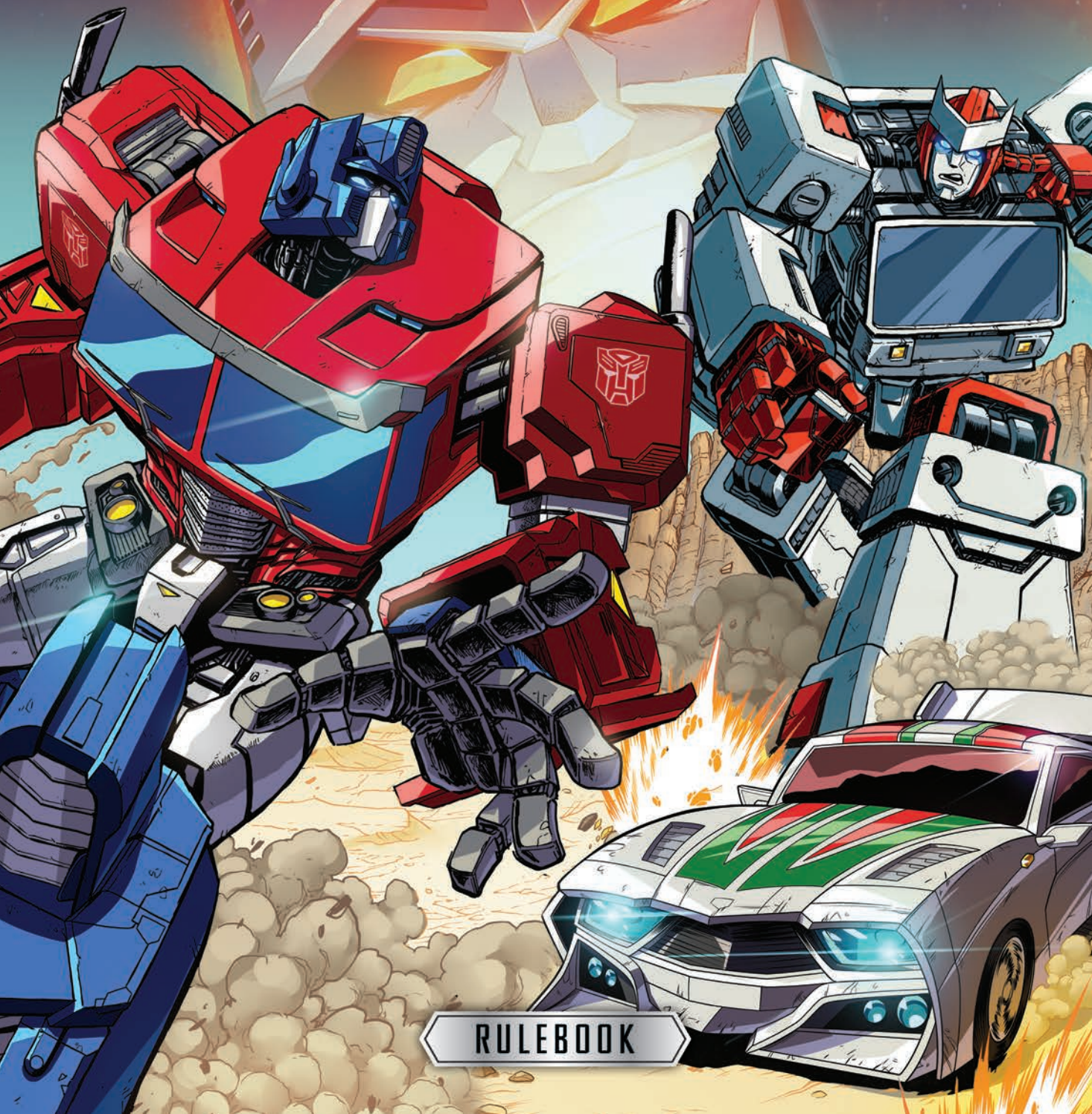


TRANSFORMERS

DECK-BUILDING GAME



RULEBOOK

TRANSFORMERS

DECK-BUILDING GAME

GET READY TO ROLL OUT!

Transformers Deck-Building Game puts you in control of your favorite Autobots as they seek Allies, Relics, and Sites to help them wage the battle to destroy the evil forces of the Decepticons and thwart their evil Schemes. Each player takes on the role of an Autobot, with their own unique strategic focus. You can follow that strategy or craft your own... just be sure to collect enough Energon to power up all of your awesome abilities!

CONTENTS



85 Main Deck Cards



6 Oversized Character Cards



40 VP Tokens



50 Starter Cards



6 Decepticon Boss Cards



15 Tracking Tokens



36 Basic Cards



5 Reference Cards



8 Reminder Tokens



10 Encounter Cards



42 Small Energon Cubes (1s)
8 Large Energon Cubes (5s)



6 Player Standees with bases



OBJECTIVE

In a Competitive game, the Autobots are participating in a friendly competition to determine who is the best of the best. Earn Victory Points (called “VP” from now on) by defeating Decepticons (your Adversaries), thwarting Schemes, and acquiring powerful Relics. These cards typically go into your **Vault**, a score pile separate from your deck and discard pile. When a game ends, reveal your Vault to score additional VP. The player with the most VP wins the game!

In a Cooperative (Co-op) game, the players work together to defeat all the Adversaries and earn a group victory, while trying to avoid taking too much *Damage* and losing the game. The following rules apply to either game mode, with Cooperative/Solo rules exceptions detailed further on page 17.

No matter which style you play, the game ends after 3 Decepticon Bosses have been defeated or when a card needs to be added to the Matrix (or destroyed from the top of the main deck) but the main deck is empty.

THE BASICS

Each player starts the game with a 10-card deck and seeks to improve it by gaining cards from a randomized layout of cards known as the Matrix. The Matrix starts out as a field of face-down cards for you to explore and find cards to buy or battle. Most cards you play grant some combination of **Power** you can use to gain new cards and defeat adversaries, **Range** to use that Power at a distance, and **Move** to travel around and search the Matrix.

