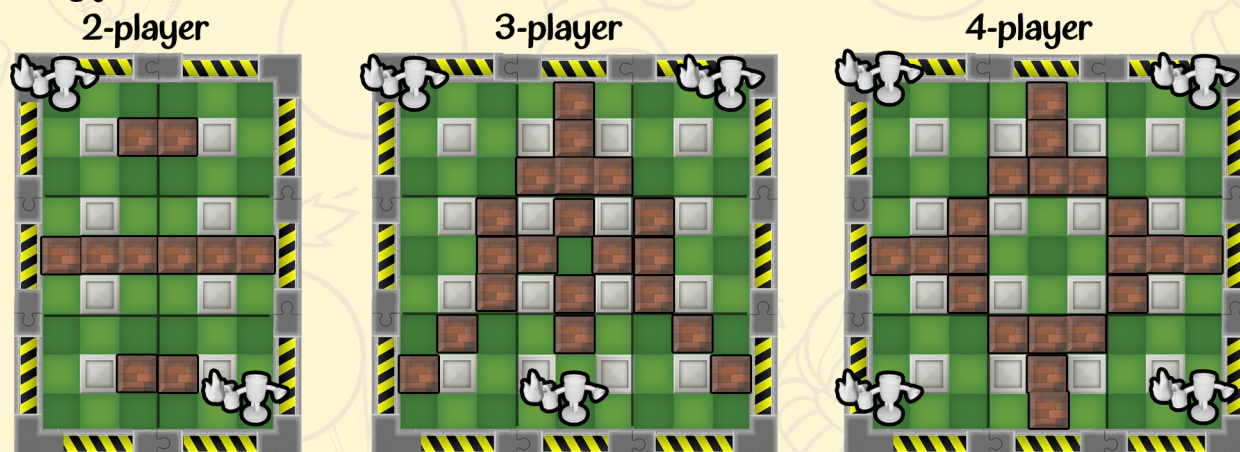
Setup:

Arena Setup

Variant Rule

Note: There are other optional Arena tiles from the Variant Rules (page 8) which can be added or removed from the Arena layout as per the player's choices.

Set up the Arena Tiles in the following way based on player count, then add the Blastable Blocks and Blastroids accordingly:



Note: You can design your own arena layouts! Feel free to experiment!

Player Setup

Variant Rule

Note: A sticker sheet is included to allow players to customize their Blastroids and Bombs for fun. With additional copies of the game Blast Tactics can be played with more than 4 players, and this allows differentiation of the colors.

Note: Stickers from the sticker sheet included with the game must be affixed before playing. First, place the Explosion icon stickers on the matching Explosion icon sides of all Bomb pieces.

Each player chooses a Blastroid figure, placing them in their designated space as per the chosen board setup accordingly, and takes a Heart Token and two Bombs of their color each, and places these components in front of them in their 'inventory'. The remaining Bombs are set in a stockpile on one side of the playing area, away from all players but to be accessible later in the game.

Ability Card Deck Setup

Variant Rule

Note: The 'Glitch' Ability Card is an optional card from the Variant Rules (page 8) which can be added or removed from the Ability Card deck during setup.

Set the 'OVERTIME!' card aside, and then shuffle the Ability Card deck face-down and place it in the playing area. Draw two cards from the top of the deck and shuffle them together with the 'OVERTIME!' card all face-down. Place all three cards together in a stack face-down underneath the Ability Card deck, and do the following based on player count:

2-player - Take 5 Item Cards face-down from the top of the deck and place them on the bottom of the deck.

3-player - Take 3 Item Cards face-down from the top of the deck and place them on the bottom of the deck.

4-player - Nothing, you're good to go!

This "sets the clock" and determines how quickly OVERTIME! occurs.

Set this deck to one side of the Arena setup, and draw the top two Ability Cards, placing them face-up, side-by-side, and within reach of and visible to all players: You're now ready to play!

Gameplay:

Determine which player starts first (you decide how!), and each player takes their turn in clockwise order. On each player's turn, they will complete the following phases.

