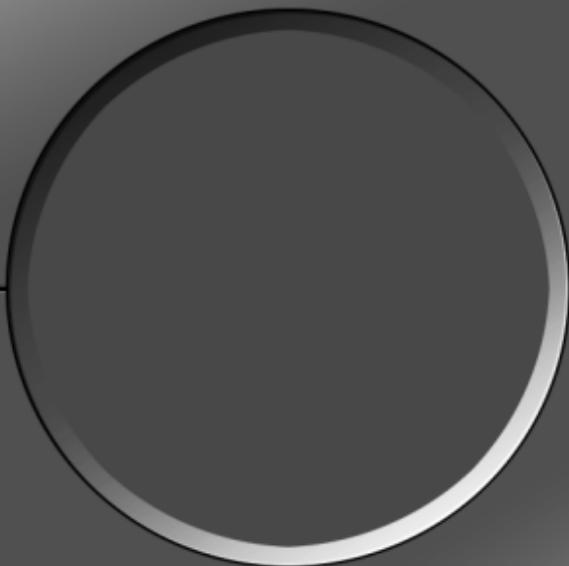**PROPERTY UEG EXPLORER CORPS**
ALPHA CENTAURI EXPEDITIONARY FORCE

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1 SV-204 SELF-DEPLOYING MECHANICAL SERVICE BAY
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GIANT

ROBOTS

A Collectible Card Game

Welcome to the Arena

You are about to strap yourself into a hundred-ton war machine, and enter into deadly battle for the sake of a roaring, blood-thirsty crowd.

You had better be prepared.

Giant Robot: Arena is a card game about fighting one-on-one against your opponent in giant war robots with advanced weaponry. The game you just purchased contains all you need for two players to each build a Robot, then square off against each other in the Arena.

You should take your time and familiarize yourself with the rules during your first battle; after that, a single battle should take less than 30 minutes to complete.

Assemble a Robot

1. Choose Chassis
- Place your Chassis face-up in front of you, to your right.

2. Choose Pilot
- Place your Pilot face-up in front of you, to your left.

3. Add Weapons
- Place each weapon next to the section it is mounted on. You may not mount more mount spaces worth of weapons in any one section than that section's mount limit.

4. Train Maneuvers
- Choose 18 Maneuver cards, then shuffle them and place them face-down next to your Pilot.

5. Deploy
- Ready your Robot, and Fight!

CHOOSING A CHASSIS

CHASSIS HEAVY

This Robot's Torso can withstand 4 points of damage. After that, your Robot is destroyed.

TORSO MOUNT 3

This Robot's Torso can mount up to 3 Mount Spaces worth of Weapons.

Each of this Robot's Arms can hold up to 4 Mount Spaces worth of Weapons.

Each of this Robot's Arms can withstand 3 points of damage. After that, all of the Weapons mounted in that Arm are junked.

L ARM MOUNT

R ARM MOUNT

This Robot's Legs can withstand 3 points of damage. After that, you can only play one Maneuver per turn.

This Robot can play 3 Maneuvers per turn.

LEGS MANEUVER

3 Choosing a Pilot

ENERGY: **2**

2

Your Piloting Skill is used by various Maneuvers and other abilities to avoid being hit by your opponent's weapons.

2

2

②

④

Each of your Pilot's Weapon Skills matches a certain kind of Weapon. If any effect reduces one of your Weapon Skills to zero or less during a Strike, all of your Weapons of that type miss.

Your Maneuver Skill determines how many Maneuver cards you can have in your hand at any time. Whenever you play a Maneuver, you immediately draw another one. If you ever gain a bonus to your Maneuver Skill, you immediately draw that many additional Maneuvers; if you suffer a penalty to your Maneuver Skill, you must immediately discard that many Maneuver cards to the bottom of your Maneuver deck.

ADDING WEAPONS

DAMAGE: **1**

This Weapon inflicts 1 damage.

RANGE: **SHORT / LONG**

BALLISTIC

This is a Ballistic Weapon.