Your character is represented in the Matrix with an Autobot standee. When you are on a space with a face-up card, you may buy or battle that card if you have enough Power to do so. Choosing between improving your deck and battling Decepticons for VP will be an important, constant decision throughout the game. When you see “Gain X VP” as a reward on a card, it means “take X VP tokens from the general supply and place them in your score pile.” Your score pile of VP is always public information, but the contents of your Vault are not. However, you may always ask a player to announce the number of cards in their Vault.

ANATOMY OF A CHARACTER CARD

Each character card has two sides: Bot Mode and Alt Mode. You will Transform between these two modes a lot, so understanding the strengths and weaknesses of each side is important. “Alt Mode” is a catch-all term that describes all sorts of different vehicles and forms.



1. The character's name.
2. The mode for this side of the character card.
3. Game text ability when in Bot Mode.
4. The two Energon abilities available when in Bot Mode.
5. The mode for this side of the character card.
6. Game text ability when in Alt Mode.
7. The Move value this character has when in Alt Mode.
8. In Alt Mode, characters (active and Assisting) have reduced Power when battling Adversaries. Transform to avoid this!

ANATOMY OF A MAIN DECK CARD

The main deck includes several different types of cards. Most cards have some or all of the following features:

- A. The name of the card.
- B. The cost of the card (pay this much Power to buy it).
- C. The Power value of the card.
- D. The Range of the card's Power and Block.
- E. The Move value of the card.
- F. The card type. Jazz is a Robot, with the faction Autobot.
- G. The card's game text ability.
- H. The card's Energon ability.
- I. This is the reward a player receives if they successfully battle this card. However, since this is a fellow Autobot, you can't battle it unless a card says otherwise!





The different card types include: **Ally**, Basic, Co-op Scheme, Encounter, **Maneuver**, **Relic**, **Decepticon Scheme**, **Site**, Starter, **Technology**, **Robot** (Autobot and Decepticon), and Decepticon Boss. The bolded card types above are the cards that make up the main deck. Stack these cards in separate piles for the moment. Stack each of the other card types separately: Basic, Co-op Scheme, Decepticon Boss, Encounter, and Starter. You will learn more about these as you progress through the rules.

SETTING UP THE GAME

THE MATRIX AND THE MAIN DECK

Before setting up the Matrix, you must decide if you are playing a Competitive or a Co-op game. There are a few extra steps for Co-op play dictated below, but both modes follow these steps:

1. Separate the main deck cards from the other cards. **If this is your very first game, remove all Decepticon Schemes and Co-op Schemes and place them back into the box. If you are playing a Co-op/Solo game, remove all Relics and put them back into the box.** Then shuffle the main deck of cards.
2. The number of players in the game determines both the number of cards which will make up the Matrix and its dimensions.
 - a. 1-2 Players: 3x4 (12 card Matrix)
 - b. 3-4 Players: 4x4 (16 card Matrix)
 - c. 5 Players: 4x5 (20 card Matrix)

Create the Matrix by placing cards from the main deck **FACE DOWN** until they match the dimensions listed above. For example, in a 2-player game, make 3 rows of 4 cards each. This creates a Matrix of 12 face-down cards for players to explore.

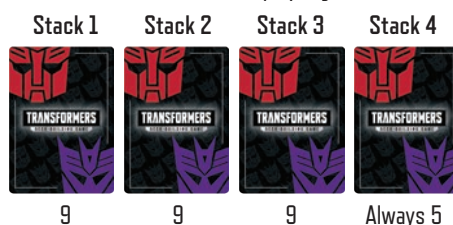
3. Once the initial Matrix has been created, use the remaining main deck cards to make 3 separate stacks, each with the same number of cards based on the number of players in the game:
 - 1 Player - 7 cards each
 - 2 Players - 9 cards each
 - 3 Players - 11 cards each
 - 4 Players - 13 cards each
 - 5 Players - 15 cards each

1-2 Player Matrix



4. Then make a 4th stack with only 5 cards. Return all the remaining main deck cards to the box. They will not be used this game.
5. Sort the 6 Decepticon Boss cards into 3 piles by Level (I, II, III - look to the upper right corner). Pile 1 contains only Level I Bosses, etc. Mix each of the 2-card piles a bit so the top card of each pile is unknown to the players.

Stack Sizes for a 2-player game.



Add 1 Level I Boss to Stack #1
 Add 1 Level II Boss to Stack #2
 Add 1 Level III Boss to Stack #3

6. Shuffle the top card from Boss pile 1 into Stack 1, the top card from Boss pile 2 into Stack 2, and the top card from Boss pile 3 into Stack 3. Place the remaining 3 Bosses back in the box without looking at them.
7. **Co-op/Solo:** Shuffle the 5 Cooperative Scheme cards and place 1 of them into each of the 3 Stacks, then shuffle each stack. Place the other 2 back into the box without looking at them.



- Place Stack 3 on top of Stack 4, Stack 2 on top of that, and Stack 1 on top of the others. **Don't mix the stacks together!** Then, place the completed main deck next to the Matrix.
- On the other side of the Matrix, make a vertical row of 3 stacks: 16 face-up *Transform and Roll Out!* cards, 10 face down Encounter cards (shuffle this stack), and 20 face up *Damage cards*.

PLAYER ONE: The player who most recently watched or read anything Transformers goes first or choose a player at random.

