

THE BOARD GAME



GAME OVERVIEW

Experience all of the elements of the classic Mega Man video games in an exciting new format: **Mega Man™ The Board Game!** Race against your opponents to clear each stage then battle the mighty Robot Masters to gain their powers... but watch out! Players control their own hero AND control Dr. Wily's minions to keep their opponents from completing their challenges! Do you have what it takes to gain the Robot Masters' powers and defeat the nefarious Dr. Wily?

Core Game: 2-6 players (Time Man and Oil Man Expansion adds 2 additional players)

The goal of the game is to reach the final stage and defeat Dr. Wily and his Robot Masters. If you are the first to reach the final stage and beat Dr. Wily, you are the victor of the game and take all the spoils of a true hero.

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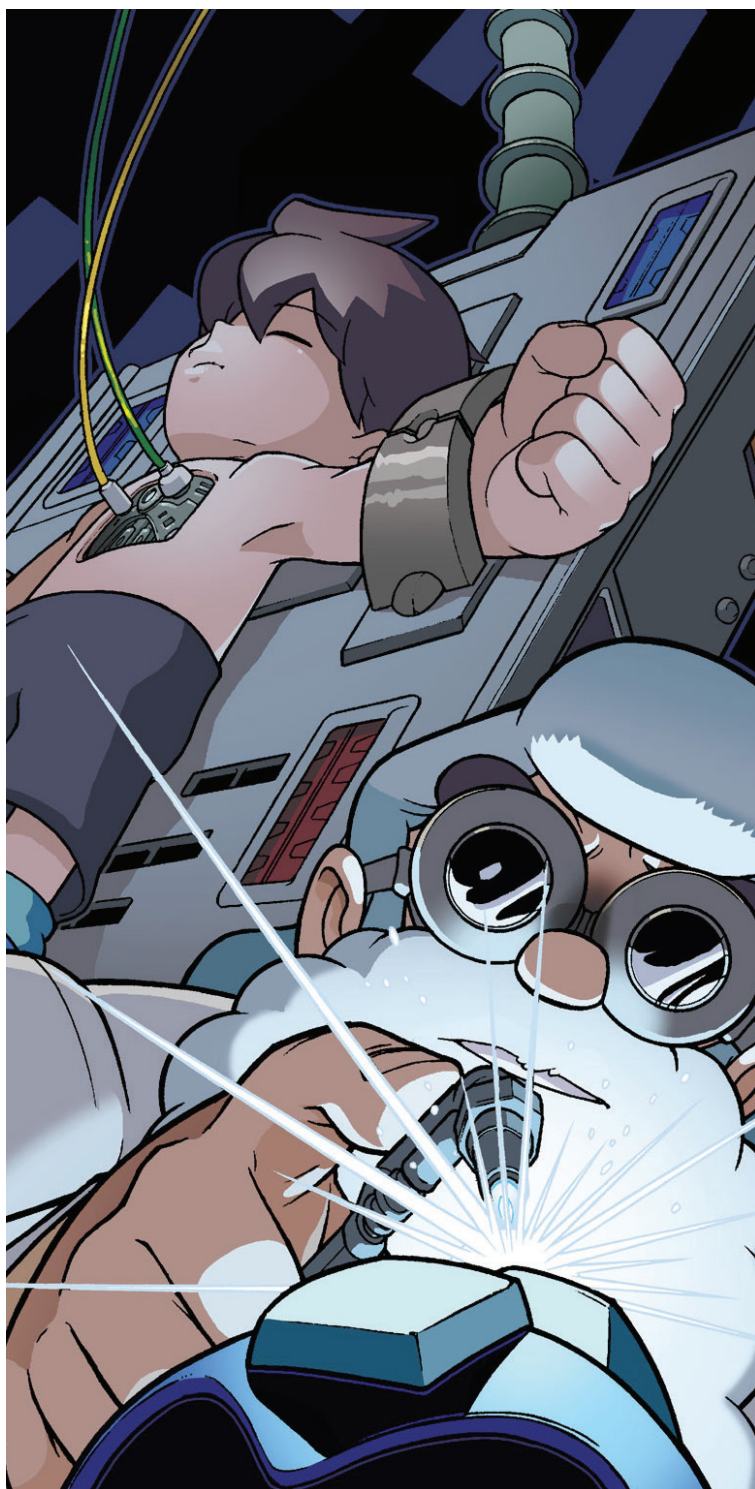
GAME CONTENTS MEGA MAN™: THE BOARD GAME

- 6 x 40 card decks (240 cards)
- Game Boards for the robot masters and Dr. Wily
- 6 Mega Man Game Pieces
- 6 Robot Master Trophies
- 1 Dr. Wily Trophy
- 6 Mega Man character cards
- 36 Robot Master cards (6 cards per Robot Master)
- 1 Dr. Wily card
- 12 Stage Challenges for each Robot Master
- 20 Stage Challenges for Dr. Wily
- 6 of each Minion Token (48 total)
- Mega Man: The Board Game Rulebook
- 6 Health Counters
- 12 Dice
- 24 Weapon Energy Cubes
- 24 Life Tokens

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INTRODUCTION:

Dr. Thomas Light and Dr. Albert Wily met at the Robot Institute of Technology, studying in the field of electronics. After receiving their Ph.D.'s, Dr. Light formed a laboratory with the ambition of creating something to benefit mankind. On the other hand, Dr. Wily created his own laboratory in secret, and began plotting his takeover of the world.

