

Chapter 1 : Overview

Time to claim your honor on your enemies!

In Smash Gear, you play as a robot general, trying to eliminate your opponent by using your machine army. Will you be the only king of war, or shamefully defeated by your opponents, becoming the stair of their way to the throne?

It's your time to decide.

Players: 2

Materials:

Game Board

Base Tokens

Machine Units:

- Blue Heart Tokens
- Red Heart Tokens
- Weapon Tokens

Gear Tokens

Honor Tokens

Four Pile of Cards (Store):

- Base x 20
- Destroy Base x 20
- Machine x 39
- Program x 30

Setup:

- **Setup the Store**

1. Place Machines and Program pile face down on the table. Place Base and Destroy Base pile face up on the table.
 2. Draw **five** cards from the top of the **Machines' pile**, separately place them on the table.
 3. Draw **three** cards from the top of the **Programs' pile**, separately place them on the
- Every player start with:
 - 25 gears
 - 1 Base: Every player start with 1 Base. Place a base token at the starting point on the board, then place a Base card on you Headquarter area to indicate.
 - Players decide who chooses first.

The person buys first in Prepare phase will moves first in Battle phase, but cannot move (normal move) machines in the first turn.

Prepare:

Players use their gears to **purchase cards** in Store in turns.

Gears not used in this phase shall be discarded before Battle happens.

Battle:

Players play in turn, and each turn consists of **5 phases**. They are **Exploit phase**, **Purchase phase**, **Move phase**, **Combat phase** and **Ending Phase**. After a player finishes his turn, the other player starts.

In a turn, Exploit phase happens first. After that, Purchase phase, Build phase, Move phase and Combat phase can happen in different order or different times, as the player meets the condition to do so. After these phases, players go into Ending Phase. After Ending phase, player's turn finishes, and goes to next player.

For further information, please see "Battle" chapter.

Winning Condition:

When any of 2 players has met 1 of the following conditions, he becomes the winner of the game:

1. Your opponent has no Base.
2. You've got 30 honor points.

Chapter 2 : Battle

In Battle stage, players play in turn. Each turn consists of 5 phases: Exploit Phase, Purchase Phase, Move Phase, Combat Phase and Ending Phase.

Player who starts first in Battle can not move their machines in this first turn.

1. Exploit Phase

In Exploit Phase, you can take **2 Gears** for **each Base** you have, and take Gears provided by cards into your Gear Pot.

2. Purchase Phase & Move Phase & Combat Phase

You can order these phases freely, and as many times as you've met conditions.

- **Purchase Phase:**

In Purchase Phase, you can **spend your gears** to **purchase cards** in **Store**. The cards you purchase directly goes into your hand.

To purchase a card, you need to pay "price" number of gears from your Gear Pot. If you purchase a Machine or Program card, draw a new card from the responding pile to **refill** them to five or three.

- **Move Phase:**

There are several things can be done in Move phase, and order doesn't matter.

1. Normal Machine Assemble

Once per turn, you can assemble a machine from your hand. For further information about assembling, see **chapter "Machine"**.

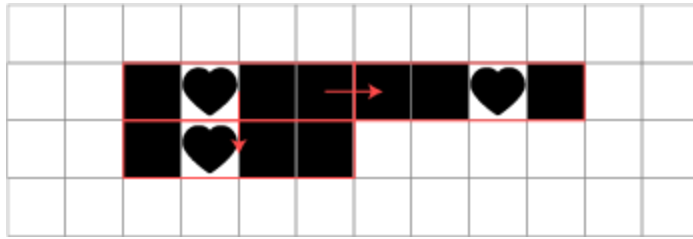
2. Normal Base Building

Once per turn, you can build a base, using the "Base" card in your hand. For further information about base building, see **chapter "Base"**.

3. Normal Move

Move can happen as many times as you have enough gears. You have to pay for every normal move which indicates on the Machine cards.

If there is no special instruction, you need to **flip** the Machine as movement. The Machine has to move **within the grids** of board. Examples:



You **can't** move your machine to a position where it will **overlap** with **your** other machines;

however, you **can** move your machine to a position where it will **overlap** with **your opponent's** machines. Further information can be seen in **"Combat Phase" section**.

4. Place Program

You can **use** or **install** as many programs as you have met conditions listed on those program cards. If there is no special instruction, **Script** can also be used in **your turn**. For further information about program cards, see **chapter "Program"**.

5. Use Machine Effect

You can use as many effects as you have met conditions listed on those Machine cards. If there is no special instruction, you can also use Machine effects in your opponent's turn. For further Information about machine, see **chapter "Machine"**.

