

10	9	8	7	6
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Turn

1. Roll

High

2d6

Low

Dig
Move up to this many spaces

Dirt
Draw this many tiles

2. Do

- Move your character
- Place 0 or 1 traps
- Engage in combat
- Play Items

3. Roll

1d6
 Equal to or less than number of tiles played, **draw an item card**. 1 counts even if no tiles were played.



Trippin' Traps

Yours	Theirs	Result
1	1 - 4	Tripped
2 - 3	5	Avoided
4 - 6	6	Disarmed

Combat

Items may be played at any time by either player unless otherwise specified.

Attack (Like Risk rules)

	Attack	Defend
Player	1-2d6	1-2d6 Not more than attacker
Robot	1d6	1d6

Disengage

Both players roll **1d6**.
If both disengaging player rolls higher, they move the difference between their roll and their opponent's.

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