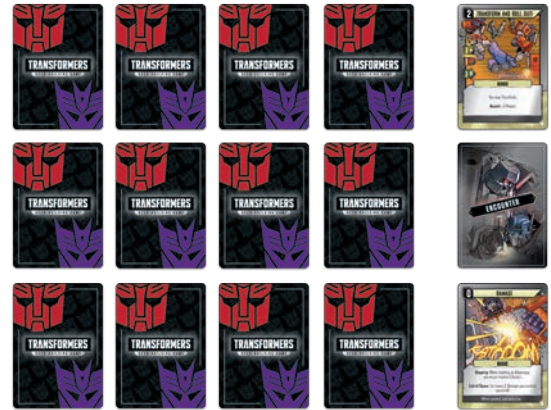
YOUR PLAYER AREA

Each player does the following:

- Determine which Autobot you will play this game. You can choose which character you wish to play or shuffle them behind your back or under the table and deal 1 to each player. Or, for more variety, shuffle and place 2 oversized character cards in the center of the table. In reverse player order (5 to 1), each player chooses 1 of the 2 characters, then adds a new one to the center of the table. In this way, each player will have 2 character options to choose from when it is their turn to choose. **All characters start the game in Alt Mode.**
- Find your Autobot standee and place it on your character card.
- Take 6 *Courage*, 1 *Firepower*, 1 *Patrol*, 1 *Fix*, and 1 *Reserves* to form your personal 10-card starting deck.
- Shuffle your deck, then draw 5 cards to form your starting hand of cards.
- All players start the game with 2 Energon. Take 2 small cubes (the large ones are 5x multipliers) from the general supply and place them near your character card.
- Each player takes 3 '-1 Move/+1 Power' tokens for marking cards during your turn.

Who are Adversaries?

Autobots and Decepticons are adversaries to each other. As Autobots, both Decepticon Bosses and Robots are your adversaries, and you are considered an "Adversary Player" when dealing with them, or with their Encounters and Schemes. Since all players are Autobots in this game, you may see the word Adversary and Decepticon used interchangeably, and any reference to "Adversary Player" refers to you and your Autobot character.



This image shows what a completed setup looks like for a 2-player game.

TYPES OF CARDS

Every regular-sized card has a **card type** listed in the middle of the card, right under the art, with the exception of Encounters. Each card type has a unique color to further help distinguish them from other cards. This is an introduction to each card type, more specific rules can be found later in the rulebook:

Ally: These cards are Humans and some of their equipment. When you buy an Ally, it immediately goes into play in front of you as an Ongoing or Start of Turn effect. They stay in play unless an effect says otherwise. Be aware that when some Deception Bosses appear, they will scare away your Ally cards (temporarily). All Allies are unique, and you may control any number of them.



Basic: *Transform and Roll Out!* and *Damage* cards are Basic cards. *Transform and Roll Out!* cards are always available to be bought, no matter where you are in the Matrix. *Damage* cards cannot be bought; they are only gained via card effects. These cards are placed in stacks on the opposite side of the Matrix from the main deck.

Cooperative Scheme: These cards provide significant challenges to the Autobots during Co-op games, but they can be thwarted by crafty players. There are no rewards for thwarting a Co-op Scheme other than helping out your team. All Co-op Schemes are unique.

Decepticon Boss: The Bosses are seeded into the main deck after placing cards into the initial Matrix, so there will never be a Boss in the Matrix at the start of the game. Bosses have Reveal Attacks that affect all players when first revealed, and may have either **Ongoing** or **Start of Turn** effects that impact the active player until defeated. When you Confront and defeat a Boss, you gain the VP listed at the bottom of the card and then place it face down in your Vault. All Bosses are unique. Bosses as a card type are not considered Robots for purposes of game text. However, they are considered Decepticons.

Decepticon Scheme: These are underhanded plots the Decepticons have put into motion. When you thwart one of these Schemes, the card goes face down into your Vault and you will earn the designated VP at the end of the game. These Schemes are used in both Competitive and Co-op games. All Decepticon Schemes are unique.

Encounter: Encounter cards are placed in a face-down stack on the opposite side of the Matrix from the main deck. You will draw a card from this deck when your Autobot is Ambushed or when you are Confronting an Adversary. All Encounter cards are unique.

Maneuver: These cards are combat abilities and effects that can be “learned” by buying the card. Transformers have spent millions of years perfecting their skills in combat, so look out! There are 2 copies of each Maneuver card.

Relic: These are powerful cards you can discover and use to great effect. Most main deck cards cost between 2 and 5 Power to buy. Relics cost 7 or 8... but they are worth it! A Relic is worth 3 VP at the end of the game, if you can get it into your Vault beforehand. You may put a Relic into your Vault immediately upon buying it, or at the end of one of your turns when you play it. When the 3rd Boss appears, it might already be too late! All Relics are unique.

Robots: There are 2 factions of Robots — Autobots and Decepticons. When you battle and defeat an **Adversary**, gain the VP and other rewards listed at the bottom of the card and then place it face down into your Vault. If they are not an Adversary, you may buy them instead (no rewards are collected when buying), gaining the card to your discard pile. All Robots are unique. Game text that refers to Robots do not include Bosses, which are a different card type.

Site: Sites are locations of importance that cannot be bought. Each one has some form of benefit to Autobots in that space. Some have costs to use their game text, while others just give you a free benefit. All Sites are unique. Each may only be activated once per turn.

Starter: These cards make up your starting 10-card deck, but they are weaker than other cards. Use these cards to buy bigger, better cards.

Technology: These equipment and utility cards will aid you in your endeavors, but as tools, they typically don't grant you additional Move. There are 2 copies of each Technology card.

BASIC AND ENCOUNTER CARDS IN DETAIL

Transform and Roll Out! - You may purchase cards from this stack during your turn no matter where you are in the Matrix. They cost 2 Power to buy and you may buy as many as you wish, as long as you have the Power to spend. The text “You may Transform” is an immediate optional effect that you pay no Energy to activate, as it is game text.



Damage - You gain these cards from various hostile effects. When you gain *Damage* cards, place them face up near your character card. *Damage* cards force you to accept help from other players when playing in Competitive Mode, which allows them to profit from your battles against Adversaries with minimal effort on their part. In Co-op/Solo Mode, if you control 5 or more *Damage* cards, your Transformer's





Spark is extinguished and your team loses the game! At the end of a Competitive Mode game, you lose 1 VP for every 2 *Damage* you control. Co-op doesn't track VP, so you can ignore this text.

No matter which mode you are playing, you'll want to fix your *Damage* as soon as possible! You “control” *Damage* cards if they are next to your character card. If you play a card that allows you to “destroy a card you control,” you may destroy one of these *Damage* cards. Destroying a *Damage* does not return it to the stack. Some card effects don't destroy *Damage*, but instead return them to the stack. If the *Damage* stack is empty, no *Damage* can be gained.

