



GAME INSTRUCTIONS

AGES 6+
For 2 to 4 Players

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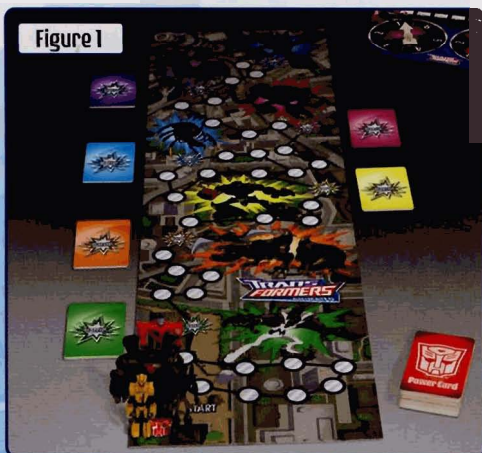
Gameboard • 4 Autobot Character Pawns • 1 Dueling Spinner / Sliding Scorer • 50 Cards: 18 Battle Cards, 32 Autobot Power Cards

OBJECT

Welcome to Detroit, Autobots! Your mission is to protect Earth from the evil Decepticons and other enemies. Travel through the city in search of enemies to defeat. Try to be the first Autobot to reach Sumdac's Tower and battle Megatron. Defeat Megatron and you're the winner!

SETUP

1. Separate the Autobot Power cards from the Battle cards. Shuffle the Autobot Power cards and place them face down near the gameboard.
2. Group all of the Battle cards by color face down in 6 separate piles (3 cards of each color).
3. Place each pile of Battle cards near the matching Enemy on the gameboard. See Figure 1.
4. In a 4 player game you will have 3 Battle cards at each location. In a 3 player game, randomly remove one card from each of the locations, leaving 2 cards in each pile. In a 2 player game, do the same as a 3 player game but then randomly remove 1 more card from the 1st and 2nd locations, leaving only 1 Battle card at those two locations (Meltdown and Dinobots).
5. Each player chooses an Autobot Pawn and places it on the Start space on top of Autobot Headquarters. See Figure 1.



AUTOBOT POWER CARDS

These are drawn at the end of each turn. Here are the 4 types of Power cards and how they work:

Energon Cards

There are 4 types of Energon cards, +1, +2, +3 and +4. You may play an Energon card after any spin, for moving your pawn or for doing battle. Simply add the number of the Energon card to your spin. **Note:** you can use more than one Energon card for the same spin.

Space Bridge

Play this card during your turn to move your Pawn directly to the next Battle space. If there are any

Battle cards in that location then start a battle (see Gameplay, Step 2). If not, your turn is over. **Notes:**

- You can choose to play a Space Bridge card after you spin to move.
- You cannot add Energon to your spin after using a Space Bridge.
- If the next Battle space has no remaining cards, you still must stop there and your turn ends.

Ratchet Helps

Play this card as soon as you draw it at the end of your turn. Simply take another turn. **Note:** If you are in a Battle Zone and you have not collected a Battle card from this location, you can choose to battle again or continue along the game path.

Allspark

This can only be used during battle. Play this card at any time during a battle to instantly win. **Note:** you can choose to play an Allspark card after you spin for battle.

Additional notes about Power cards:

- Place your Power cards face up in front of you.
- Place Power cards in a discard pile after use.
- If you run out of Power cards during a game, shuffle the discard pile and turn it face down to draw from.

GAMEPLAY

The youngest player goes first. Play then passes to the left. On your turn, do the following:

1. Spin and move, 2. Do battle if you land on a Battle space, 3. Draw a Power card.

Step 1. Spin and Move: Spin the spinner and then move your pawn the number of spaces that you spun. You may use Energon cards or a Space Bridge card at this time to increase your move. If you land on a space that is occupied by another player, go to the next space. When you land on a Battle space, move your pawn into the Battle Zone depicted by the Enemy. (See Figure 2.) **You must stop at a Battle space if there are cards available in that location, even if your spin would take you beyond that space.**

Step 2. Do Battle: When you land on a Battle space and there are cards available, follow these steps. Otherwise skip to Step 3.

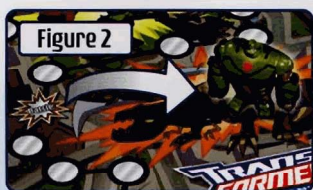


Figure 2

First move your pawn into the adjacent Battle Zone depicted by the enemy. Turn over the top Battle card in the pile. Pick up the dueling spinner and hold it with the Autobot (red) side facing you. Turn to the player at your right. This player will spin for the Enemy.

Both players count to 3, then each player spins their spinner once. The player with the higher number spin wins the battle. If you have the lower spin, you may play a Power card now if it will help you win. For example, you could play an Energon card to raise your spin or you could play an Allspark card to get an Instant Win. The player spinning for the Enemy cannot use Power cards.

In case of a tie, including a tie that's created by the addition of Power cards, then both players spin again. If either player spins a line, then only that player spins again.

