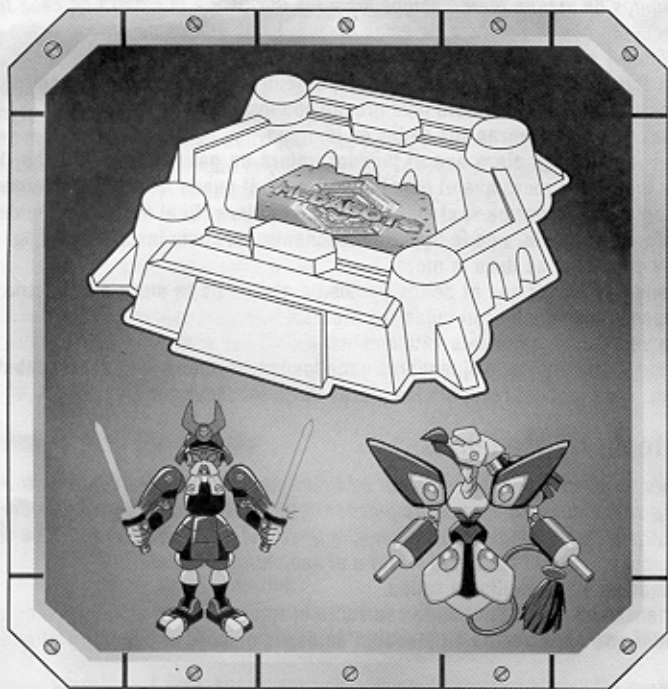


AGE: 6+
EDAD: 6+

82040

MEDABOTS

ROBATTLE ARENA ARÈNE DE ROBATAILLE ARENA DE ROBOBATALLA

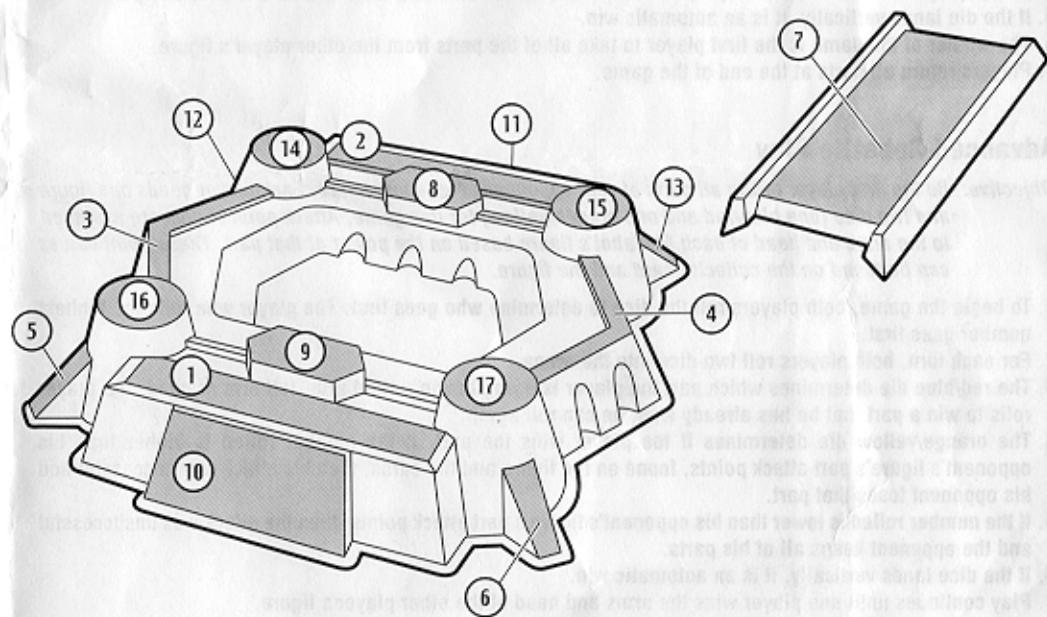
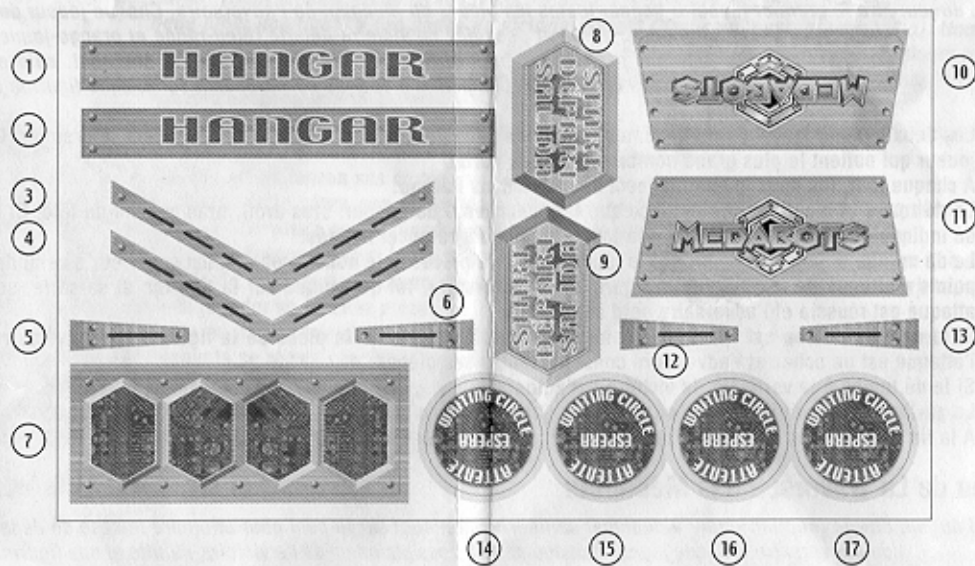


