

# BATTLEBOOTS®



For 2 players / Ages 8 & Up

## Object

Be the first player to win 4 battles!

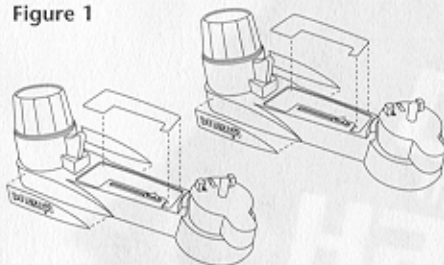
## Contents:

- 2 Controllers
- 2 BattleBot Chassis
- 4 BattleBot Bodies
- 8 Armor Panels
- 4 Premiere BattleBot Weapons
- 2 Standard BattleBot Weapons
- Cardboard Pit Table
- 24 Bid Cards
- Label Sheet

## Assembly and Set Up

- Following the instructions on the label sheet, apply the red labels to the top and sides of the controller with the red knob and the blue labels to the top and sides of the controller with the blue knob. See Figure 1.

Figure 1



- Remove the two chassis from the BattleBot bodies.
- Each player takes a controller and a BattleBot chassis. The chassis with the red release button goes with the controller with the red knob. The chassis with the blue release button goes with the controller with the blue knob.
- Each player then takes a standard weapon. The player who chose the controller with the red knob takes the weapon with a red tip. The player who chose the controller with the blue knob takes the weapon with the blue tip.
- Place the cardboard Pit Table between both players.
- Divide the Bid cards into two decks (red and blue). Shuffle both decks separately. Each player takes the deck that matches the colors on his/her controller.

## A Little Bit About the Bots

These Bots are primed and ready for battle. Each player begins with a controller, a chassis, and a standard weapon. If you want armor or a better weapon, you'll have to bid for it. Now let's kick Bot!

## Gameplay

The game is played in rounds. At the beginning of the first round, players choose a body and bid for the items they want to battle with. Then they build their Bots and go head-to-head in battle. Once you've built your Bot, this is the Bot you'll keep for the game.

## Choose a BattleBody!

This is war! Without looking at your Bid cards, hold your deck facedown in your hand. Then both players, at the same time, take the top card from their deck and turn it faceup. The higher number wins. If there is a tie or one of the cards is a BATTLE card, players turn over another card and continue this until one player wins. If both players use up all of their cards before someone wins, both players must pick up their played cards, reshuffle them and try again. The winning player chooses a BattleBot body and places it in front of him/her. The losing player, choosing from the remaining bodies, then does the same. Once the bodies have been chosen, the losing player selects either a set of armor or a weapon, and places it on the Pit Table. This will be the first item bid on. Both players pick up their cards and prepare for the bidding.

**NOTE:** Matching pieces of armor are put on the Pit Table as a set. Not all armor will fit all Bots. Make sure the armor you want fits the Bot you have.

## Bid for Items!

Let's start the bidding!

Pick up all of your cards and, without looking, draw one out and discard it. This may reduce the chances of a tie during bidding. Now look at your remaining cards, choose one and place it facedown next to the item on the Pit Table. When both players have placed a card, turn them faceup. The higher number wins. The winner takes the item and places it in front of him/her. You must always place a Bid card, even if you don't want the item up for bid. If you do not want the item, use your "0" Bid card. If the bidding results in a tie, see **A Tie**, to the right. Continue bidding for items, with players alternating turns choosing the items that will go up for bid. The bidding ends when all items have been won, a player can no longer bid because he/she has used up all of his/her Bid cards, or a BATTLE card (see **The BATTLE card** below) has been played. **NOTE:** Bid cards are only used once in a battle. Once used, these cards are discarded.

## The BATTLE card

The BATTLE card puts an immediate end to all bidding. Use this card to end the bidding as soon as you have the items you want to battle with or before your opponent gets all of the pieces he/she wants.



The player who didn't play the BATTLE card wins the Bot piece left on the Pit Table when the BATTLE card was played, so play it carefully! Any remaining Bot pieces are NOT used during this battle.

## A Tie

If the Bid cards played result in a tie, each player may add one or more additional cards (all at once) to his/her original bid. The player with the higher total bid wins the item. If a player does not wish to or cannot use any of his/her remaining Bid cards, he/she may give up the bid, allowing the other player to win the Bot piece. If a tie cannot be broken, the Bot piece is taken off the table and is not claimed by either player. Better luck next time! A Bot piece that has been taken off the table may be put back on, at another time, for bidding again.