● Combat Phase:

Enter Combat Phase:

- **Combat with Machine:** When one of your machine **overlaps** your opponent's machine
- **Attack Base:** Or when your Machine's weapon unit overlap with your opponent's base , and you use "Destroy Base" card.

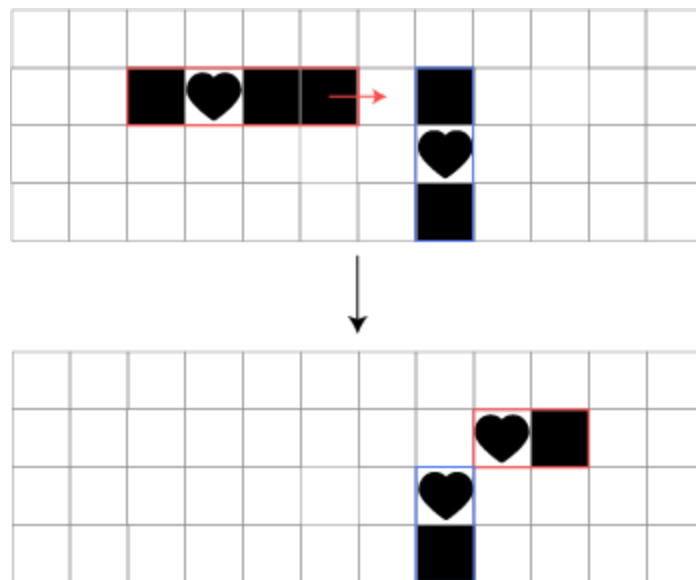
Combat with Machine:

When your machine **overlaps** with your opponent's machine, your machine is called **"attacker"**, while your opponent's machine is called **"defender"**.

Machines consists of **different units**, they have different effect when they overlap. **Heart Units resolve earlier than Weapon Units**. All Heart Units resolve at same time, as well as Weapon Units at a same later time.

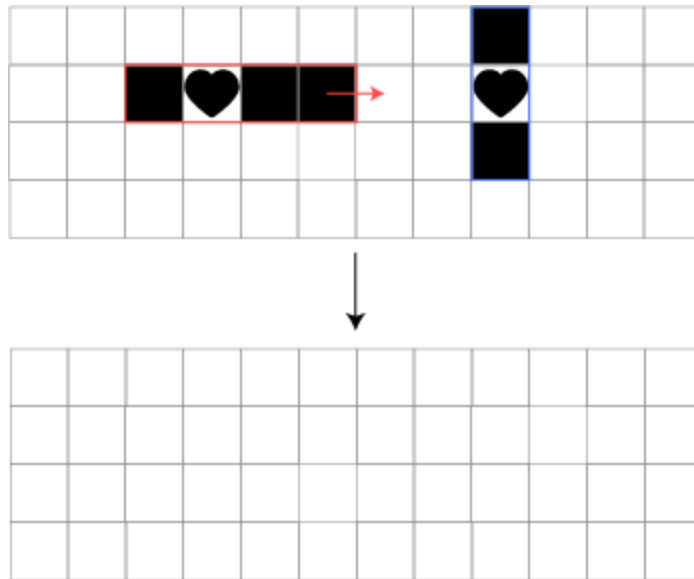
- **Weapon vs. Weapon**

If the overlap is Weapon unit against Weapon unit, these units are **removed** from both attackers and defenders. After that, if there is any unit loses connection with the main part of the machines, they'll also be removed. For further information about main part, see **chapter "Machine"**.



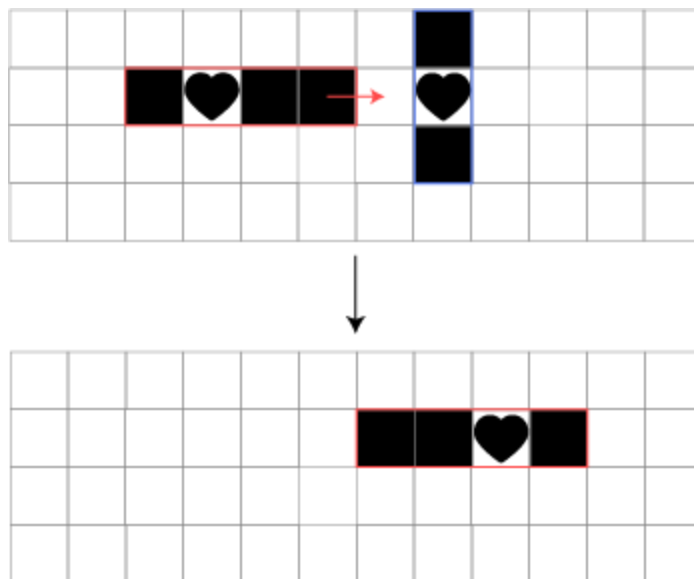
- **Heart vs. Heart**

if the overlap is **Heart** unit against **Heart** unit, attackers and defenders are **both destroyed**. If there is no special instruction, the **Machine** will be **destroyed** when its heart unit is destroyed.



