HOW TO WIN

The first player to capture his/her opponent's Flag wins the game. If all of your movable pieces have been captured and you cannot move or attack on your turn, you must surrender and declare your opponent the winner.

STORING YOUR GAME

Don't let the rules get the better of you! For easy storage, fold the gameboard and place it, land side up, in the cardboard platform. Then, pack each piece into a pouch, as shown in Figure 4.

CONTENTS

- Gameboard
- 3D Red Pieces
- 3D Blue Pieces
- Display Tray
- Label Sheet
- Special Rules Reference Sheet

TRANSFORMERS

OVERVIEW

A battle of galactic proportions is brewing as the DECEPTICONS and AUTOBOTS prepare to do battle on an alien world controlled by the UNICRON. Pick your side and plan your strategy. In the end, only one army will be left standing. Will you be on the winning side?

THE FIRST TIME YOU PLAY

Remove the game parts from their wrappings and discard the wrappings. Apply the DECEPTICON labels and AUTOBOT labels to each piece as follows: apply the AUTOBOT labels (UPMINS BEMINE, etc.) to the red pieces; apply the DECEPTICON labels (MEGAICON, etc.) to the gray pieces. See Figure 1.
ON YOUR TURN

Game 1: STRATEGEO TRANSFORMERS

1. SETUP

The game board is set up with additional pieces located to certain places.

2. STRATEGEO TRANSFORMERS: The game uses the same rules as the original game of STRATEGEO.

The game uses the same rules as the original game of STRATEGEO.

THE TWO GAMES

STRATEGEO TRANSFORMERS: The game starts with the players selecting their sides. The player who wins the coin toss starts the game. Each turn, the player moves one of their pieces across the board. The player with the most pieces on the board at the end of the game wins.

The game uses the same rules as the original game of STRATEGEO.

THE TWO GAMES

RULES FOR MOVEMENT

Opponent's Pieces

In a game where you cannot move or attack, the game is over and your opponent's pieces win.

Your own Pieces

You move your pieces to the squares of your opponent's pieces. When you capture an opponent's piece, you remove it from the board. You must do one of the following:

ON YOUR TURN

The only pieces that cannot move are your Flag and your Flag's Hunter.

THREE TIPS FOR WINNING

1. Focus on controlling the center of the board.

2. Try to capture your opponent's pieces.

3. Try to block your opponent's moves.

In game 2, Autobots is your side. Your opponent is the Decepticons. If you capture an Autobot, you win. If you capture a Decepticon, you lose. The objective is to control the board by capturing your opponent's pieces.
over or move onto the Forbidden Zone squares. Before moving a Scout more than one square, you must first reveal it to your opponent. (You may wish to move a Scout only one square at a time, to deceive your opponent.)

RULES FOR ATTACK
The only pieces that cannot attack are your Flag and your Liquid Nitrogen Traps. Attack rules are as follows:
1. **Attack Position**: When a red and gray piece occupy adjacent squares (back-to-back, side-to-side, or face-to-face), they are in Attack Position (see Figure 3).

2. **How to Attack**: Take your attacking piece and lightly tap your opponent’s piece. Reveal your attacking piece; your opponent then reveals his/her defending piece. The piece with the lower rank is captured and removed from the gameboard. If the pieces are of equal rank, both are captured and removed from the gameboard. (See Captured Pieces, below). Note: Pieces not ranked by number have special rules; see Spies and Liquid Nitrogen Traps, on page 5.

3. If the attacking piece wins, it moves onto the square formerly occupied by the defending piece.

4. If the defending piece wins, it stays on its square.

5. Attacking is always optional.

CAPTURED PIECES
Any piece that is captured is immediately removed from the gameboard. Players can either place the captured pieces near the gameboard, or they can fit them into the notches provided in the cardboard display tray (shown in the Storing Your Game section on page 81). Before the game begins, both players should agree on how captured pieces will be treated. The options are as follows:

Open Play: New players may want to place all captured pieces where both players can see them. This will help you keep track of which pieces are still in play.

Prisoner Play: The player who captures a piece takes it and keeps it secret from the other player.