This weapon can only hit at Short or Long Range.

MOUNT: R ARM

2

This weapon takes up 2 mount spaces when mounted on a Robot's Right Arm.

MOUNT: L ARM

2

This weapon takes up 2 mount spaces when mounted on a Robot's Left Arm.

2

This weapon takes up 2 mount spaces when mounted on a Robot's Torso.

Battle Steps

1. Begin
- Randomly determine initiative, then draw a hand of maneuver cards equal to your Pilot's Maneuver skill *(first round only)*

2. Action
- Perform movement or strike
- Draw replacement Maneuver
- Allow response

3. Resolution
- Check Skills and Range
- Deal damage
- Hand off initiative
- Check remaining maneuvers
- Perform next action

4. End Round
- Ready all weapons, maneuvers & pilot
- Begin next round

PLAYING A MOVEMENT CARD

When you declare a **Move** action, take one Movement maneuver card from your hand and place it below your Robot's Legs, then adjust the Range between you and your opponent:

- If you are currently at **Long** range, you may move to **Short** range.

- If you are currently at **Short** range, you may move to **Long** range, or you may move to **Contact** range.

- If you are currently at **Contact** range and are not **Flanked**, you may move to **Short** range, or you may stay at **Contact** range and **Flank** your opponent.

- If you are currently **Flanked** at **Contact** range, you may end the Flank.

If you do not have a Movement maneuver in your hand, you may still declare a Move by taking any maneuver card from your hand and placing it face-down below your Robot's Legs. This is called a **Basic Move** and allows you to adjust Range, but does not grant any special abilities during this action.

Playing a Strike card

When you declare a **Strike** action, take one Strike maneuver card from your hand and place it below your Robot's Legs, then choose one or more **Weapon** cards to Use in this Strike. (You **Use** a Weapon card by turning it sideways; you may not Use a Weapon that has already been Used.)

If you do not have a Strike maneuver in your hand, you may still declare a Strike by taking any maneuver card from your hand and placing it face-down below your Robot's Legs. This is called a **Basic Strike** and allows you to fire your weapons, but does not grant any special abilities during this action.

After any Responses have been played, the Strike is resolved. Look at each Weapon that was Used during the Strike: if that Weapon's **Range** matches the Range between you and your opponent at the end of the Strike, and your modfied **Weapon Skill** for that Weapon is not below 0, that Weapon hits.

Each weapon that hits deals its damage to your opponent. Unless a card or ability says otherwise, your opponent chooses where to assign each point of damage.

PLAYING A RESPONSE CARD

Whenever your opponent Strikes, Moves, or plays a Maneuver card, you may Respond to it if you have an appropriate Response maneuver in your hand. Each Response maneuver may only Respond to certain kinds of maneuvers, or in certain circumstances - some Responses can only Respond to **Strike** maneuvers, other Responses can only Respond to **Movement** maneuvers, and others can only Respond to **Response** maneuvers. A few Responses may Respond to two or even three different kinds of maneuvers.

If you have an appropriate Response, you take that maneuver card from your hand and place it below your Robot's Legs. The effects of your Response are applied immediately to your opponent's maneuver, and then he may choose to Respond to your Response if he has an appropriate card in his hand.

Resolving Maneuvers

Whenever you.play a Maneuver, you must immediately apply that Maneuver's special effects. If you control any other card that also applies a special ability or effect, you decide what order to apply them in. When each player has special abilities or effects that apply to a particular action, first apply all the abilities from the player whose Action it is, then apply all abilities or effects from the other player. Each player decides what order to apply their own effects.

Actions and Rounds

At the end of each action, the player who played that action passes initiative to the other player, who plays the next action. If a player's Robot cannot perform any more maneuvers, they must immediately pass initiative back to the other player. If that player's Robot also cannot perform any more maneuvers, they pass initiative back again, and both players Ready all their pilot and weapon cards, then place all their used Maneuvers on the bottom of their Maneuver decks.