- **Weapon vs. Heart**

if the overlap is Weapon unit against Heart unit, the machine which **Heart Unit** is overlapped will be **destroyed**.



Attack Base:

When any one of your Machine's **weapon** unit **overlap** with your opponent's **base** , you can use "Destroy Base" card to destroy the base. If it succeeded, this Machine also will be destroyed, and you can receive **5 honor points** if there is no special instruction.

- **Ending Phase**

When you decide to end your turn, or nothing else can be done, it goes to ending phase. In ending phase, you keep a hand of **6 cards at maximum** if there is no special instructions, and **throw** other cards into your **Landfill Site**.

Your **unused gears stay** in your **Gear Pot**.

After these, **your turn is over**, and your opponent will take the turn.

Chapter 3 : Base

Base is important for generating gears and building Machines on it. Destroy your opponent's base will award you honor points, which is a main winning condition.

Generate Gears:

Base is the basic gear incoming source. Each Base will generate **2 gears per turn** in your Exploit phase.

Build:

Normally you can build only **1 Base each turn**, and this is called “**Normal Base Building**”. To build a Base, you need **1 “Base” card** and target one of your **Machines**. After you use the Base card, you can select one of the **Heart** units **positions** on target Machine and build Base at that position (Placing a Base token on that position). This Base card stays in your Headquarter as an indicator.

Destroy:

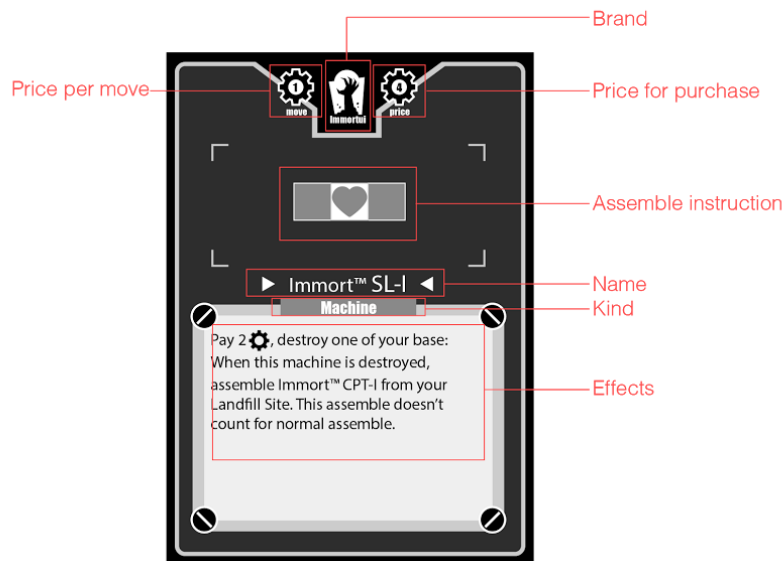
When the Base is destroyed, it goes to your Landfill Site.

If you use Destroy Base card to destroy your opponent's Base, you gain 5 honor points.

Chapter 4 : Machine

Machines are the main part of your army, which consists of different units including hearts and weapons. They have different shape and special effects. In general, you can use them to destroy your opponent's army and base.

Here is what a Machine card looks like:



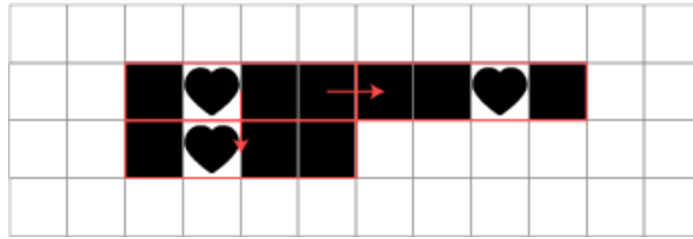
Assemble:

Normally you can assemble only **1 Machine each turn**, and this is called “**Normal Machine Assemble**”.

To assemble a Machine, you need **1 Machine card**, and **several Weapon/Heart units**. You need to assemble the Machine according to the instruction of the card, and select a Heart unit position of your machine and one of your Bases. You need to put the machine at position where the **Heart** unit position is overlapped with your **target Base position**, while no overlapping of your machine or your opponent's machine shall be allowed. When you assemble a Machine, place the card in front of you to indicate.