Secret Play: The player whose piece was captured takes it and keeps it secret from the capturing player.

Stealth Play: ALL captures are kept facedown, hidden from BOTH players. This forces both players to keep track of all captured pieces.

SPECIAL ATTACK/DEFENSE RULES
Some pieces have special attack or defense rules. Using these pieces strategically can mean the difference between victory and defeat!

Spies: The pieces ranked S are the spies (ALLSpark and FRENZY). A Spy has no defensive power, so it is captured by any piece that attacks it. Likewise, it is captured by any piece that attacks, with a few exceptions:
1. A Spy may capture a 10-ranked piece! For example, if ALLSpark attacks MEGATRON, ALLSpark captures him (a huge loss for the gray army).
2. A Spy may capture a Flag.
3. A Spy may capture another Spy. Keep in mind that if you attack your opponent’s Spy with your Spy, both pieces are removed from play.

Liquid Nitrogen Traps: If a Liquid Nitrogen Trap is attacked, the attacking piece is captured. Exception: see Sector Seven Agents Attack Privilege, below.

Sector Seven Agents Attack Privilege: Sector Seven Agents (pieces ranked 3) are the only pieces that can disable a Liquid Nitrogen Trap. When a Sector Seven Agent attacks a Liquid Nitrogen Trap, the Liquid Nitrogen Trap is disabled and removed from play. The attacking piece then moves onto the square that was occupied by the Liquid Nitrogen Trap.
HOW TO WIN

To win the game, you must capture your opponent's piece and move it past your opponent's pieces. This is achieved by moving your pieces to positions where they can capture your opponent's pieces. You can capture your opponent's pieces by moving your own pieces to positions where they overlap with your opponent's pieces. The first piece to capture an opponent's piece wins the game.

Strategy Hints:
- Focus on capturing your opponent's pieces and move them towards your pieces.
- Use special powers to block your opponent's moves.

Special Attack Procedures:
- Scout Attack Procedure: Attack your opponent's pieces without allowing them to capture yours.
- Defensive Procedure: Defend your pieces by blocking your opponent's moves.
- Offensive Procedure: Move your pieces towards your opponent's pieces to capture them.

Guide for Changing Modes:
- Always remember to use your special powers.
- Use the Special Powers wisely.

Guide for Using Special Powers:
- Choose the appropriate special power for the situation.
- Use the Special Powers wisely.

Game 2: STATACERO TRANSFORMERS

In this game, you control three transformer robots. Your goal is to capture your opponent's pieces by moving your own pieces to positions where they overlap with your opponent's pieces. Special powers allow you to block your opponent's moves. The first piece to capture an opponent's piece wins the game.

Example:
- Scout Attack Procedure: Move your piece to an open space to capture your opponent's pieces.
- Defensive Procedure: Defend your pieces by blocking your opponent's moves.
- Offensive Procedure: Move your pieces to capture your opponent's pieces.

Strategy Hints:
- Focus on capturing your opponent's pieces and move them towards your pieces.
- Use special powers to block your opponent's moves.

Guide for Changing Modes:
- Always remember to use your special powers.
- Use the Special Powers wisely.

Guide for Using Special Powers:
- Choose the appropriate special power for the situation.
- Use the Special Powers wisely.

Example:
- Scout Attack Procedure: Move your piece to an open space to capture your opponent's pieces.
- Defensive Procedure: Defend your pieces by blocking your opponent's moves.
- Offensive Procedure: Move your pieces to capture your opponent's pieces.
Detect Enemy
Identify an Opposing Piece
A player may use Detect Enemy to identify other pieces. To use Detect Enemy, you must first reveal the piece with this power. You may then command an opposing piece up to two squares away (horizontally, vertically, diagonally, or any combination) to reveal its identity.

Speed
Move Two Squares Instead of One
While driving in "vehicle mode" or running in "robot mode," many AUTOBOTS and DECEPTICONS can move at impressive speeds. Speed allows these pieces to move two squares vertically, horizontally, or any combination (except diagonally). If the first square on which the piece lands is occupied by an opponent's piece (causing an attack), it forfeits its second move. It may not jump over pieces or pass over Forbidden Zone squares. It may end its move on a square occupied by an opponent's piece, thereby attacking it.