In the year 20XX, Dr. Light created a unique robot, Proto Man, who was instilled with an artificial intelligence that had never been seen before. Proto Man possessed a true sense of independence; one that made him almost human. However, Proto Man was built with a faulty power core, and felt his repair would take away his individuality, so he fled.

Undaunted, Dr. Light pressed on, creating 2 new robots with the same independence who would work together. Thus, Rock and Roll were born; Rock becoming his lab assistant, and Roll the housekeeper.

Dr. Light then created 6 new robots who would better mankind. These robots would help revolutionize industries around the world.

Dr. Wily had other plans, however. Annoyed by living in Dr. Light's shadow all these years, he decided to repurpose the robots for his own nefarious purposes. Wily reprogrammed the 6 robots to aid him on his quest for world domination.

In an oversight, Dr. Wily overlooked the two helper robots, and Rock, realizing the danger, volunteered to become a fighting robot! Dr. Light reluctantly converted his former lab assistant into a robot of unimaginable potential. Equipped with the best armor and technology, including his Mega Buster, Rock became MEGA MAN!

Mega Man then went forth to save the world from Dr. Wily and his evil minions.

And this, is where our story begins...



OBJECT OF THE GAME

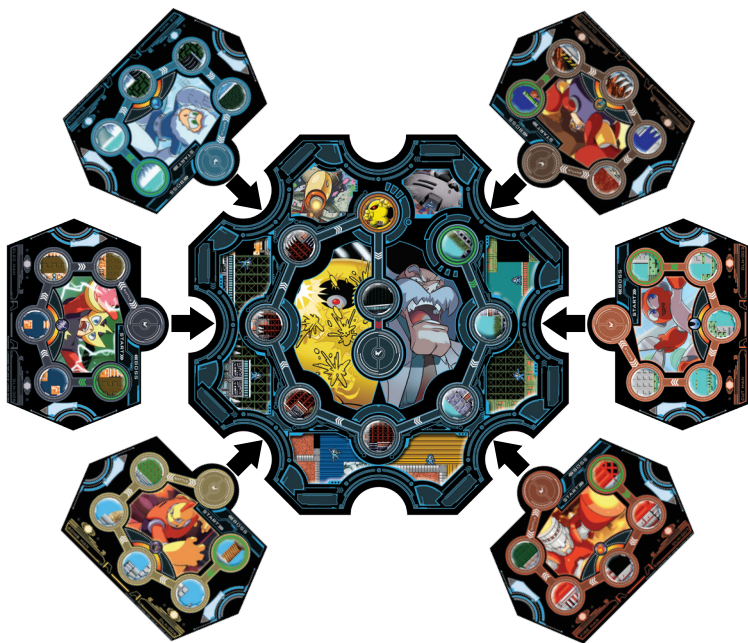
The evil Dr. Wily is at it again, and it's up to you to stop him! Take on the role of one of the characters from the Mega Man universe, and battle the Robot Masters along your way to defeating Dr. Wily.

GAME SETUP

THE BOARD

Mega Man™: The Board Game comes with a unique interlocking board that represents the 6 Stages of the Robot Masters, as well as Dr. Wily's Castle.

Place Dr. Wily's Castle in the center of the table, and attach the 6 Robot Master Stage boards around the outside as shown below:

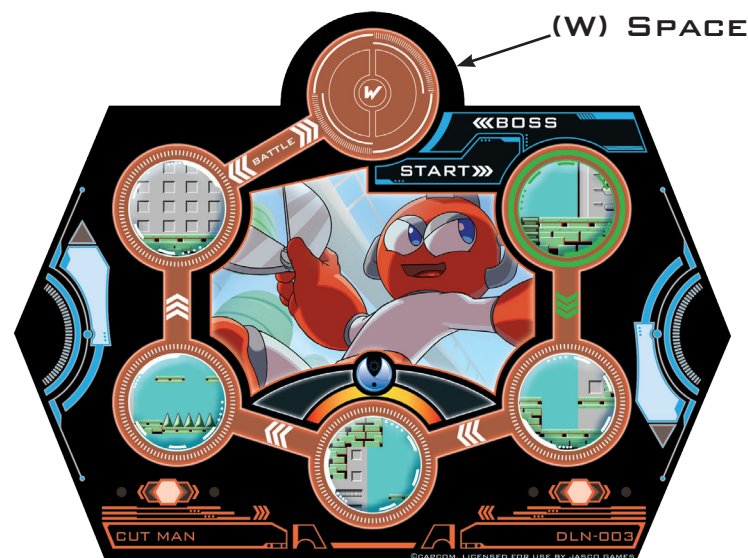


It doesn't matter where each stage is placed, as long as all 6 are attached. The board is modular to allow for easy expansion into future stages.

(You'll note that there are 2 empty stages. These spaces will be filled by future expansions.)

TROPHIES

Each Boss or "Robot Master" is represented by a miniature called a "Trophy". Place each Robot Master's Trophy on their corresponding stage on the (W) space. (For Trophy Special Rules, see page 13)



BOSS CARDS AND CHALLENGE DECKS

Place each Robot Master's Character Card off to the side. Shuffle all the Challenge Card Decks, and place them next to their corresponding Robot Master stages.

CHARACTERS AND ACTION DECKS

Each player selects a Character Card, their corresponding game piece, and 1 Action Card Deck.