Includes: arena, 2 figures, 5 dice, 3 cardboard sheets of games, 1 label sheet, bridge and instructions.
Contenu: 1 arène, 2 figurines, 5 dés, 3 feuilles de jeux en carton, 1 feuillet d'autocollants, 1 pont et des instructions.
Contenido: 1 estadio, 2 figuras, 5 dados, 3 hojas de cartón con juegos, 1 hoja de etiquetas, 1 puente e instrucciones.

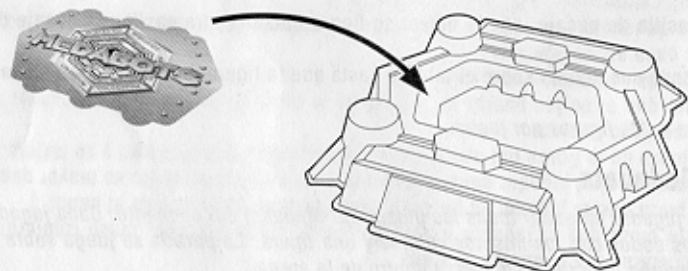
Peel and apply labels as shown.

Applique les autocollants comme indiqué.

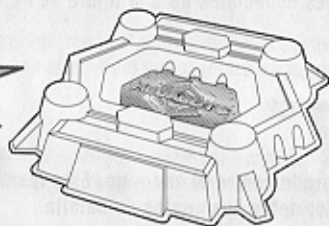
Coloca las etiquetas tal como se indica.



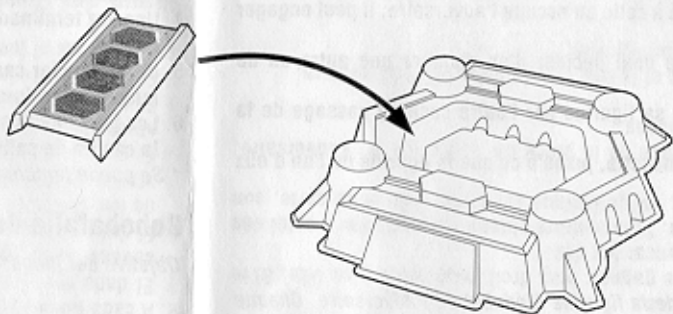
Basic and Advanced Robattle Play
Jeux de Robataille de base et pour experts
Juegos de Robobatalla básico y avanzado