Encounters - Your Adversaries fight back using this face-down stack of cards. When an Adversary in the Matrix is revealed, all Autobots in that space (if any) are **Ambushed**. If an Autobot moves onto a face-up Adversary, only that Autobot is Ambushed. When 1 or more Autobots are Ambushed, draw only 1 Encounter card and read the Ambush portion of the card. All affected Autobots are subject to the same Ambush effect. When an Autobot Confronts a Decepticon Boss, shuffle all the Encounter cards (including the discard pile), then draw 1 Encounter card and resolve the Confrontation text. Only the active player is affected by the Confrontation text. (See page 11 for more on Ambushes and Confrontations.)



PLAYING THE GAME

The game is played in turns, starting with the first player and going clockwise. During your turn, you can take actions with your character. If you battle an Adversary or confront a Boss, the other players may be able to assist you.

At the start of your very first turn of the game, you will **Teleport** to any space in the Matrix (see page 4). Do not flip over the card you land on: You must use **Move** and/or card effects to flip cards in the Matrix face up.

TURN SEQUENCE

On your turn, you may do any of the following in any order and as many times as you wish (unless otherwise stated):

- **Play a card** from your hand to generate Power and Move. If the card has game text, resolve it immediately when played.
- **Move** your Autobot into an adjacent space by spending 1 Move.
- **Search** your current space by spending 1 Move.
- **Buy or Battle** cards within Range of your Autobot by spending Power equal to the card's cost.
- **Activate** Energon Abilities (each ability may be activated only once per turn).
- **Transform** by spending 1 Energon to flip your character card to the other side.
- **Confront** a Decepticon Boss (once per turn).

END OF TURN

When you are done taking actions, follow these steps to end your turn:

1. Announce that your turn is over. Any remaining Power and Move is lost.
2. Refill the Matrix:
 - If there are any empty spaces in the Matrix, add 1 card from the top of the main deck (face down) into each of those empty spaces. Maintain the boundaries of the initial Matrix setup (3x4, etc).
 - However, if there are no empty spaces in the Matrix to refill, reveal the top card of the main deck.
 - If the revealed card is a Boss, the active player (the one whose turn is ending) must choose and destroy any card in the Matrix that is not a visible Adversary or Scheme. If they choose a face-down card, flip it face up first: if it's an Adversary or Scheme, leave it face up and destroy a different (non-Adversary/Scheme) card instead. If an Adversary is revealed this way, all Autobots in that space are Ambushed before choosing a new card to destroy. Place the newly-arriving Boss face up in the now-empty space. Finally, resolve any Reveal Attacks and an Ambush as per the normal rules for Bosses (see page 11).
 - If the revealed card is not a Boss, destroy it.



- If 3 Decepticon Bosses have been defeated or the main deck is empty when a card needs to be added to the Matrix (or destroyed, if the Matrix is full), the game ends (see page 17 for end game scoring).
- Discard all of your cards in hand and any cards you played during your turn, except Ally cards or those with the **Ongoing** keyword, which remain in play next to your character card and remove all '-1 Move' tokens from your character. Instead of discarding a Relic, you may store it in your Vault instead, so that you will score the VP listed at the end of the game. Then draw a new hand of 5 cards.

BASIC ACTIONS

These are actions you can perform as many times as you wish, without playing a card, as long as you can pay the cost. Except for Transform, these actions may only be performed during your turn.

Action	Cost	Effect
Transform	1 Energon	Flip your character from Bot Mode to Alt Mode or vice versa. You may do this during any player's turn.
Move	1 Move	Move your Autobot 1 space orthogonally in the Matrix (up/down/left/right, not diagonally). If the Move you are spending is marked as "Flight," you may move diagonally for that Movement value only.
Search	1 Move	Flip a card in the same space as your Autobot face up.

PLAYING CARDS

As you play cards from your hand into your playing area, you will collect Power and Move. You do not have to spend these right away: simply keep track of your total values.

Similarly, any Energon abilities can be used at any time during the current turn, unless they are designated as "Confront" or "Assist," which have special conditions governing their use (see page 12-13). **Each Energon ability may be activated only once each turn.** If you play a card that has game text, resolve it immediately



(for example, the "You may Transform" effect on *Transform and Roll Out!*). Some game text requires certain conditions. For example, *Transform and Roll Out!* also says "**Assist:** +1 Power." This text only applies when you play this card to Assist another player during a battle against an Adversary. Some Energon abilities have similar keywords.

SPENDING MOVE

You can use the Move value from cards you play and/or from your character's Alt Mode to roam from space to space in the Matrix. A "space" is an area of the Matrix that could hold a card, whether there is a card there or not. A Move value of 1 will allow your Autobot to move from one space to an adjacent space. Normally, you can only move in the four cardinal directions: up, down, left, or right (not diagonally).



When you spend the Move on a card you have played, it's helpful to rotate that card to show that you have used that Move. When using Move found on your character's Alt Mode, place "-1 Move" tokens on your character as you spend that Move instead of rotating it. If a card you play has 2 or more Move and you wish to spend less than the full amount all at once, you may also use '-1 Move' tokens to spend that Move one point at a time.

Once you spend Move in Alt Mode, that Move value does not reset if you Transform into Bot Mode and then back to Alt Mode within the same turn. Furthermore, any unspent Alt Mode Move value is unavailable while in Bot Mode. However, you can always Transform back to Alt Mode and continue using any unspent Move.

Flight: A card with the **Flight** keyword allows you to use that specific card's Move value to move diagonally and/or orthogonally. Flight does not grant diagonal movement to other cards with Move you control, or Move from your Alt Mode.



Searching: You may also spend 1 Move to “Search,” which is flipping a face-down card in your Autobot’s space face up. If you reveal an Adversary, all Autobots in that space are Ambushed by that Adversary: Draw an Encounter card and read the Ambush effect (not the Confrontation effect). All Ambush effects are Attacks, so Block effects may allow you to avoid them (see Blocks on page 11). Some game text allows you to search adjacent spaces instead of your own space. You do not pay Energon to use game text unless the card says otherwise.