Each player shuffles their Action Card deck, places it in front of them facedown and draws 4 cards. Players must have 4 cards in their hand at all times during the game. If a card is played or discarded from any player's hand, that player must immediately draw back up to 4 cards. When playing cards or abilities, players must fulfill all parts of the ability first before drawing back up to 4 cards.

Each player starts the game with 3 Lives and 28 Health.

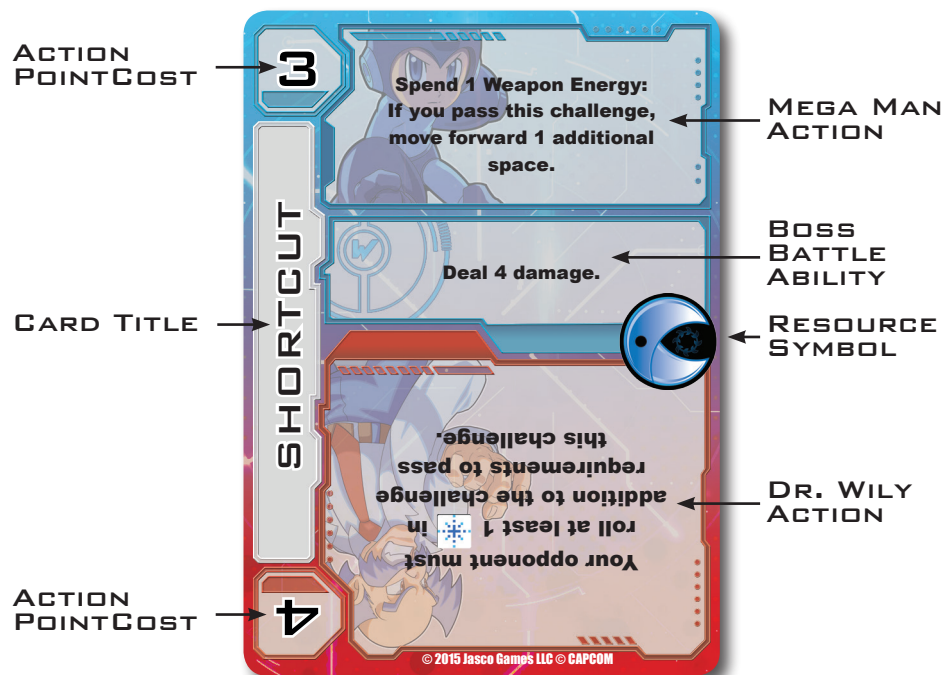


CARD ANATOMY

ACTION CARDS

These cards have three main parts — the Mega Man side, the Dr. Wily side and the Boss Battle ability indicated by the (W) symbol in the middle of the card). You play the Mega Man side during your turn to help overcome the challenges of a stage. When it's your opponent's turn, flip your hand over to the Dr. Wily side so you can thwart their chances of winning! The Boss Battle ability is used exclusively during Boss Battles to give you the upper hand against the Robot Masters.

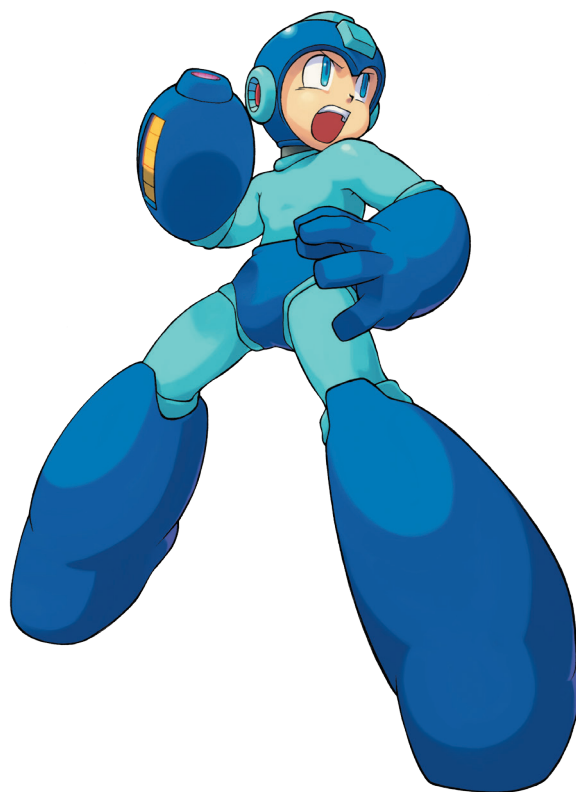
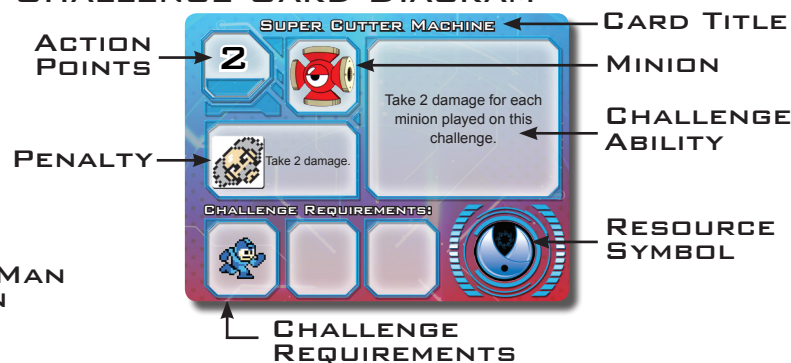
ACTION CARD DIAGRAM



CHALLENGE CARDS

When you flip over a Challenge Card, you will activate abilities and reveal the challenge requirements that must be passed in order to move to the next space. Once the challenge is flipped, it's time to see what Dr. Wily has in store for you!