Phases on a Player's Turn

1a) Bomb Phase: Tick, tock, boom! Any of your Bombs that are in play are flipped from Fresh-Side-Up (plain bomb face) to Pre-detonate-Side-Up (Explosion icon in center of bomb face). Any Bombs already Pre-Detonate-Side-Up are now detonated, and any Players, Bombs, Item Tiles or Blastable Blocks are affected accordingly (refer to 'Bombs'). All detonated Bombs return to the matching-colored players inventory. NOTE: All Bombs by default have a flame distance of two spaces at the start of the game, meaning they damage the adjacent spaces, and one more space after those.

1b) OVERTIME! Phase: If the OVERTIME! card was drawn, it occurs here on that player who drew its next turn and all future turns. Otherwise, ignore this phase.

2) Draw Phase: Restock cards from the Ability Card deck so that two are face-up. There should never be more or less than 2 Ability Cards exposed/available to use at the start of a players turn.

3) Action Phase: Move up to your movement limit, and lay Bombs anywhere along the path you travel this turn. NOTE: All Players start the game with only two Moves per turn, and players may play as many bombs as they currently have in their inventory on their turn. As the game progresses, you can get additional Moves from Speed-Up Items (see 'Items') or flipping your Heart Token by your Blastroid taking damage. In addition to moving you may also choose to 'spend' Move actions at any time during your turn to buy either face-up Ability Card (one movement per Ability Card) and take it in to your possession to freely and exclusively use this turn, or on any of your future turns. Each player can only hold up to 3 Ability Cards. Once a Ability Card is in your possession it can be kept hidden, and is free to use at any time during your turns, and in any order. You may discard your Ability Cards to make room for new Ability Cards.

Movement

All players start each game with two moves per turn. A single movement consists of a player moving in a straight line, from one square to another square any reachable distance away. (Note: Players move similar to the Rook/Tower piece in Chess, in that they can move any amount of spaces freely from one square to another square in a straight line, and doing this still only consists of a single Move action.)

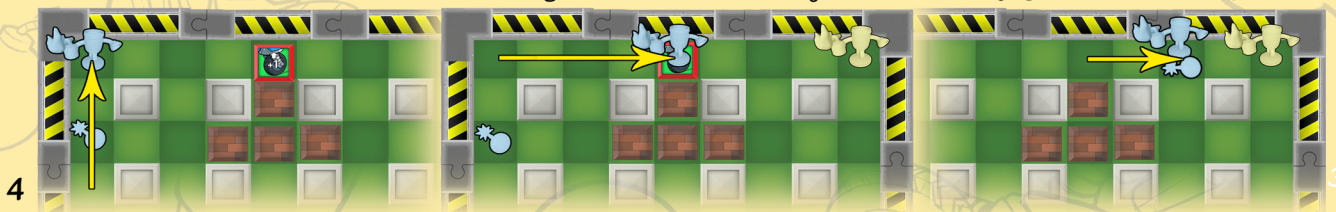
Players can only move on the green exposed squares of the arena. Players can also move through a space with another Bombon in it, however they cannot end their move on that space, or lay bombs in it. Players cannot move through Grey Blocks or Blastable Blocks but can destroy Blastable Blocks with Bombs to clear out new paths. They also cannot move through spaces with Bombs, including their own, but they can move out of a space that occupies a Bomb that they are currently in (For example, a player can lay a bomb down in the space they currently occupy, and stay there or move out from it.) Whenever a player moves into a space with an Item Tile, they must stop their movement in that space, and collect the Item. If they wish to continue moving they must use another Movement.

A TURN EXAMPLE:

The Blue Blastroid uses one move action, laying a Bomb along it's path.

The Blue Blastroid moves a second time, but has to stop on the item encountered along the way, collecting the item into their inventory.

The Blue Blastroid spends the just collected Speed-Up item to move a third time this turn, laying a Bomb in their final space.