## STRATEGY HINT!

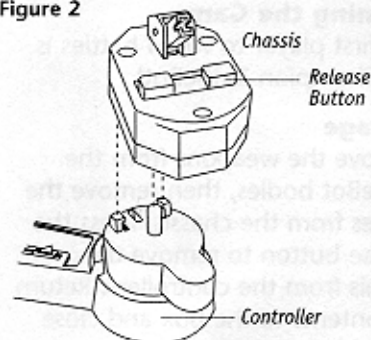
Each Bot can only use one weapon and set of armor during a battle. You can, however, outbid your opponent to win all of the weapons or sets of armor, in order to prevent him/her from winning them.

**REMEMBER:** Both Bots begin with a standard weapon, but neither starts with armor.

## Build Your Bot!

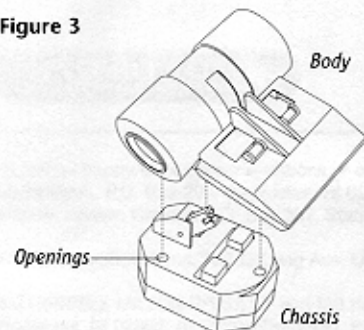
With the controller on the table, lower the BattleBot chassis so the holes in the bottom go over the posts on the controller. Then hold the chassis and press to secure it into place. Important: Never try to remove a chassis or BattleBot from the controller without first pressing the release button. See Figure 2.

Figure 2



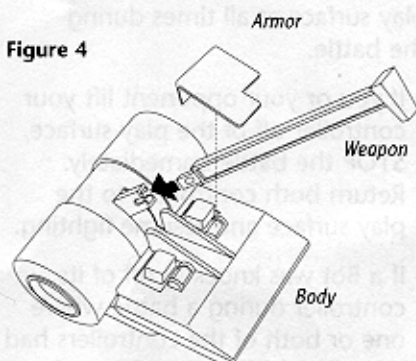
With your controller still on the table, attach your BattleBot body to the chassis by pressing the two together. Make sure the posts on the underside of the body fit into the openings in the chassis. See Figure 3.

Figure 3



Carefully attach your weapon by pressing it into the Bot arm. If you have armor, snap the panels onto either side of your Bot's body. See Figure 4. REMEMBER: Each BattleBot has its own matching armor, so make sure the armor you have fits on your Bot.

Figure 4



## Battle!

Move the Pit Table off to the side.

Slide the scoring arrows on both controllers to "0". (These arrows will be adjusted throughout the game to reflect the number of battles won by each Bot.) With Bots facing each other, count to three. On "three" move the Bots towards each other and start battling!

Using the knob on your controller, attack and defend from all directions. Your goal is to find your opponent's weakness and strike by pressing the trigger on your controller. Strike first at the armor panel(s), if any. If hit just right, these pop off to expose the release button. Hit this button to send your opponent's Bot flying off the controller!



### STRATEGY HINT!

At times you may need to retreat, pulling your controller and Bot towards you, away from your rival, then advance again to attack from another angle!

### Interrupting the Battle

Your controller must stay on the play surface at all times during the battle.

- If you or your opponent lift your controller off of the play surface, STOP the battle immediately. Return both controllers to the play surface and resume fighting.
- If a Bot was knocked off of its controller during a battle where one or both of the controllers had been lifted off of the play surface, STOP the battle. Reattach the Bot, reattach the armor panels, if any, and resume fighting.
- If you hit your opponent's release button, but his/her Bot did not completely pop off the controller, STOP the battle. Put the Bot back onto its controller, reattach the armor panels, if any, and resume fighting.
- If both Bots are knocked off of their controllers at the same time, reattach them and start the battle over.

### Winning the Battle

If you hit the release button and knock your opponent's Bot completely off its controller, you win the battle and the round of play! Score 1 point by moving your scoring arrow ahead to the next notch.

### Beginning a New Round

Now reattach your BattleBots and armor, if any, and go at it again.

### Winning the Game

The first player to win 4 battles is the Champion BattleBot!

### Storage

Remove the weapons from the BattleBot bodies, then remove the bodies from the chassis. Press the release button to remove the chassis from the controllers. Return all contents to the box and close the lid for easy storage.



We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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