**Rule Book**

**Adjacent**

Spaces or ﬁgures are adjacent if they share an edge. For example, a Mech is adjacent to the four spaces surrounding it. Diagonal spaces are not Adjacent.

**Diagonal**

Spaces or ﬁgures are diagonal if they share an edge. For example, a Mech is Diagonal to the four spaces surrounding it. Adjacent spaces are not Diagonal.

**Border**

Spaces or ﬁgures are merge adjacent and diagonal together

**Special Tile**

It is tile that when the Red Mech or Blue Mech passes by, it creates a special effect. Special tile has 4 types .

1.explosive tile - when the Mech passes, will reduce health by 1.

2.move tile - when the Mech passes, will change direction of Mech follow sign of move tile.

3.rotate tile - when the Mech passes, will rotate Mech 90, 180, or 270 degrees.

4.slip tile - when the Mech passes, will pass Mech to forward tile

5.spawn tile - this tile will not effect to Mech but Minion will be built in this point.

**Mech**

Mech has 2 Mech in this game including Red Mech and Blue Mech

For each Mech will have a command board each board will have 6 slots for putting Command Cards.

**Health**

Red Mech and Blue Mech will use the same health. When Mech are damaged, health will be reduce by 1. Default health when you start game is 10.

**Score**

When you kill 1 Minion, your score increase by 1.

**Board**

Board refers to a single 10x10 tile that is used to make up the Game Board.

**Minions**

Minions is a bot that can damage Red Mech and Blue Mech. All Minion in the Board will damage All Border that have Mech and don’t damage Minions. This damage will reduce health by 1.

**Command Cards**

Command Cards are individual commands that allow Mechs to move, rotate and attack. Command Cards are drafted, and either programmed or scrapped .

There are three kinds of Mech Command Cards: Attack, Move, and Rotate.

1. Attack Card will deal 1 Damage to one or more targets on the board. Attack Card never move or turn the Mech.

2. Move Card move the Mech to another space, while facing the same direction it started. If the Mech moves onto a Minion, the Minion is killed. If the Mech moves onto another Mech is pushed along in front of the moving Mech. You must move unless you are blocked by something impassable.

3. Rotate Card rotate the Mech without moving it. You must execute a Turn Command, you may not forego them.

For each types of Command Card will has 4 colors : red, blue, green, yellow. And Command Card has 3 levels, when you put same color Command Card into Command Board level will increase by 1.

**Damage Cards**

Damage Cards drawn from the Damage Deck. Damage can make your Mech harder to control and achieving your objective more difﬁcult But don’t worry. You cannot die!

**Phase**

One turn have 5 phases. For each phase will execute since 1 to 5 respectively

1.Program

You will choose Command Card in Draft Command Board and put into Red Mech and Blue Mech 2 card per Mech.You Must put Only 2 cards

2.Excecute

Game will run since first slot of Command Board in Red Mech to the last slot.After that Game will run Command Board of Blue Mech similar to Red Mech.

3.Minion Move

All Minion will move ramdom direction.

4.Minion Attack

All Minion will Attack All Border in this Board.

5.Minion Spawn

Minion will be built in every Spawn Tile.

**How to End Game**

This Game will ending when your health 0 left.