CHALLENGE CARD DIAGRAM



OTHER COMPONENTS:

DICE

Dice, also referred to as “**Threat**”, are used to pass challenges, fight Minions and defeat Bosses throughout the course of the game. Below is an explanation of each die face:



Hit — This symbol represents the buster shot from Mega Man’s Mega Buster. It is used to deal damage to Bosses and Minions, pass challenges and fulfill other special requirements.



Energy Pellet — This symbol represents energy pellets that are collected along your journey. Each energy pellet that you roll during a challenge can restore your Health by 2, and aid you in passing challenges and fulfilling other special requirements.



Note: Players cannot gain Health from energy pellets during a Boss Battle.



Aim — This symbol represents Mega Man targeting enemies that stand in his way. Aim is used to help pass challenges and fulfill other special requirements.



Jump — This symbol represents Mega Man jumping and falling past obstacles on the stage. Jump is used to pass challenges and fulfill other special requirements.



Run — This symbol represents Mega Man charging forward. Run is used to pass challenges and fulfill other special requirements.



Dr. Wily — Dr. Wily faces represent the bad guys gaining ground. Dr. Wily faces slow down, damage and weaken Mega Man during challenges and Boss Battles.

MINION TOKENS

Minions represent the various creatures scattered throughout the stage that are attempting to stop the characters from reaching the Robot Master. Each Minion has a damage value and a special ability.

MINION TOKEN DIAGRAM



THREAT, WEAPON ENERGY, BOSS CARDS AND LIVES

Throughout the game, players will spend “**Threat**” (dice), “**Weapon Energy**” (blue cubes) for re-rolling and will have life tokens to keep track of their “**Lives**” (8-bit Mega Man Heads). Players will use “**Boss Cards**” to battle and gain new abilities. Place the **Threat, Weapon Energy, Lives** and **Boss Cards** in a place where all players can access them easily.



GAME PLAY

STARTING THE GAME

Each player picks up a die and starts rolling it as fast as they can. The first player to roll a **Dr. Wily** gets to take the first turn and is the first to select which stage they wish to attempt (excluding Dr. Wily's Castle). The first player must place their game piece on the start space of their chosen stage and then the player to their left will choose a stage that has not already been chosen and place their game piece on its start space. This will continue clockwise until all players have chosen their starting stage.

When starting the game, players may not start on a space that is already occupied by another player; however, after a player defeats their first stage or loses all of their lives, they may move to the start of any Robot Master's stage, and may even occupy the same game space as another player.



Note: If you start your turn on a stage, you must continue on that stage until you defeat it, or until you lose all 3 lives.

THE TURN SEQUENCE

During your turn, follow the steps below:

1. REVEAL A CHALLENGE

Each stage has its own Challenge Deck with enemies and other obstacles unique to that stage. As you overcome challenges on the stage, you'll advance closer towards that stage's Robot Master, where you'll try to defeat him and gain his power!

Flip over the top card of the Challenge Deck. This is the challenge you must overcome to advance to the next space on the stage. Each Challenge Card has its own special abilities that will go into effect when stated on the card.

Now you must decide how you will handle the challenge and the obstacles your opponents have in store for you!



2. PLAY ABILITIES

Every Challenge Card has a set number of action points on it (See challenge card anatomy on page 6) – this is the total number of points that can be spent by you and your enemies to try and gain the upper hand.

You have the following options on a challenge:

- A. You may play an Action Card from your hand that is equal to or less than this challenge's action point allotment.
- B. You may play your character's "Once per Challenge" ability printed in the Abilities section of your Character Card. This ability also counts as spending action points, even though most character abilities cost 0 points.
- C. You may play a "Once per Challenge" Stage Ability printed on a Boss Power card attached to your character.
- D. You may pass priority to the Dr. Wily player to your left.

You must continue playing abilities until all players pass.

3. MAKE YOUR CHALLENGE ROLL

A Challenge Roll is made in order to pass a challenge's specific requirements, unless you have activated a special ability to get around this. To make a Challenge Roll, you will spend any number of "Threat" dice to roll against the stage requirements. The fewer Threat you can get away with rolling, the better chance you have of moving further through the stage because you have more dice to roll later on.



Note: The challenge roll is only considered complete when you declare that you are not spending any more Weapon Energy for re-rolls. See Scoring Dice.

4. RESOLVE DAMAGE AND EFFECTS

Once you have completed your Challenge Roll, you will activate any remaining effects from the Challenge Card and your roll results. These effects vary from stage abilities, to dealing damage, to gaining Health, to Dr. Wily dice face penalties and more.

5. PRESS ON OR PASS YOUR TURN

Lastly, check to see if you passed the challenge. If you managed to roll all of the requirements listed on the Challenge Card without losing a Life, you move on to the next space. Once on the next space, if you still have Threat available, you may choose to flip over another card and face the next challenge, or you may pass your turn. If you have spent all of your Threat, you may not attempt a new challenge. If you have failed the challenge, you discard the challenge, you do not advance to the next space and your turn automatically ends.