Robot Rumble
Attack Up to Three Pieces at Once
Using advanced robotic weapons and technology, some AUTOBOTS and DECEPTICONS can engage in an attack with up to three adjacent opposing pieces simultaneously. To use Robot Rumble, move your piece one square onto an unoccupied square and reveal its identity. The attacking player may then select up to three adjacent opposing pieces to attack simultaneously. This can include pieces that are diagonally adjacent. To resolve a Robot Rumble, the ranks of the three adjacent pieces are revealed. Any attacked pieces that are ranked lower than the attacking piece are defeated and removed from the gameboard. If an attacked piece is of equal rank, both the attacker and the attacked piece are destroyed and removed from the gameboard. If any of the attacked pieces are ranked higher than the attacking piece, the attacking piece loses and is removed from play.

NOTE: The Flag is not vulnerable to a Robot Rumble attack.

Distance Strike
Attack a Piece Up to Two Spaces Away
Using advanced robotic technology, some of the AUTOBOTS and DECEPTICONS can attack an enemy piece without moving onto the piece's square. Distance Strike pieces may command any one opposing piece up to two squares away (in a straight line vertically, horizontally or diagonally) to reveal itself. If the revealed piece is of a lower rank, it is destroyed and removed from the gameboard.
AUTOBOTS™ Special Powers Reference Sheet

the gameboard. If it is of equal or greater rank, nothing happens. NOTE: Pieces with Distance Strike CANNOT shoot THROUGH or AROUND the Forbidden Zone or other pieces. The attack must be made without any obstacles between the attacker and the target, as shown here. You cannot use Distance Strike to attack around obstacles.

Magnet

Move a Piece to You
A piece with Magnet can use this power to pull an enemy piece up to two squares away (vertically or horizontally, but not diagonally) to its square, thereby attacking it. If the opposing piece is of a lower rank, it is destroyed. If the opposing piece is of an equal rank, then both pieces are destroyed. If the opposing piece is of a higher rank (or if it is a Liquid Nitrogen Trap), then the attacking piece is destroyed, and the piece that was drawn over moves onto its square on the gameboard. NOTE: The flag is immune to Magnet.

Call BUMBLEBEE

Move Bumblebee to Sam
Due to their close friendship, Sam can call for BUMBLEBEE and if there is an unoccupied square adjacent to Sam - horizontally, vertically or diagonally - BUMBLEBEE will immediately come to his side. If Sam calls BUMBLEBEE, first reveal the BUMBLEBEE piece, then move it to a square adjacent to Sam. BUMBLEBEE will not be able to attack until your next turn, if you choose.

DECEPTICONS™ Special Powers Reference Sheet

the gameboard. If it is of equal or greater rank, nothing happens. NOTE: Pieces with Distance Strike CANNOT shoot THROUGH or AROUND the Forbidden Zone or other pieces. The attack must be made without any obstacles between the attacker and the target, as shown here. You cannot use Distance Strike to attack around obstacles.

Magnet

Move a Piece to You
A piece with Magnet can use this power to pull an enemy piece up to two squares away (vertically or horizontally, but not diagonally) to its square, thereby attacking it. If the opposing piece is of a lower rank, it is destroyed. If the opposing piece is of an equal rank, then both pieces are destroyed. If the opposing piece is of a higher rank (or if it is a Liquid Nitrogen Trap), then the attacking piece is destroyed, and the piece that was drawn over moves onto its square on the gameboard. NOTE: The flag is immune to Magnet.

Sneak Attack

Move Over/Under Multiple Other Pieces
By tunneling, flying, or leaping, some pieces have the ability to move over or under other forces, and suddenly appear in the middle of a hectic battlefield. To use this special power, first reveal the identity of your piece, then move the piece over any number of adjacent pieces or the Forbidden Zones, landing on the first empty square. This must be done in a straight line horizontally or vertically (not diagonally).

Once the piece has landed on an empty square, it may then immediately go on to attack an adjacent opposing piece.