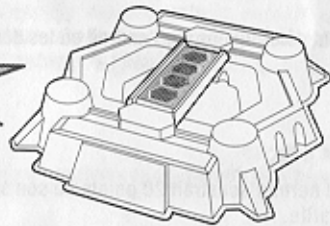
Ready for **ROBATTLE!**
Paré à **COMBATTRE!**
Listo para **COMBATIR**



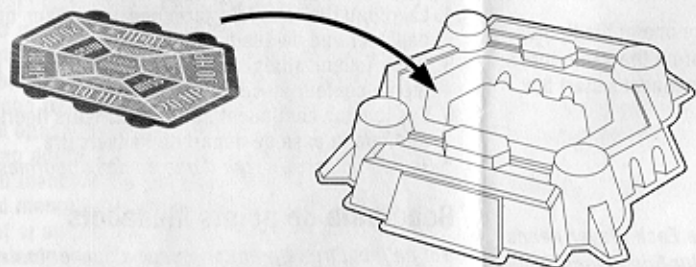
Medabots Bridge Game
Jeu de la Traversée des Médabots
Juego del Puente de los Medabots



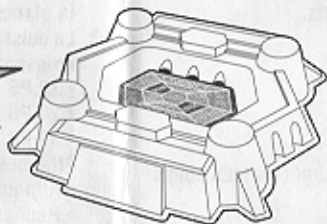
ROBATTLE across bridge!
ROBATS-TOI le long du pont!
¡ROBOBATALLA en el puente!



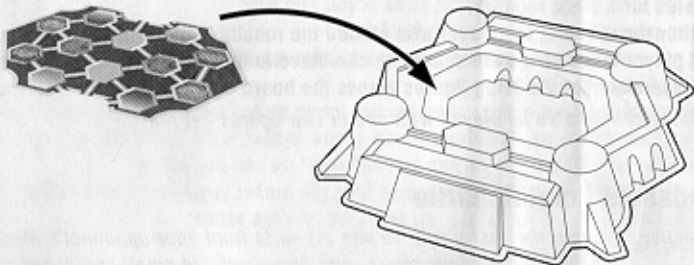
Medabots Point Robattle
Robataille de points Médabots
Robobatalla de puntos Medabots



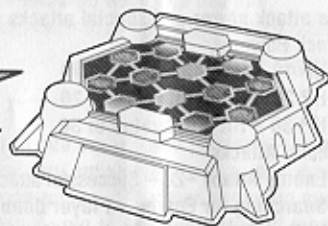
ROBATTLE for points!
ROBATS-TOI pour des points
COMBATE para ganar puntos



Medabots Team Robattle
Robataille d'équipes de Médabots
Robobatalla de equipos de Medabots



ROBATTLE six figures!
ROBATAILLE de 6 Médabots!
ROBOBATALLA de 6 Medabots



Basic Robattle Play

Objective: Be the first player to win all parts of your opponent's Medabots figure. Each player needs one figure and one win/loss die for this game. Players can choose to use either the red/blue die or orange/yellow die.

1. To begin the game, both players roll a die at the same time into the arena. A red or orange roll is a win; a blue or yellow roll is a loss.
2. If the player rolls a win, he takes a part from the other player. The order for taking parts is left arm, right arm, legs, torso and head.
3. If the player rolls a loss, he takes no parts.
4. If both players roll a win or both players roll a loss, the robattle is a draw and no one wins any parts.
5. If the die lands vertically, it is an automatic win.
6. The winner of the game is the first player to take all of the parts from the other player's figure.
7. Players return all parts at the end of the game.