HOW TO PLAY ACTION CARDS DURING YOUR TURN

To play an Action Card, place a card from your hand onto the table (as long as there are sufficient action points remaining to play it). Action points are NOT shared between you and the Dr. Wily players, which means, only your own cards reduce the number of remaining action points you have left to play. So, if this challenge has 4 action points available, you may play up to 4 points and your opponents may also play up to a combined 4 points.

After a card is played, activate its effects and add it to the discard pile, then draw a new card if you have fewer than 4 cards in hand.

HOW TO PLAY ACTION CARDS DURING YOUR OPPONENT'S TURN

During your opponent's turn, you take on the role of Dr. Wily's agents and try to thwart him in his mission! You do this by playing the Dr. Wily side of your Action Cards from your hand.

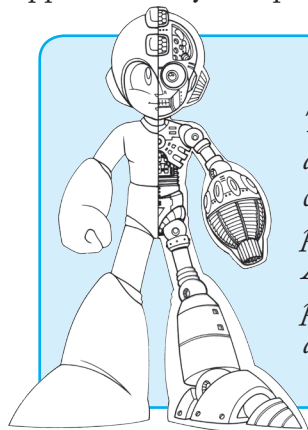
When your opponent passes game play to you, you spend action points to play a card. This will reduce the number of action points available to the next Dr. Wily player.

After a card is played, activate its effects and add it to the discard pile, then draw a new card if you have fewer than 4 cards in hand.

Play will continue clockwise around the table until all players either can't play any more cards or choose to pass.



Note: When you are playing the Dr. Wily side of your Action Cards, you cannot use abilities on your Character Card.



EXAMPLE: PLAYING ACTION CARDS

The current challenge has 4 action points — the turn player gets the first chance to play an Action Card, and plays one that costs 3 action points. The next player then gets their chance to play the Dr. Wily side of the card, and spends 2 action points. Now, since the last player used 2, the next Dr. Wily player only has 2 more action points available to spend. After every Dr. Wily player has had a chance to play a card, action comes back to the turn player, who still has 1 action point left to spend. Play will continue to move clockwise around the circle until all players pass consecutively.



THE CHALLENGE PHASE

In the Challenge Phase you will battle Minions while aiming, jumping, running and blasting your way through any obstacles that stand in your way.

Each challenge has a set of requirements you need to roll in order to overcome it (see diagram below). Easier challenges only require you to pass one, while harder challenges require you to pass two or more.



CHALLENGE ROLL

To pass a challenge, you will decide how much **Threat** you'd like to spend (see page 11). If you match a die face to every requirement on the challenge, you successfully pass the challenge and move forward one space on the stage. You may flip over another Challenge Card from the deck and repeat (as long as you have Threat left, you may attempt another challenge). If a new challenge seems too risky, you may choose not to reveal the next challenge and pass your turn.

In addition to the Dr. Wily players doing their best to trump you with their Action Cards, you will also face challenge abilities and Dr. Wily effects on each challenge. Challenge abilities will activate immediately, unless it specifically says that there is a pre-requisite to activate the ability. Dr. Wily effects activate each time you roll a  and will list a penalty at the bottom of the Challenge Card.

SCORING DICE

In Mega Man™: The Board Game, dice are often re-rolled due to effects and Weapon Energy. A die is never considered

scored until all re-rolls have been declared and made. Once players have declared that there will be no additional re-rolls, then dice have been scored and any effects referring to what has been rolled can trigger.

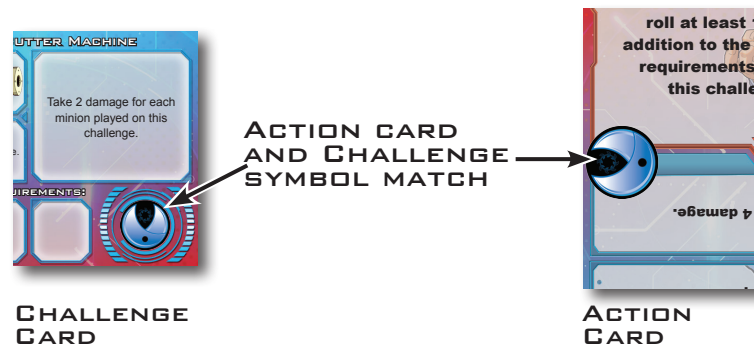
MINIONS

Each challenge will have a Minion symbol on the top left of the Challenge Card that will tell you which Minion you will face on this challenge. If there is a plus sign and a number on the image, the challenge will start with that many Minions on it. If there is a  symbol on the Challenge Card, then Minions may NOT be played on that challenge at all. Dr. Wily players may use their Action Cards to add additional Minions to the challenge. Use the Minion Tokens to represent each Minion.



MINION SPECIAL RULE

All Minions have a special ability that can be triggered by Dr. Wily players. To activate a Minion's special ability, Dr. Wily players must have played an Action Card that shares a matching symbol to the challenge they're on. Only one Minion's special ability can be activated per challenge.



DEFEATING MINIONS

Once you've made your challenge roll and all re-rolls have been declared, remove 1 Minion for each  that you rolled. All remaining Minions will deal damage to you equal to their damage rating. Once all damage has been allocated, the minions are cleared from the challenge. Minions that you removed with s are considered "Defeated".

ENERGY PELLETS

During challenge rolls, you may collect s to gain additional Health. For each  you roll during a challenge roll, you gain 2 Health.



Note: When resolving Damage, all damage is calculated before gaining Health.