Move:

To move a Machine, you need to **pay** the Move price. After you paid the price, you move the Machine by “**flipping**” it. The Machine has to move **within the grids** of board. Here is the example:



You can not move to a position where your machines will overlap with your other machines. You can move to a position where your machines will overlap with your opponent's machines. Further information can be seen in chapter "Battle" under the section of "**Combat phase**".

Destroy/ disassemble:

If there is no special instruction, the Machine will be destroyed when its **heart** unit is destroyed. When the Machine is destroyed or disassembled, the Machine will be removed from the board and this Machine card will go to your **Landfill Site**.

*In a combat phase, you might need to decide what is a "**main part**" of the machine. Here is the standard:

1. If the Machine only has **1 Heart** unit, the Part with this Heart becomes Main Part.
2. if the Machine can be divided with **multiple heart**-carrying Parts, the one with **most Weapon** Units becomes "Main Part".
3. if there are multiple parts meet requirements 2, the owner of that Machine can decide which one is "Main Part".

Machine Effects:

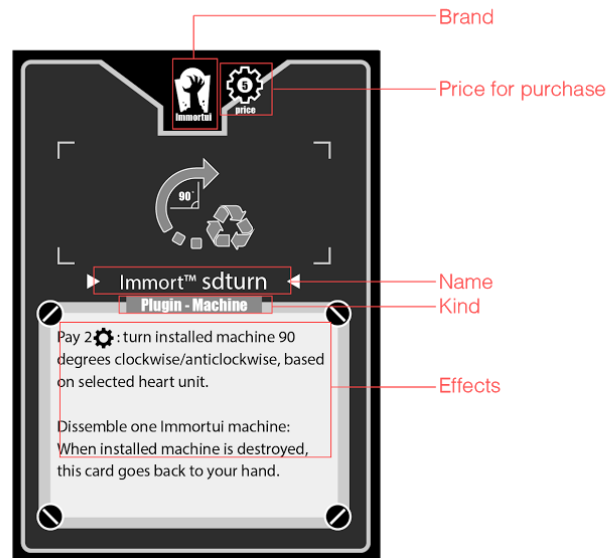
If there is no special instruction, Machine Effects can happen **at any time**, including during other player's turns and while another Program or Machine effect is waiting to resolve.

Chapter 5 : Program

Programs mainly are some special effects. Here are 2 Kind of Program card: **Plugin** and **Script**.

- **Plugin**

Here is what a Plugin card looks like:



Install:

You can only **install Plugin in your turns**.

Each plugin need a **target** to install, whether a **Machine or a Base**. If there is no special instruction, plugins can be installed on either Machine or Base. After you installed plugin, place the plugin card on the target card as an indicator.

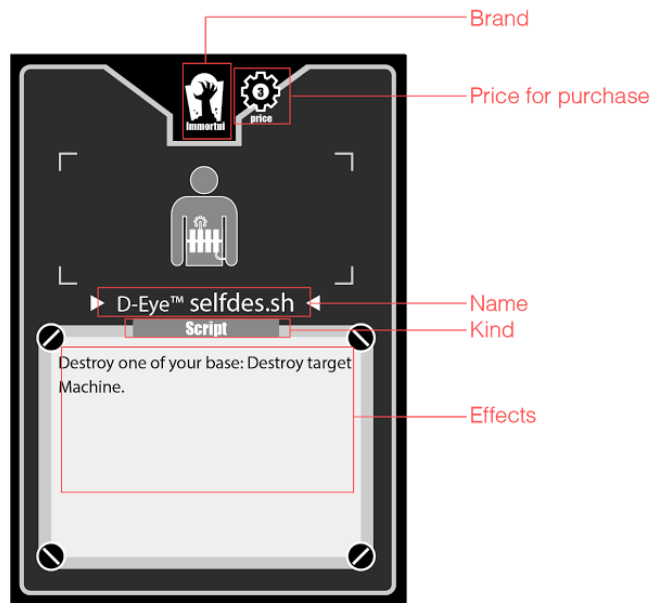
Destroy:

When the target is moved to your Landfill Site from Battlefield, the Plugin is also destroyed.

After a Plugin is destroyed or diassembled, it goes into your Landfill Site, if no special instructions.

- **Script**

Here is what a Script card looks like:



Script card can be played at any time, including during other player's turns and while another Program or Machine effect is waiting to resolve.

After Script is resolved, it goes into your Landfill Site.