If you WIN: Collect the Battle card. **If you LOSE:** Return the Battle card face down to the bottom of the pile.

Notes:

- At the end of the game, you will get 1 Battle Point for each Battle card that you collect – so it's important to collect as many Battle cards as you can.
- You may only collect one Battle card per enemy location. **Example:** you may only collect one orange Dinobot card.

Step 3. Draw a Power Card:

Once you are done moving your pawn, or have completed battle, draw one Power card. Your turn is over unless you draw a Ratchet Helps card. If you draw a Ratchet Helps card, take another turn right away by repeating Steps 1 through 3. Otherwise, place any other Power card face up in front of you for use in later turns.

WINNING THE GAME: FINAL BATTLE VS. MEGATRON!

The first pawn to reach the Megatron Battle Zone at the end of the path is the first to Battle Megatron and try to win the game!

The Megatron battle will take several spins to win. Follow these steps to set up for the ultimate battle:

1. Discard all of your Power cards as they have no effect on Megatron, he is just too powerful.
2. Set the sliding scorer on the spinner to zero.
3. Now count the number of Battle cards that you collected during the game. For every card you collected, you get 1 Battle Point.
4. Now move the slider up to your number of Battle Points.

Get Ready for Battle!

1. Hold the spinner with the Autobot (red) side facing you.
2. Turn to the player at your right. This player will spin for Megatron.
3. On the count of 3, each player spins their spinner. The player with the higher number spin wins.
4. If you win, move the sliding scorer UP one space towards Megatron. If Megatron wins, move the sliding scorer DOWN one space towards 0.

Repeat these steps until the sliding scorer reaches either Megatron or 0. If the sliding scorer reaches the Megatron space, congratulations! You defeated Megatron and you win the game!

If the sliding scorer reaches 0, you DO NOT defeat Megatron and your turn is over. (Stay in Battle Zone in case your turn comes up again.) The next player to reach the Megatron Battle Zone will try to defeat Megatron by following these same steps. Remember, we are all Autobots and we are in this battle together!

Play continues until someone defeats Megatron and wins the game!

We will be happy to hear your questions or comments about this game.

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CHECKERS GAME

AGES 6+
For 2 Players

CONTENTS

Gameboard (other side of Transformers Animated gameboard)
24 Playing Pieces (also used for Tic Tac Toe)

GAME SETUP

Carefully detach all 24 checkers from the parts sheet and discard the waste. Take 12 checkers of the same color (choose either red Autobot shields or purple Decepticon shields) and place them, silver side up, on all of the dark (gray) squares of the first three rows in front of you. Your opponent does the same on the opposite side of the gameboard.

OBJECT

Remove all of your opponent's checkers from the gameboard by capturing them.

HOW TO PLAY

Choose a player to go first. On your turn, move any one of your checkers by the movement rules described below. After you move one checker, your turn is over. The game continues with players alternating turns.

Movement Rules

- Always move your checker diagonally forward, toward your opponent's side of the gameboard.
Note: After a checker becomes a "King," it can move diagonally forward or backward.
- Move your checker one space diagonally, to an open adjacent square; or jump an opponent's checker diagonally to the next open square adjacent to the checker you jumped. When you jump over an opponent's checker, you capture it (see Capturing an Opponent's Checker). During the same move, you may continue to capture with this checker by jumping more of your opponent's checkers if possible.
- If all squares adjacent to your checker are occupied (unless occupied by an opponent's checker that can be captured), your checker is blocked and cannot move.

Capturing an Opponent's Checker

If you jump an opponent's checker, you capture it. Remove it from the gameboard and place it in front of you.

Becoming a "King"

As soon as one of your checkers reaches the first row on your opponent's side of the gameboard, it

becomes a King. Flip the checker over so that it's gold-side-up. Now this King checker can move forward **OR** backward on the gameboard.

How to Win

The first player to capture all opposing checkers from the gameboard wins the game!

TIC TAC TOE GAME

AGES 6+ / For 2 Players

GAME SETUP

In this game, instead of X's and O's you will play with colored playing pieces. Each player chooses either red Autobot shields or purple Decepticon shields. Use any one of the smaller 9-square gameboards (see figure 1) for your Tic Tac Toe gameboard. (There are 4 of these areas; so more than 2 players can play).

OBJECT

Get 3 in a row of your color playing pieces, either across, down, or diagonally.

HOW TO PLAY

Choose a player to go first. On your turn, place one of your playing pieces on any one of the squares on your 9-square gameboard (square colors don't matter in this game). Your turn is over. Your opponent then does the same. The game continues with players alternating turns, each trying to get their color in a row of three, while at the same time blocking the opponent's moves when necessary.

HOW TO WIN

The first player to get 3 of their playing pieces in a row either across, down, or diagonally wins the game. If all 9 spaces are filled and no one has 3 in a row, it's a stalemate (also called a "cat's game"!).



We will be happy to hear your questions or comments about this game.

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