THREAT

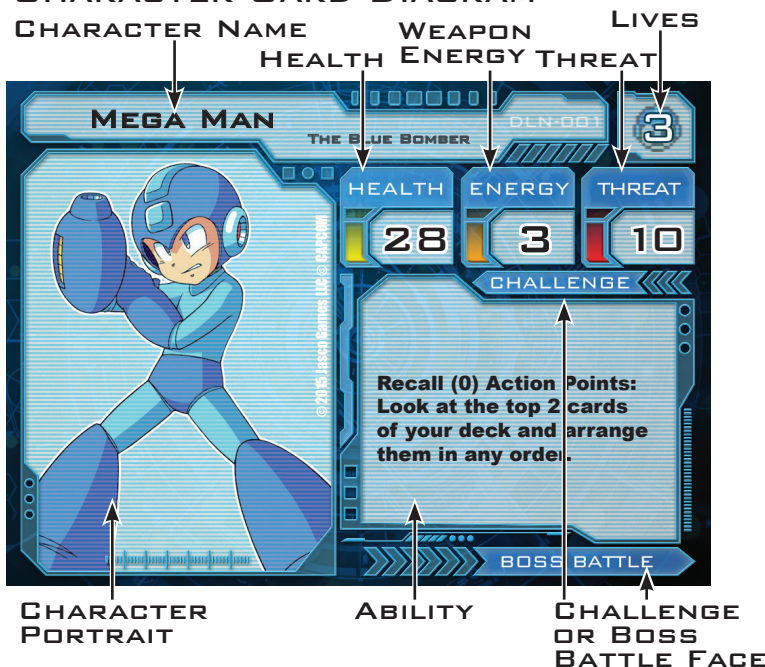
Your Threat is determined by the character you are playing.

Whenever you roll to overcome a challenge in the Challenge Phase, you may choose to roll any or all dice remaining from your Threat. You generally want to roll as little Threat as you can, since you can use the rest of the Threat dice in future challenges on your turn to advance on the stage.

Once you've chosen how much Threat you would like to spend, roll them! If you've rolled the requirements necessary to overcome the challenge, you've passed and you can move your piece 1 space further on the stage.

If you failed to roll the requirements needed, activate the dice effects and end your turn, regardless of how many dice remain in your Threat. Furthermore, you will suffer any penalties listed on the Challenge Card. If you still have extra lives remaining, you will start your next turn on the same space and attempt a new Challenge Card. If you fail the challenge, and you have lost your final Life, then your game piece is removed from the board. You will start your next turn with full Health, Lives and Weapon Energy on the first space of any stage that you have not already defeated.

CHARACTER CARD DIAGRAM



WEAPON ENERGY

Your Weapon Energy is determined by the character you are playing.

After you roll your Threat, you can choose to spend 1 Weapon Energy to re-roll any number of those dice. You may do this any number of times, as long as you have Weapon Energy to spend. Weapon Energy will only refresh back to your base Weapon Energy value at that start your turn, however there are abilities that can gain Weapon Energy during the course of your turn.

HEALTH

Health is how much vitality your character has to power through the stage and take damage. When your character is reduced down to 0 or less Health, you lose 1 Life (on the next page).



LIVES

Each player starts the game with 3 lives, though you may gain more throughout the course of the game. If you lose a life, your turn automatically ends and you will be returned to full Health at the start of your next turn. If you lose all of your lives, you must re-spawn by removing your character piece from the board and choosing a new stage to play on your next turn. You are returned to full Lives, Health, Weapon Energy and Threat, and must continue on the new stage.

CONTINUE THE TURN

If you successfully defeat the first challenge, you may flip over another card from your stage's challenge deck and start the process again. As long as you keep defeating the challenges, and have dice remaining in your Threat, you may continue to flip Challenge Cards.

After a successful challenge, you may also choose to simply end your turn instead of flipping a new Challenge Card. Once your turn ends, play proceeds to the player to your left.

EXAMPLE: CHALLENGES

*The active player has finished playing action cards for the challenge, and now faces 2 Tackle Fires along with the stage requirement **Run & Jump**.*

*The Tackle Fires each deal 2 damage if they are not defeated, so he'll need to roll at least 2 **Hit**'s in addition to the **Run & Jump** to avoid taking damage from the minions. He spends a total of 6 **Threat** and rolls **Hit**, **Jump**, **Energy Pellet**, **Hit**, **Wily** and **Wily** — enough to defeat the minions but he still needs a **Run** to pass the challenge and he doesn't want to take the extra penalties from the **Wily** dice. He Spends 1 **Weapon Energy** and re-rolls the **Energy Pellet**, **Wily** and **Wily**. This time he rolls a **Hit**, **Run** and an **Energy Pellet**. More than enough! Not only did he defeat both minions, he also passed the **Run & Jump** requirement and gained 2 Health from the **Energy Pellet**.*

*He still has 4 dice remaining in his **Threat**, so he decides to tackle another challenge, flipping the next card in the Challenge Deck.*

Note: Players cannot gain Health from energy pellets during a Boss Battle.