SPENDING POWER

As you play cards, add up their Power. You may use this Power to buy non-Adversary cards and/or battle Adversary cards. Each time you buy or battle, reduce your current Power by the cost of those cards (shown in the black square in the upper left corner of the card). You may continue to buy and battle cards as long as you have Power to spend. If you don’t have enough Power left, you cannot buy or battle a card. Game text that instructs you to “gain” a card does not use Power: The card is acquired at no cost to you (unless an effect says otherwise). Cards you gain go to your discard pile like cards you buy would.

Note: If you play a card and then destroy it, you lose any unspent Power and Move from that card.

USING RANGE

Typically, in order to buy or battle a card you must be in that card’s space. However, if you have enough cards with both Power and Range, you can buy or battle a card within Range of your Autobot without moving onto it. Range is a number of spaces away from your Autobot equal to or less than the lowest Range value on the cards used. Range only projects the Power (or Block) of that card, not of other cards in play. Power NOT associated with playing a specific card has Range 0, as do cards without a printed Range value. Range is also useful for Blocking attacks against your fellow players—See page 11 for more on Blocks. Range is particularly useful when battling Adversaries: If you can avoid moving onto an Adversary’s space, you can avoid being Ambushed before you fight them.

Example: If you play a single card with 2 Power and 1 Range, you can buy or battle a card with cost 2 from 1 space away (orthogonally) without needing to move onto it. If that card was Cost 3, you would need another card with at least 1 Power and 1 Range to buy or battle that card. If game text uses the phrase “in range,” the range is based on the Range value of the card in question.

SPENDING ENERGN

Energon is the fuel that Transformers use to drive their most powerful abilities. In the game, Energon is represented by cubes. Any time you gain Energon, take cubes from the general supply and place them into your personal supply of Energon. Small Energon cubes are worth 1 Energon, while large Energon cubes are worth 5 Energon. Make change if needed. When you spend it, return the cube to the general supply. You may spend Energon for the following:

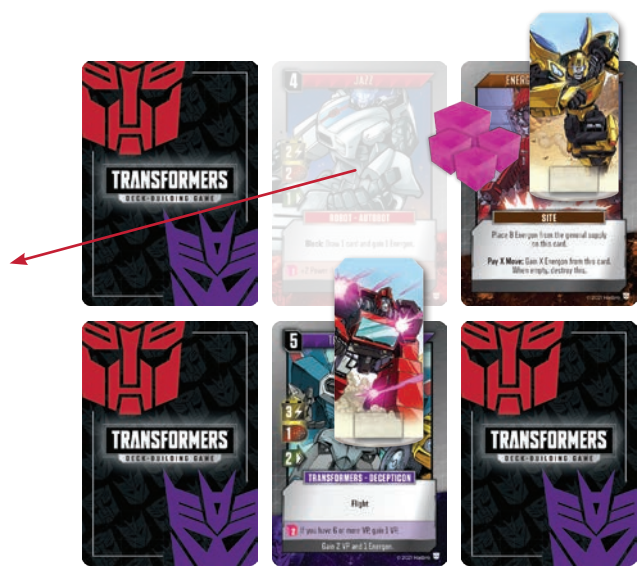


Transforming: You may spend 1 Energon to perform a basic game action to Transform your character from its Bot Mode or Alt Mode to the other side. This may be done at any time, during any player’s turn, for any reason or no reason at all. Exception: You cannot Transform while another effect is being resolved. That means, if you decide to be in Alt Mode when an Encounter card is drawn, you cannot Transform after seeing the effects of that Encounter card. However, you are free to Transform prior to drawing the Encounter card or after resolving it.

Energon Abilities: During your turn, you may activate Energon abilities on cards you have played and/or on your character card, if you can pay the Energon cost. If it is not your turn, you may only activate Energon abilities on cards you play to Assist other players. You cannot activate Energon abilities on your character card when Assisting (unless a card says otherwise). Each Energon ability may be activated only once per turn.

CONFRONT AND ASSIST ABILITIES

Some Energon abilities are preceded by the word “Confront” or “Assist”. Confront Energon abilities may only be activated by the active player during a Confrontation and Assist Energon abilities may only be activated when you are Assisting the active player during a battle against an Adversary. If game text uses the word “Confront” or “Assist,” but it’s not an Energon ability, then that text resolves immediately if you are currently Confronting or Assisting.



EXAMPLE OF PLAY

Playing as *Bumblebee*, it's your first turn of the game, and you are the second player to take a turn. You decide to Teleport your Autobot onto a card at the edge of the Matrix. Since you are in Alt Mode, you now have 2 Move to spend from your character card. You place a '-1 Move' token on your character card to search the card underneath you. You flip up the Robot *Jazz*.

You play your hand of cards, which includes 3 *Courage*, 1 *Reserves*, and 1 *Fix*. As soon as you play *Reserves*, you gain 1 Energon, because you had 3 or fewer Energon at the time. The cards you played give you 3 Power, but *Jazz* costs 4 to buy. A plan comes to mind:

You pay 1 Energon to flip *Bumblebee* from Alt Mode to Bot Mode. Before you flip your character card, your Alt Mode ability allows you to flip an adjacent card face up, so you choose the card *Ironhide* is standing on.

That card turns out to be *Thundercracker*, a Decepticon! Since *Ironhide* is in that space, he is Ambushed, even though you flipped the card face up. (If you had been in the space and searched it using 1 Move, you both would have been Ambushed.) The player controlling *Ironhide* draws an Encounter card and the Ambush effect reads: "Destroy 1 random card in your discard pile." With 6 cards in his discard pile, he decides he doesn't want to risk losing the good card he bought during his first turn, so he uses *Ironhide's* 2 Energon ability to Block that attack. He can do that since the text of that ability says it may be used during any player's turn.