Bombs

Bombs are placed freely in any square along the path a player's Blastroid has moved during their turn (except in a space another Blastroid already occupies). Only one Bomb can be laid per space. You can even place a Bomb in the same space as you at the beginning (before you move) or end of each movement (after you finished moving). If you move into a space with an Item tile, you get that Item immediately, and you can place a Bomb in that space too, if you wish. A player can only lay as many Bombs as they currently hold, and once a Bomb is placed you cannot gain it back into your inventory until the Bomb is removed from the board by detonation or when an Arena tile flips during the OVERTIME! phase. A player can have up to a maximum of five Bombs.

Note: A Bomb placed underneath a player at the beginning or end of a Move has the unique advantage of being able to be carried and/or launched using the Bomb Cannon Ability Card, or Rolled using the Bomb Roll Ability Card (See 'Ability Cards').

All Bomb tokens have two sides: a Fresh-side (plain Bomb face) and a Pre-detonate-Side (large yellow ispark icon in the center of the bomb face). When a Bomb is laid, it is always laid Fresh-Side up. All Bombs by default have a flame distance of two spaces, meaning when a Bomb blows up eventually in the Bomb Phase of a player's turn, it damages any Players, Bombs, Item Tiles and Blastible Blocks up to two adjacent spaces away from it, in a plus-shaped explosion. Flames pass through Blastroids, potentially damaging more than one. The flame, however, does not pass through Bombs, Item Tokens or Blastible Blocks, but stops at them. Flames do not pass through Grey Blocks or Arena edges.

Reminder: When using the 'Bomb Cannon' and 'Bomb Push' Ability Cards, a Bomb can be bounced out of the Arena playing area, however it will reappear in the same row or column it left the Arena from, but on the other side, continuing on it's path.

When a Bomb blast hits a...

Player – The affected player's Blastroid takes damage. When you take damage, you flip your Heart Token to the other side, revealing the additional permanent Speed-Up action you now have on all turns going forward (this is a permanent upgrade, and not spent like the standard Speed-Up Item Tiles collected in the Arena). You now have a minimum of three moves per turn. This tile is not used as a Heart Token anymore.

A player only takes damage once per Bomb Phase.

It takes two hits to defeat a player (once for the Heart Token, and once for the player). Another way to explain it is if a player loses/flips a Heart Token, the next time (second time) they are hit, they are eliminated from the game. (Refer to 'Revenge Mode Variant' for what to do after you're eliminated!)

Bomb – The Bomb, regardless of whose it is, detonates, potentially causing further chain reactions, exploding more Bombs.

Blastible Block – (Red/Brown Brick Tiles) If hit, it flips in place and reveals an Item Tile. Players can now gain this item by moving in to the space it occupies. They must move into the space the item occupies to gain the item.

Reminder: A player MUST stop a movement when moving into and collecting an item (unless using the Phase Shift Ability Card).

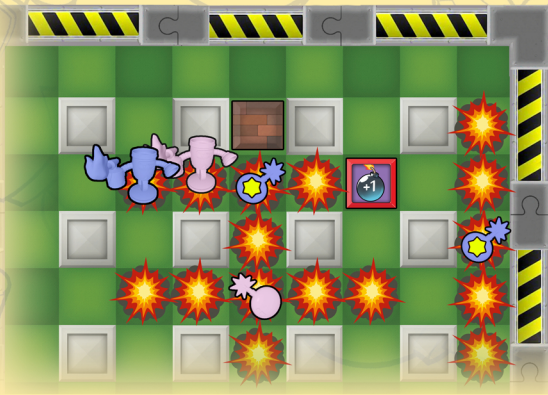
Grey Block/Arena Border – (aka Arena Block) Nothing can pass through these, including Blastroids or the flames of any detonated Bomb.

Item Tile – The Item Tile is removed from the game.

Game Winning Tip:

A player's own Bombs detonate prior to their chance to move. Try to use this to your advantage and set up a chain reaction of Bombs using your opponents 'will-detonate-before-their-turn' Bombs as the trigger. This will create a situation they can't avoid!