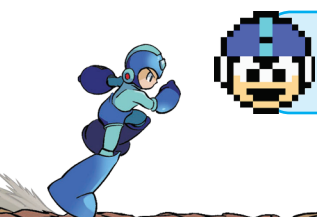
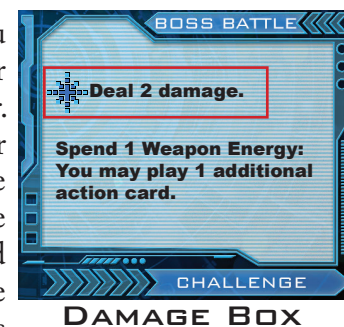
BOSS BATTLES

Once you have passed all 4 challenges on the stage, you move on to that stage's Boss Battle. Position your character on the final space of the stage and turn the Robot Master on the "W" space to face your character piece.

Find the Robot Master's matching boss card, then flip your Character Card and the Boss Card to the Boss Battle side. This side shows you the Boss Battle abilities that you will use in order to defeat the boss. You may also use Action Cards and any boss abilities you've gained from defeating other bosses.

PLAYING A BATTLE ROUND

1. You may play one Action Card from your hand during any point of your turn (including after dice rolls are made). During a Boss Battle, you will only reference the Boss Battle section of your Action Card with the Wily "W" symbol in the text box. You may not play more than one Action Card in the same Battle Round unless you have activated a special rule that allows you to do so.
2. You may play Boss Battle abilities from your character card and attached Boss Powers. Each ability may only be activated once per battle round.
3. Roll dice equal to your Threat. Note: Your threat during a Boss Battle is different from your Threat during a normal challenge! You will also notice that you roll the entire Threat value and do not need to save Threat for future rolls as it will automatically refresh each Battle Round.
4. Your Character Card will tell you how much damage each of your rolls can deal to a Robot Master. Abilities, Boss Powers and other card effects can modify these values to deal higher damage outputs. If for any reason, you and the Boss take damage at the same time due to an effect, damage is allocated to you first.



5. After you roll and all re-rolls have been assigned, score your dice and allocate damage and effects to the Robot Master and then move on to their battle roll.
6. The Robot Master is first controlled by the Dr. Wily player immediately to your left. Each Battle Round, control will change to the next Dr. Wily player in a clockwise manner until every Dr. Wily player has rolled and the progression starts over. Note: Boss Battles are a 1-on-1 fight unlike challenges and control of the Robot Master only changes after a complete Battle Round.
7. The Robot Master's turn is very straightforward. Roll dice equal to the Robot Master's Threat, and allocate damage and effects as listed on the Boss Card. Dr. Wily players may not play Action Cards during a Boss Battle.
8. Once the active Dr. Wily player allocates damage and activates effects, play will return to the turn player, beginning a new Battle Round and will continue back to step 1-7 until there is a victor.

VICTORY!

After defeating a Robot Master, your turn ends and you return to full Health. Attach that boss's card to your character. If the boss's game piece is still on the stage, you also get that piece as a Trophy. Trophies can be discarded back to their stage at any time to activate the Trophy Special Rule. Players may still play that Robot Master's stage as normal, but will not be able to acquire the Trophy until it is returned after use.

TROPHY SPECIAL RULE

If you possess a Robot Master's Trophy, you may use it at any time during the game to change 1 die to any other side after dice are scored. To use the Trophy, place it back on the Robot Master's stage on the "W" space. You may play the Trophy ability on any resolved die roll, even if it is not your own, so use it wisely!

On your next turn, you can choose a new stage to attack, now armed with your Robot Master power!

DEFEAT!

If you failed to defeat the boss, you lose 1 life and your turn ends. Your piece remains on the boss space, and you will attempt to defeat him on your next turn.

DR. WILY'S CASTLE

Once you've defeated at least 2 of the Robot Masters, you may enter Dr. Wily's Castle. Move your piece to the green start space on the center board, and prepare for battle! For longer games, you may require players to defeat 3 or more Robot Masters to advance to Dr. Wily's Castle.

ROBOT MASTER COPY

In Dr. Wily's Castle, it is possible to battle a Robot Master at any time instead of a normal challenge. When you reveal a Robot Master Copy, you will proceed to the Boss Battle as normal. If you defeat the Robot Master and did not already have his powers, you may acquire them now; however, there is never a Trophy available on a re-match battle.

YELLOW DEVIL SPACE

The yellow space near the end of Dr. Wily's Castle is Yellow Devil's domain. If you don't have the Yellow Devil boss card and game piece, treat this space as a normal challenge space.

If you have the Yellow Devil expansion, place his game piece on the Yellow Devil Space. You must battle Yellow Devil before moving past that space (even if you've activated an effect to move 2 or more spaces). If you defeat Yellow Devil, your turn ends and you do not gain any new boss powers, but you will move on to the next space and return to full Health.

BATTLING DR. WILY

Once you reach the final space on Dr. Wily's Castle, you must battle Wily's Machine. This is treated exactly like a normal Boss Battle with 1 exception. **You have to defeat Dr. Wily twice!** That's right, once you defeat Wily's Machine on side 1 of his card, turn the card over and continue battling.

If you defeat Dr. Wily side 1, any extra damage that you may have dealt is absorbed before Dr. Wily flips to side 2.



WINNING THE GAME!

Once you defeat both Dr. Wily sides, you win the game and have saved the world once more!