Now that you're in Bot Mode, you have a 1-cost Energon ability: "+1 Power." You use 1 Energon to activate it, giving you 4 Power total. You buy *Jazz* and place him in your discard pile. Even though you have only spent 1 Move, you are no longer in Alt Mode, so you don't have access to that Alt Mode Move value.

You use the *Reserves* card to move to the corner space of the Matrix. You then use *Fix* to search the space you are in. You reveal a Site: the *Small Energon Mine*. You place 8 Energon on it from the general supply. It requires Move to collect this Energon, and you are out of that right now. You could Transform again to use the unused Move on your Alt Mode, but you choose not to.

Instead, you pay 1 Energon to activate the Energon ability on your *Fix* card, and choose to destroy 1 of your *Courage* cards. Because you already spent the Power from that card, you do not lose any Power for destroying it.

You announce that your turn is over. Next you place the top card of the main deck into the empty space in the Matrix. You place the 4 remaining cards you control into your discard pile, and then draw a new hand of 5 cards. Lastly, you remove the '-1 Move' token from your character.



DEALING WITH ADVERSARIES

As an Autobot, Decepticons are your Adversaries and to them you are an “Adversary player.” One of the primary ways to gain VP is battling Deceptions (both Robots and Bosses). Doing so comes with a degree of risk, though: from gaining Damage to having a valuable card destroyed just when you thought you were certain to win the fight.

ENCOUNTER CARDS

When an Encounter is drawn, only resolve the text for the type of encounter that is occurring, then discard the card face up next to the stack. These cards remain in the discard pile until the deck is empty or a player is about to resolve a Confrontation. When either of these happen, reshuffle all 10 Encounter cards before drawing one to resolve a pending Encounter. All Ambushes are Attacks. Not all Confrontation effects are Attacks.

AMBUSH

When an Adversary is revealed in a space where one or more Autobots are present, draw an Encounter card and resolve the Ambush text at the top of the card. A surprise Ambush is an Attack against all Autobots in that space. If you flip an Adversary face up and no Autobots occupy that space, no Ambush occurs. If you move your or another player’s Autobot onto an Adversary that is already face up, only the moving Autobot is Ambushed. Anyone already there is safe at this time and they are not Ambushed at the start of their turn for being there.

Note: When a Boss is first revealed, resolve their **Reveal Attack** against each Adversary player (all Autobot players in this case) no matter where they are in The Matrix. Then, the Ambushes you draw resolve against each Adversary player. Blocking a Reveal Attack does not prevent the subsequent Ambush draw.

CONFRONTATION

This text on an Encounter card is only used when a player Confronts an Adversary. To battle a Boss, you must Confront them. A Deception Scheme might require you to Confront regular Decepticons as well. Some Confrontation effects on Encounter cards are Attacks, but most are not and cannot be avoided with a Block. Confrontation Attacks can be very destructive, so if you are worried about them, it might be worthwhile to hold a card with Block in your hand. Once you have announced a Confrontation, you cannot play any additional cards, but you can discard Blocks to avoid Attacks, as that is not playing a card.

ATTACKS AND BLOCKS

An Attack is indicated by the word “**Attack:**” followed by an effect. Attacks can be avoided by discarding a card with the **Block** keyword from your hand or activating a Block ability on your character card. When a player is Attacked, **any** player may Block that Attack if they are in Range of the Autobot being Attacked. **Each player may only use one Block per Attack, and each discarded Block only prevents the Attack effect on a single player.** One Block protects one player. Each attacked player who fails to Block the Attack will be affected by it. Most Block text is followed by a colon (:) and text. That text resolves when you discard the card to Block, but no other text on the card is active at that time. Discarding a Block to avoid an Attack is not “playing” the card. If you play a card with a Block effect during your own turn, the Block text does not resolve.

Block cards use the same Range as the Power on the card, meaning that the Range stat on the left side of the card is also the Range of the Block. If a player has a Block with no Range, the Range is effectively 0 (as with any other card), so they may only Block for themselves or another Autobot in their space. Some characters have Energon abilities that Block. These have a Range listed next to the word Block. As it says on these characters, these Blocking Energon abilities are special in that they may be used during any player’s turn.

If a player does not Block an Attack they are facing, then each of the other players in clockwise order has the opportunity to use a Block to aid that player if: (1) they have a Block card (or character ability) that has enough Range to reach the Autobot under attack, and (2) they did not previously Block the Attack for themselves or another player. Blocking an Attack is always optional.

BATTLING ADVERSARIES

When you battle an Adversary, which includes Assisting, you are attempting to defeat that Adversary. This is similar to buying non-Adversary cards in that Power must be spent, but there are several differences. First, Adversaries you battle and defeat **do not go into your deck**. Instead, you gain the rewards listed at the bottom of the card, then place the card into your Vault, face down. Your fellow players will probably be interested in Assisting you during your battle in order to partake in the bounty... unless they prefer that you fail! Rules for Assisting are found on page 12-13.



Adversaries who are not Bosses are fairly easy to defeat, so other players cannot Assist you unless you control *Damage*. Battling a Boss Adversary is called a Confrontation and you will likely need more Power than just the printed cost of the Boss to defeat it. Your fellow players will often try to Assist you when you Confront a Boss and may do so even if you don't have any *Damage*.

To battle, do the following in order: (ignore Confrontation steps if this is not a Boss)

1. Move onto (or within Range of) an Adversary and play cards to generate Power. Resolve an Ambush if applicable. Activate any desired non-Confront Energion abilities.
2. If you control *Damage*, your fellow players may each place one card face down to Assist you* in the hopes of earning the same VPs you will for far less effort. The card they place must be able to generate at least 1 Power and have enough Range to reach the Adversary's space. If no players Assist you, you may decline to battle and spend your Power elsewhere. If any players Assist you, you must continue the battle.

***Confrontation:** Your fellow players may place Assists whether you control *Damage* or not.

Confrontation: Shuffle all 10 Encounter cards together, then draw the top card and resolve the Confrontation text. If a card you control is destroyed during this step, you lose all Power and effects generated by that card.

3. Choose and resolve a number of Assists equal to the number of *Damage* cards you control (if any), even if this generates Power beyond what you need to defeat the Adversary.