The example to the left shows the Bomb Phase of the Blue Blastroids turn. Two Blue Bombs were Pre-detonate side up, so during the Blue players Bomb Phase they both detonate. With a flame span of two, the Bomb on the right blows up in a plus pattern, however the blast is blocked by the Grey Block and Arena edge. The left Blue Bomb hits two other Blastroids, as the flame continues through Blastroids. It also hits a Blastible Block, which would cause the player to flip it to its Item side. It also hits an already exposed Item, which would cause it to be discarded from the game. And finally it hits a Pink Blastroids Bomb, causing that Bomb to detonate. Once all explosions are resolved, detonated Bombs return to their correspondingly colored players inventories.

Note: All things (Blastible Blocks, Players, etc.) take damage only once per Bomb phase.

Hearts

Heart Tokens represent your health, or how many hits from a flame you can take. One Heart = One free hit. It takes two hits to defeat a player entirely. When you take damage, you flip one Heart Token, revealing a Permanent Speed-Up ability on the reverse side that you gain immediately and for the rest of the game. You can only take damage once per any player's turn, and are then unable to be damaged further until that turn ends.

If a player loses a Heart Token, the next time (second time) they are hit, they are eliminated from the game. Refer to 'Revenge Mode Variant' for what to do after you're eliminated!

Items

Items appear after Blastible Blocks are hit with a Bomb and flipped. There are three types of items tiles you can gain, two of which permanently upgrade your Blastroid for the remainder of the game, and one which is spent once used.

Item Tiles

When you gain an item by moving into a space that contains a revealed Item Tile, it is taken from the board and placed in front of you. Its ability takes effect immediately. The three different types of Item Tiles are:



Bomb-Up: You can now lay one additional Bomb on your turn permanently for the remainder of the game. When you collect this item immediately grab an additional Bomb token of your color from the stockpile. You can continue doing this, but can only lay up to 5 Bombs maximum. You may continue to gather Bomb-Up Items after that purely to stop others from gaining them.



Flame-Max: Your Bomb flame distance maxes out permanently for the remainder of the game. (Example: You start the game with a flame distance of two spaces. After collecting this item, your bomb flame increases span as far as allowed up to various obstacles). You may continue to gather Flame-Max Items after that purely to stop others from gaining them.



Speed-Up: Unlike the other two Item Tiles types these are not permanent, and are spent (discarded) to gain their ability, but can be held for the remainder of the game until spent. There is no limit to how many Speed-Up tokens you can gain or use. Once gained into your inventory, spend this tile to move one more Movement, or buy an Ability Card, on your turn.

Ability Cards

Ability Cards are one-time-use, on a player's turn. You may spend any amount of unused Move actions to, rather than move, buy an Ability Card (one Ability Card per Move action spent) from the two exposed cards in the play area. You do not draw new Ability Cards after you buy them on a turn; they are replenished on the next player's turn during their Draw Phase. A player's Ability Cards can only be used on that player's turn, and are played before or after a movement, when the player's Blastroid is still. Players do not have to use any Ability Cards on their turn that they have bought, and may save them for use in any of their future turns. Each player may hold up to a maximum of 3 Ability Cards at one time, and may discard their currently held Ability Cards to make room for new Ability Cards.

When an Ability Card is used, it occurs immediately and then it is placed in a discard pile to the side of the Ability Card deck in the play area.

During every player's turn (during their Draw Phase) cards are pulled from the deck and placed face up so that two Ability Cards are always exposed face-up for players to choose from at the start of their Action Phase. For example, if one Ability Card is already face up at the start of your Draw Phase, you draw and place one Ability Card face up next to it - if no Ability Cards are already face up at the start of your Draw Phase, draw two cards and place them face-up side-by-side in the play area.

When the Ability Card deck depletes so that two cards cannot be exposed during the Draw Phase, reshuffle the discard pile to form a new Ability Card deck, and draw from the top until 2 Ability Cards are exposed.

When an Ability Card description below refers to 'obstacles', it's referring to Blastroids, Blastible Blocks, Grey Blocks (Arena Blocks), Arena borders, Items, and Bombs.