Advanced Robattle Play

Objective: Be the first player to win all parts of your opponent's Medabots figure. Each player needs one figure and two dice (one blue/red and one orange/yellow) for this game. Attack point values are assigned to the arms and head of each Medabot's figure based on the power of that part. These point values can be found on the collector card and the figure.

1. To begin the game, both players roll the dice to determine who goes first. The player who rolls the highest number goes first.
2. For each turn, both players roll two dice into the arena.
3. The red/blue die determines which part the player is trying to win – right arm, left arm or head. If a player rolls to win a part that he has already won, he can roll again.
4. The orange/yellow die determines if the player wins the part. If the number rolled is higher than his opponent's figure's part attack points, found on the figure and the cards, then his attack was successful and his opponent loses that part.
5. If the number rolled is lower than his opponent's figure's part attack points, then the attack was unsuccessful and the opponent keeps all of his parts.
6. If the dice lands vertically, it is an automatic win.
7. Play continues until one player wins the arms and head of the other player's figure.
8. Players return all parts at the end of the game.

Medabots Bridge Game

Objective: Become the first player to move your Medabots figure across the bridge to your opponent's start box. Each player needs one win/loss die, one figure and the bridge for this game. Place the bridge across the arena. Players can choose to use either the red/blue die or orange/yellow die.

1. Place one Medabots figure on each starting position.
2. Both players roll a die. A red or orange roll is a win, a blue or yellow roll is a loss. If player rolls a win, he can advance one space on the bridge. If player rolls a loss, he stays in place.
3. When players come face to face on the bridge or they land in the same space, they have a robattle. Both players roll the die. If one player rolls a win, the opponent falls off the bridge. If both players roll wins, both players fall off bridge. If both players roll losses, they continue to roll until someone gets a win. If the die lands vertically, the player rolls again.
4. If a player falls off the bridge, he must get a win to get out and return to his starting point.
5. A player wins when he enters his opponent's starting point.

Medabots Team Robattle

*Objective: Become the first player to move one of your Medabots figures across the game board into your opponent's start box. Each player needs one win/loss die, three ** Medabots figures and the large cardboard game piece for this game. Place the cardboard game piece on the top of the arena.*

1. Each player places one figure in the starting position and the other two figures on the waiting circles.
 2. Players take turns moving one figure at a time on the gameboard, starting with the figure in the start box. All figures must enter the start box before they can go onto the board.
 3. When a player's figure is in a box next to a figure of the opponent, he can declare a robattle. Follow the rules for a basic robattle.
 4. After the robattle, the player who started the robattle can decide to battle again or move one of his figures.
 5. If player lands on a warp space, he can move to the other warp space of the same color on the same turn.
 6. Players continue moving figures across the board until one player's figure enters his opponent's start box.
- **Game can be also be played with one or two figures per player.*

Medabots Point Robattle

Objective: Become the first player to win all parts from your opponent's Medabots figure. Each player needs two dice of the same colors, one figure and the small cardboard game piece for this game. Place the cardboard game piece inside the arena.

1. Each player selects two dice of the same colors.
2. On each turn, both players roll their dice into the Hit Point playing stage at the same time.
3. The attack power and special attacks of the figure are determined by where the dice lands.

Attack Powers

- HP 10 – Hit point value of 10
- HP 20 – Hit point value of 20
- HP-30 – Hit point value of 30

Special Attacks

- Enemy Attack –20 – Successful attack on a player's opponent; opponent subtracts 20 points from his total points
- Searching for Enemy – Player doubles his attack points
- Hide – Opponent's points divided by 2
- Damage Parts – Successful attack on a player's opponent; opponent loses a part
- Miss – Unsuccessful attack regardless of the position of other die

If both of a player's dice land on special attacks, the player must choose which attack he wants to use. A player cannot use two special attacks on one turn.

If a die lands vertically, the attack power is doubled.

4. After points are totaled, the player with more hit points takes a part from his opponent. The order for taking parts is right arm, left arm, legs, torso and head.
5. Repeat the battle until one player takes all parts of his opponent's figure.
6. Players return all parts at the end of game.