Confrontation: If your Power total is not enough to defeat the Adversary, you must resolve Assist cards placed by the other players (if any), one at a time. Stop resolving additional Assists once your total Power meets or exceeds the cost of the Adversary, unless your *Damage* forces you to resolve more.

Confrontation: After resolving all available Assists, if you still need additional Power, you may activate unused Energion abilities, including ones with the keyword "Confront."

Players with Assist cards may optionally activate Energion abilities on the cards they have played.

4. If you have successfully defeated an Adversary, gain the rewards listed at the bottom of the card, and then place the card into your Vault, face down. Each player who resolved a legal Assist also gains the rewards, but only the active player puts the defeated Adversary into their Vault. If the battle is not successful, the Adversary remains in play and no one earns any reward.
5. **When you have concluded a battle, discard all cards other than Ally cards and those with the Ongoing keyword.** All of the Power and Move you have generated up to that point in your turn is lost. All Assist cards are also discarded, whether they were resolved or not. **Note:** If this battle defeated the third and final Boss, the game ends immediately *before* discarding or vaulting cards.
6. If you have cards remaining in your hand, you may play them and continue your turn as usual.

Confrontation: Immediately end your turn.

ASSISTING

Your fellow players will be looking for opportunities to Assist you in battling Adversaries (Assisting is also battling), as they want to earn the same rewards as you do while using far fewer cards than you are using. In Competitive games, you don't really want Assistance from the other players, as it is an easy way for them to earn VP using just a single card. In Co-op games, you want the help so that your teammates can earn the rewards as well. As such, Assisting means different things in each game mode.

ASSISTING IN COMPETITIVE GAMES

Here are some factors that will determine when players can or should Assist you:

1. If you **don't control any *Damage***, the other players cannot Assist you **unless the battle is a Confrontation**. Proceed with the battle and you will be the only player to earn the rewards.



2. If you control *Damage*, the other players may place Assist cards whether you need the help or not. You must choose and resolve a number of Assist cards equal to the number of *Damage* you control (if possible).

If there are more Assists than the number of *Damage* you control, choose Assists one at a time until you have resolved the required number of Assists. When you have chosen a number of Assists equal to the number of *Damage* you control, stop choosing additional Assists unless you are still short of the Power needed to defeat the Adversary.

If any players want to Assist, each non-active player in clockwise order may place one card face down in front of them in the hopes of Assisting the active player (and earning the reward at the bottom of the Adversary card). **Any card in hand can be used to Assist**, but it must be able to generate at least 1 Power (either on its own or by using an Energon ability it has) and have enough Range to reach the Adversary's space. You can keep the precise Power of your Assist card secret or announce it to try to convince the active player to resolve your card first. **Reminder:** Assisting in Alt Mode is subject to the -1 Power penalty. Transform to avoid this.

WHY ASSIST? One reason to place an Assist card is because you believe the active player's Power total will not be enough to defeat a Boss without your help or without spending a lot of Energon. **Assists resolve before "Confront" Energon abilities can be used against a Boss**, so if the active player needs help, Assists are resolved first. Of course, if the active player's Power total is low compared to the cost of the Adversary, you could choose to not Assist and see if they can do it on their own. However, as offering an Assist is done in clockwise order from the active player, you have only one chance to choose to Assist or not. If everyone else does and you do not, you might miss out on some easy rewards.

The best reason to place an Assist is if the active player controls 1 or more *Damage* cards, which will force that player to accept Assists, even if they don't need the Power! This goes for regular Decepticons as well as Bosses.

If the active player is Confronting an Adversary (typically a Boss), there is a good chance they will need Assists even if they don't control any *Damage*. Many of the Confrontation effects on Encounter cards will increase the cost of the Adversary. For example, if a player boasts that they have 7 Power and have announced a Confrontation

against a 6-cost Boss, it is quite likely that they will need Assistance as a Confrontation effect might increase the cost of that Boss by 3, 4, 5...or even more! This is an opportune time to play an Assist. If they control *Damage*, they must resolve at least that many Assist cards (if able). Sometimes a player will control more *Damage* than there are Assists, which means that all Assists played will be resolved.

When you resolve your Assist, you fully resolve that card as if you played it during your own turn. However, you cannot spend any Move on a card played to Assist. As soon as you reveal your Assist card, resolve the game text, announce your Power total, and then (optionally) you may activate your card's Energon ability if you wish. You may wait until after the active player has used some or all of their Energon abilities before using your own. You are not required to activate Energon abilities on your Assist card. An illegal Assist (the card has no Power or not enough Range) is discarded unless the controller can make it legal by activating the card's Energon ability.

As soon as the active player has reached the Power required to defeat the Adversary, they must stop accepting additional Assist cards unless they have more *Damage* cards than the number of Assists they have already accepted. **The active player chooses the order in which to resolve Assists**, and should pay attention to the current VP totals of their fellow players when deciding who to accept help from (in Competitive games). At the end of the battle, you must discard your Assist card whether it was resolved or not. You do not draw a card to replace the card you played, even if yours did not resolve.

ASSISTING IN COOPERATIVE GAMES

In Co-op games, you should frequently ask nearby teammates if they wish to Assist you. You want them to Assist you, as multiple players can each gain the reward text. VP you gain converts to Energon in Co-op games, and everyone needs Energon! See Cooperative/Solo Rules on page 17.

In Co-op, your teammates may Assist you in battling any Adversary, whether the active player controls *Damage* or not. You may always work together. Talk to your teammates and only play as much Power as you need to defeat the Adversary with their Assists, as after the battle you'll have to discard all of the non-Ongoing/non-Ally cards you played so far that turn. You can play more cards after a non-Confrontation battle, of course. In Co-op, Assists should be played face up, as there is no reason for secrecy here.