The five different types of Ability Cards are:



Bomb Push: When a player is adjacent to any Bomb, they can push it, knocking it in the opposite direction one space. If there is an obstacle of any kind in that space, the Bomb keeps bouncing in the same direction until it lands in the first available empty space (this could occur over multiple obstacles). Players can push a Bomb out of the arena and have the Bomb come out the opposite side in the same row or column it was pushed out of, bouncing in a line until it lands in the first available empty space. You cannot push a bomb a player is standing on.



Bomb Roll: When a player is adjacent to OR on top of any Bomb, they can roll it, causing it to roll in a straight line opposite the player if adjacent, or any direction of the player's choice if directly on top of it. The Bomb will stop when it hits an obstacle. Note: Rolled Bombs do NOT go over obstacles. You cannot roll a bomb a player is standing on. Bombs cannot be rolled over the edge of the arena ala the Push or Bomb Cannon Ability Cards.



Bomb Cannon: If a player is currently standing directly on a space with a Bomb of any color, they can pick up the Bomb, carry it (even through multiple turns), and throw it. When launched it moves similar to when a Bomb is pushed. You cannot launch a bomb unless it has a space to land in (it won't bounce infinitely, of course). When you use this Ability card, place the bomb on your player piece's head (loaded and ready to fire), and discard the card. Even though the card is discarded you can still launch it any time as long as it's on your head. Keep in mind, the Bomb still counts down to explode even when on a player's head.



Remote Detonate: A player may choose any one Bomb of their own color in play, and if it's Fresh-Side-Up (plain bomb face) they may flip it over to Pre-detonate-Side-Up (Large yellow spark on bomb face). If a Bomb of their color in play is Pre-detonate-Side-Up they may immediately cause it to detonate right at that moment. Note: They cannot cause a Bomb that is Fresh-Side-Up to immediately detonate but can merely flip it to Pre-detonate-Side-Up.



Phase Shift: In one single Move and no more (a Move action is spent in addition to using this Ability Card), a player may pass through any amount of Bombs of any color (even if another player is standing on them) and/or any amount of Blastible Block tiles. Players may even finish their Move on top of a Bomb (any color), but not on top of a Blastible Block. Note: Remember, you cannot end a move standing on the same space as another Bomberman. Tip: If a player moves on to a Bomb of any color, they could potentially use Ability Cards such as the Bomb Cannon or Bomb Roll to surprise opponents. You may also collect all Items along your chosen path without needing to stop.

OVERTIME!

During OVERTIME! the arena will begin to decrease in size, until one or no players remain.

When the OVERTIME! card is revealed on a player's turn during the Draw Phase, they take the card and place it in front of them. Nothing happens on the turn the OVERTIME! card is drawn, but OVERTIME! occurs on that specific player's next turn, and all of their future turns during the OVERTIME! Phase of that player's turn that initially drew it.

During the OVERTIME! Phase, the player with the OVERTIME! card starts by flipping the Arena tile their Blastroid started the game in. Every time it is their turn going forward, during the OVERTIME! Phase they flip over one more outer Arena floor tile going clockwise from the last flipped, doing the center Arena tile or tiles last, after which all remaining Blastroids are eliminated. If players wish, place the yellow Caution token near the Arena border tile with the arrow on the Caution token facing the next Arena tile that will flip as a helpful reminder for players.

If a player is affected by the walls of the arena closing in on them, their Blastroid is immediately removed from the game regardless of how many Heart Tokens they have left, as are any game pieces in the affected Arena tile.

IMPORTANT SPECIAL RULE: Before the very last Arena Tile is flipped, all Bombs on that tile first detonate in unison – the blast affecting items, blocks, and players as usual.

Note: The player that drew the OVERTIME! card may be eliminated, but still performs the OVERTIME! actions on their turn. Players will continue to use and replenish Ability Cards even after the OVERTIME! card is revealed, reshuffling the discard pile, if needed.

End Game and Resolving Ties

Be the last one standing to win! The game ends when either one (or zero) players remain.

If multiple Bombons are eliminated at the same time via OVERTIME!, the player with the most Hearts prior to being eliminated wins. If still a draw, the player with the OVERTIME! Card wins, then the player whose turn is next after that player.