APPENDIX

ADDITIONAL RULES

1. If an ability says you cannot do something and another ability says you can, the “Can’t” will trump.
2. If you run out of cards in your Action Deck or the Challenge Deck, shuffle the deck and continue playing.
3. If there are ever 2 abilities that would change the same die to a different side, the Dr. Wily player has preference.
4. If there is a disagreement over any rule that is not clearly defined in the rule book, please settle the ruling civilly and focus on what is really important... Having fun! If you find a recurring issue within your game play, email support@jascogames.com.
5. When building or modifying a deck, the deck must always consist of exactly 40 cards and may not have more than 4 copies of a card by the same name.

DEFINITIONS

1. **Stick:** If an ability says “Stick” it means the die that sticks cannot be re-rolled for any reason.
2. **Base:** Base is the printed numbers on your character card. If an ability changes the Base statistic, it is to be treated as if it were printed on your character.
3. **Challenge Requirement:** A Challenge Requirement is the die side or sides and other ability restrictions required to pass a challenge roll.
4. **Challenge Ability:** A Challenge Ability is any text within the middle text box of a Challenge Card
5. **Health:** You can never gain Health past your Base Health.
6. **Weapon Energy:** You may gain Weapon Energy passed your Base Weapon Energy. You must start your turn at Base Weapon Energy unless you played an ability that permanently modified your Weapon Energy.

7. **Threat:** You may gain Threat passed your Base Threat. You must start your turn at Base Threat unless you played an ability that permanently modified your Threat.

8. **Lives:** You may gain Lives passed your Base Lives.

9. Resource Symbols:



10. List of Minions:



COMPLETE PRE-CONSTRUCTED DECK LIST

In case you’ve mixed up your decks and want to play with their original contents, the board game starting decks include:

4x Fortified	3x No Limit
4x Rapid Fire	3x Shortcut
4x Robot Tactics	3x Speed Run
3x Boost	3x Steady Aim
3x Energized	2x Quick Reflexes
3x Land on the Edge	2x W-Tank
3x Life Energy	

EXPANSIONS

In the core game, there is only one character variant, but keep an eye out for expansions that will allow you to play as Proto Man, Rush, Roll, Dr. Light, alternate versions of Mega Man and other characters from the classic universe.

Mega Man™: The Board Game was also designed to accommodate custom deck construction. To create your own deck using cards from the core game, as well as cards from the Boss Card Pack and other expansions, simply build a 40 card deck with no more than 4 copies of any one card in the deck. Look out for our other Mega Man products and expansions!



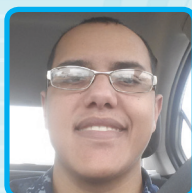
MEGA MAN™

THE BOARD GAME



MEGA MAN SUPER FANS FROM KICKSTARTER

Each one of our Kickstarter backers is amazing! However, a limited few were such fans, that they supported the game at a level which required additional recognition. Below are our Mega Man Super Fan level backers. (Not pictured: Alex Bigley)



AUSTIN
CAMACHO



BENJAMIN
BENZIO



CHET
KLAWITTER



JOHN
HAWRONSKY



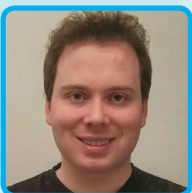
MATTHEW
WHITAKER



PAMELA
ZANIEWSKI



SETH
FEZATTE



ALEXANDRE
TREMBLAY



ANDREW
ABRAMAVAGE

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QUICK REFERENCE

THE TURN SEQUENCE

During your turn, follow the steps below:

1. Reveal a Challenge
2. Play Abilities
3. Make Your Challenge Roll
4. Resolve Damage and Effects
5. Press On or Pass Your Turn

BOSS BATTLES

PLAYING A BATTLE ROUND

1. You may play one Action Card from your hand during any point of your turn.
2. You may play Boss Battle abilities from your character card and attached Boss Powers.
3. Roll dice equal to your Threat.
4. Score your dice and allocate damage and effects.
5. The Dr. Wily player rolls dice equal to the Robot Master's Threat, then allocates damage and effects as listed on the Boss Card.
6. Repeat this process until there is a victor.

DR. WILY'S CASTLE

ROBOT MASTER COPY

In Dr. Wily's Castle, it is possible to battle a Robot Master at any time instead of a normal challenge. When you reveal a Robot Master Copy, you will proceed to the Boss Battle as normal.

YELLOW DEVIL SPACE

If you have the Yellow Devil expansion, place his game piece on the Yellow Devil Space. You must battle Yellow Devil before moving past that space.

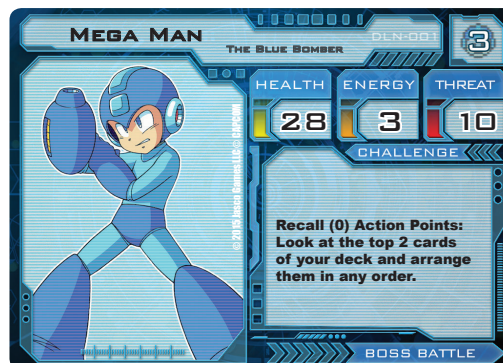
BATTLING DR. WILY

This is treated exactly like a normal Boss Battle with 1 exception. **You have to defeat Dr. Wily twice!**

If you defeat Dr. Wily side 1, any extra damage that you may have dealt is absorbed before Dr. Wily flips to side 2.

CARD FACES

CHALLENGE SIDE



Use this side during challenges

BOSS BATTLE SIDE



Use this side during Boss Battles

ROBOT MASTER POWER



Use this on challenges and during boss battles once you've gained the Robot Master's Powers

ROBOT MASTER BATTLE



This is the side you battle against during a Boss Battle.