Bombs blow up in chain order when resolving ties not related to OVERTIME! Further, the player closest to the detonation is damaged first.

Gameplay Variants:

The following are optional rules and features you can add to any game of Blast Tactics.

Revenge Mode Variant

If a player is eliminated, once it is their turn they may place one of their Bombs anywhere in a space along the perimeter of the arena. If any of their Bombs on their turn, whether Bombs remaining after they were eliminated, or Bombs placed during Revenge Mode, damage another player, their Blastroid takes that damaged Blastroid's place, gaining all their items and Ability Cards. If an obstacle exists in a space where a player in Revenge Mode wishes to place their Bomb along the perimeter of the Arena, the Bomb will continue in a straight line until it lands in the first available empty space, if available.

Glitch Ability Card Variant

The Glitch Card can be shuffled into the Ability Card deck during setup. The player whom has possession of the Glitch Card receives a negative effect stated on the card. The player who first reveals it during their Draw Phase of their turn must put the Glitch Card in front of them, and draw another Ability Card for the general playing area to complete their Draw Phase as per normal. Once the Glitch Card has been drawn it takes effect immediately. Any time any player's Blastroid crosses a path with the Blastroid of the player with the Glitch Card in their possession, regardless of whose turn it is, they must immediately take the Glitch Card from that player, put it in to their possession in front of them. This can happen several times throughout the game.

Teams Mode

In Teams Mode all Players are assigned to a Team, and play collaboratively to defeat the other Team[s]. Bombs from a Teammates Bombs still hurt all Blastroids equally as per the standard rules.

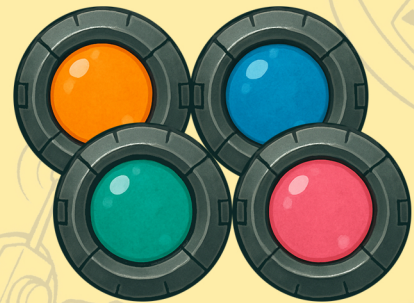
Capture-The-Core Mode

Setup:

This mode can be coupled with Teams Mode. Each player chooses a Team color and takes the matching Core Token. Place your Core Token in the arena near your Team's starting area, in a fair and empty space.

Gameplay:

- Opposing Blastroids can pick up your Core Token by moving into its space. It goes on the Blastroids head like a Bomb ala the Bomb Cannon Ability Card.
- Teams cannot carry their own Core.
- While carrying a Core Token, a Blastroid cannot carry a Bomb or use Ability Cards.
- If a Blastroid carrying a Core is damaged, the Core is dropped in the same space.
- To win, your Team must return another Team's Core to your Core (while your Core is on an space, and not being carried). To do this you can simply move through the space with your Teams Core on it while carrying another Team's Core. The first to do this wins!



Core Tokens

Special Arena Features

This game includes special tiles that add new features to the arena. Ideally they should be laid out symmetrically, or in a way that doesn't benefit one player over another. None of these terrain features hinders a flame, and they pass over them. These include:



Teleport Pads

Setup: After setting up the arena, place this on any empty space of your choice. Ensure the arrows of all Teleport Pads are positioned facing another Teleport Pad.

Feature: When a Blastroid moves onto a space with a Teleport Pad, their movement immediately ends. Follow the arrow on that Teleport Pad to the first Teleport Pad in the direction it points and move the Blastroid there. Landing on the new Teleport Pad does not trigger another teleport, and the player may continue their turn from that space if able.



Power-Up Pads

Setup: After setting up the arena, place this on any empty space of your choice.

Feature: When a Bomb on a Power-Up Pad detonates, it damages all Blastroids in the arena, except those standing on other Power-Up Pads. This effect only damages Blastroids and does not affect anything else.



Fan

Setup: After setting up the arena, place this on any empty space of your choice.

Feature: When a Blastroid moves into a space with a Fan they take a Bomb from their inventory, if available, and place it on their head in any orientation of the Player's choice. The Player then holds their Blastroid and flicks the Bomb from off from their head in a direction of their choice. If it lands in a empty space it stays as is, regardless of which side is facing up. If it lands somewhere it can't be laid, it goes back into the players inventory.



Bottomless Pit

Setup: After setting up the arena, place this on any empty space or Grey Block of your choice.

Feature: Players cannot move into Bottomless Pits, but flames from detonated Bombs pass over holes without being blocked. Additionally, any Bombs that move into the space with a Bottomless Pit by any means by an Ability Card are immediately returned to their owner.



Cracked Turf

Setup: After setting up the arena, place this on any empty space or Grey Block of your choice.

Feature: On the reverse side of the Bottomless Pits are cracked green turf, which players can Move on as normal, and place Bombs. When a Bomb explodes on top of this space, the tile is flipped to expose the Bottomless Pit.

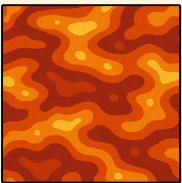
Note: If a player is standing on or moves in to a space with a newly exposed Bottomless Pit they are immediately eliminated.



Conveyor Belt:

Setup: After setting up the arena, place this on any empty space or Grey Block of your choice. A chain can be created when placed next to each other.

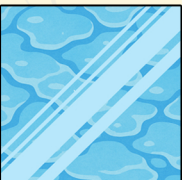
Feature: At the end of a player's turn, any Blastroids or Bombs on Conveyor Belt spaces immediately move along the Conveyor Belt path, traveling across multiple Conveyor Belt tiles if possible, until they reach an obstacle or an empty space.



Lava:

Setup: After setting up the arena, place this on any empty space or Grey Block of your choice.

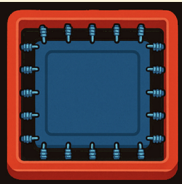
Feature: When a Blastroid moves on to a space with Lava, they take 1 Damage. If a Bomb moves on to a space with Lava it immediately detonates.



Ice:

Setup: After setting up the arena, place this on any empty space or Grey Block of your choice.

Feature: If a Blastroid or Bomb moves into a space with Ice, it continues sliding in the same direction it moved into the space initially until it hits an obstacle or empty space. Ice tiles can be chained together to slide farther.



Trampoline

Setup: After setting up the arena, place this on any empty space of your choice.

Feature: When a Blastroid or Bomb moves on to a space with a Trampoline, it causes it to move into the next space in the same direction it moved into, bouncing over all obstacles immediately after the Trampoline as well, until it reaches an empty space. If there is no empty space available, the Trampoline has no effect.

Solo/Co-op Mode:

Objective of This Mode

Move your Blastroid around the arena and use your bombs to blow up the enemies, known as Shraplings. The game ends if your Blastroid is destroyed or if time runs out—either in the game or, well, in real life.

Shraplings are sentient rock bombs brought to life by science. They've somehow grown arms and faces - don't ask, it's a bit of a touchy subject. They roll around the arena and explode just like your bombs. Also, they're evil, they hate Blastroids, and they're determined to blow you to pieces.

Unless otherwise stated, standard game rules remain in effect.



Behold, a Shrapling

Setup

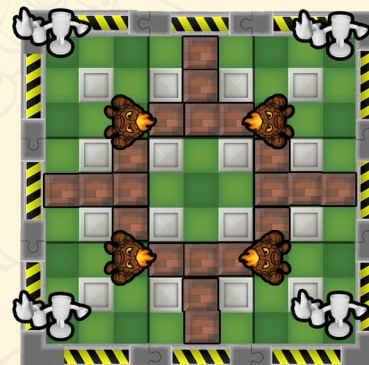
Set up the Arena as per the following based on player count, removing Max Flame Tiles:



1 or 2 - Players (either location for 1)



3 - players



4 - players

Setup is the same as the standard rules, except players do not take a Heart Token - Blastroids are destroyed from only one hit - and start with one Bomb each in their inventory. If playing solo, the Ability Card deck is set up similar to a 2-player game.

Shraplings have two sides showing the remaining Damage they can receive: Brown (1 Damage left) and Red (2 Damage left). For an easier game, start with Shraplings Brown-side-up.

General Rules

The players take their turns first, and then the Shraplings, continuing back and forth in this pattern until the end game conditions are met.

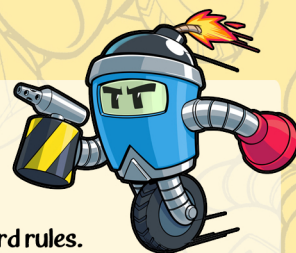
Players take their turns in a round of turns together collectively, and in any order of their choosing, but one-at-a-time. Once a player starts their turn they must finish it before the next player can start their turn. They may not swap Ability Cards. Once all players finish their round of turns, it is time for the Shraplings' round of turns.

Shraplings collectively take their turns together in a round of turns as well, and in two phases. First, the Explosion Phase is considered to happen all at once and is resolved together during that phase. They then must finish their Movement Phase one-at-a-time in the order of the Players choosing, fully completing each Shrapling's turn before the next Shrapling can start. Once all Shraplings finish their round of turns, it goes back to the players to begin a new round of turns.

Players Turn

Players take their turns first at the start of the game. Before each player's turn, they **MUST** mandatorily draw one Ability Card from the top of the Ability Card deck (at no cost to their actions) into their inventory, and then complete all phases of their turn as per the standard game rules.

Note: The maximum limit of 3 Ability Cards allowed in per player's inventory applies as per the standard rules.



Shraplings Turn

During a Shrapling's turn, they do the following in this order:

(1) Explode Phase: All Shraplings blow up at the same time at a flame span of 2 spaces.

(2) Movement Phase: Determine the direction of movement for the Shrapling by turning the Shrapling to face that direction, and move them in that direction.



Shraplings themselves act as per how Bombs act in the standard rules, meaning they can be thrown, kicked and pushed, phase shifted through or on, and how their explosions effect other features - with one exception - Shraplings can only be harmed by any explosions triggered by your Bombs and only during your turns, as they are invincible during their Explosion Phase and will not take damage from any bomb explosions or other Shrapling explosions. If one is damaged by a Blastroid's Bomb while Red-side-up, flip it to the Brown-side-up - If Brown-side up, remove it from the game, it was been eliminated from the game.

(1) Shrapling Explosion Phase

During the Explosion Phase of the Shraplings turns, they are invincible. All Shraplings explode like a bomb, with a flame span of 2 spaces. The Exploding Phase isn't completed until all explosions have been resolved caused by the Shraplings that round of their turns. Any Shrapling whose explosion directly blows up a Players Bomb is flipped to the other side.

As defined in the standard rules around 'obstacles', Shraplings can not move through obstacles (including Items), and act as obstacles for the purposes of Ability Cards effects regarding Bombs bouncing over obstacles to reach an available space, or stopping a player from moving passed them.

(2) Shrapling Movement Phase

During the Movement Phase, before moving a Shrapling, from it's current position rotate it until it first faces an open direction (no obstacle directly ahead), repeating this process based on the total number of 1 or 2 on the face of the two exposed Ability Cards. If the Shrapling cannot face an open direction, it does not move this turn. Otherwise, it then moves in a straight line until it reaches either an intersection or a space directly before an obstacle, ending its movement there (this includes Item blocks). If a Shrapling moves into a space with a Blastroid, the Blastroid is damaged, ending the game.

End Game Conditions

The game ends when the following condition occurs first:

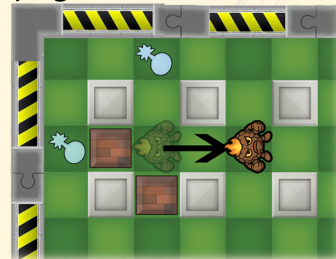
Win: All Shraplings are destroyed by taking damage from a players Bomb until they have no Damage left.

Lose: Any one Blastroid is damaged by any means.

Example of Shrapling Movement



Step 1: As there is a total of 2 on the two exposed Ability Cards, it spins twice toward an open path.



Step 2: The Shrapling then moves forward until it reaches an intersection or obstacle.