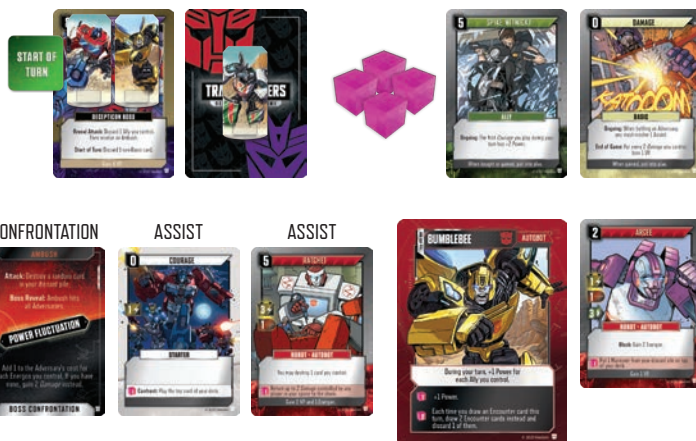
EXAMPLE OF PLAY - CONFRONTING A BOSS

It's now *Bumblebee's* turn and *Starscream* (a Decepticon Boss) is face-up in the Matrix. At the start of *Bumblebee's* turn, he must discard 1 card from his hand because of *Starscream's* Start of Turn effect. He chooses to discard *Reserves*, as it has no Power. *Bumblebee* is in Bot Mode and controls 1 Ally: *Spike Witwicky*, so he already has 1 Power thanks to *Bumblebee's* Bot Mode game text. He plays a *Courage*, which gains an additional +2 Power from *Spike's* ability. *Bumblebee* plays most of his remaining cards, but holds the 2-cast *Arcee* Autobot in his hand since it has Block, and *Bumblebee* is about to confront *Starscream*. *Bumblebee* exhausts a *Transform and Roll Out!* to use its Move and moves 1 space to his left onto *Starscream*.

Bumblebee must draw an Encounter card because he moved onto a face-up Adversary. *Wheeljack* is on *Starscream's* space as well, but is not Ambushed because the Adversary was already face up. The Ambush reads: “**Attack:** Lose 2 Energon.” *Bumblebee* only has 2 Energon, so he decides this would be a good use for the *Arcee* Block. He discards *Arcee* to avoid the Attack and gains 2 Energon for doing so. Hopefully the Confrontation text won't be an Attack!

Bumblebee announces his Power total of 6 and declares a Confrontation against *Starscream*. Since he has 1 *Damage*, both of the other players know that he has to resolve at least one Assist. If they don't Assist, 4 Energon might enable *Bumblebee* to activate enough Energon abilities to defeat the Boss on his own, and that would put him in the lead. *Wheeljack* at Range 0 and then *Optimus Prime* at Range 1 each place 1 card face down as an Assist. *Bumblebee* shuffles all 10 Encounter cards together and draws a card to resolve the Confrontation text. The text is not an Attack, so *Bumblebee* is happy he used his Block on the Ambush. However, the Confrontation text reads: “Add 1 to this card's cost for each Energon you control. If none, gain 2 *Damage*.” *Bumblebee* has 4 Energon, so *Starscream's* cost increases from 8 to 12!

Because *Bumblebee* controls 1 *Damage*, he must resolve at least 1 Assist. He chooses *Wheeljack*, since he has fewer VP than *Optimus* does. *Wheeljack* is in Alt Mode and reveals a *Courage* for +1 Power. Since he is in Alt Mode, he has -1 Power while battling Adversaries. That *Courage* is currently worth 0 Power, so *Wheeljack* spends 1 Energon to Transform to Bot Mode and now his *Courage* is worth 1 Power. There is no Range stat on *Courage*, so that makes it Range 0, which only extends that Power to *Wheeljack's* own space.



Since *Wheeljack* is in *Starscream's* space, this is a legal Assist, but not much help. Because the total Power of this Confrontation is currently only 7, *Bumblebee* must also resolve *Optimus' Assist*, which is revealed to be *Ratchet*, an Autobot. *Optimus* is in Bot Mode and has the game text: “Each Autobot you play during your turn has +1 Power.” Since it is not *Optimus' turn*, that text does not apply, but the 3 Power of *Ratchet* brings the total Confrontation Power to 10. Additionally, *Optimus* resolves the game text on *Ratchet* and destroys 1 *Damage* he controls. Nice!

With both Assists resolved, *Bumblebee* is still short 2 Power! He is now able to use Confront Energy abilities and any other Energon abilities he has not already used. *Bumblebee* spends 1 Energon to activate the Confront ability on his *Courage*, playing the top card of his deck. The card does not go into his hand, as no cards may be played from hand once a Confrontation is declared. (Discarding *Arcee* to Block was not “playing” the card.) The card he plays is a *Transform and Roll Out!*, which increases the total Power to 11. The Assist text is not relevant, as *Bumblebee* is Confronting, not Assisting. Finally, *Bumblebee* activates the 1-cost Energon ability on his Bot Mode, giving him 1 Power. As this Power is not linked to a card he controls, it has a default Range of 0, which is fine since *Bumblebee* is in *Starscream's* space. With 12 Power *Starscream* is defeated! *Wheeljack* and *Optimus* each gain 4 VP from the general supply as they each resolved a legal Assist. *Bumblebee* also gains 4 VP and places *Starscream* face down into his Vault. Adversaries in your Vault will score you some additional VP at the end of the game, so he isn't too worried that his competitors also earned the VP. Now that the Confrontation has concluded, *Bumblebee's* turn is over.



OTHER CARD TYPES IN DETAIL

SCHEMES

Deception Schemes are cards that cannot be bought, as they are plots and manipulations of your archenemies. Schemes affect all players. Place an Ongoing or Start of Turn token on a Scheme once it is face up, depending on what sort of text the card has. Schemes are going to make life difficult for the Autobots, but they can be “thwarted” with some effort.



Some Scheme cards require an Autobot to be on the space to thwart it. If it does not say you need to be on the card's space to thwart it, you can thwart it from any space in the Matrix. However, to “contribute” something to a Scheme requires the Autobot to be on that card. Contribute means: While your Autobot is on the Scheme during your turn, take the required resource of the appropriate type/cost from your hand or personal supply of Energon and place it under/on the Scheme. You cannot contribute cards that do not advance the thwarting of the Scheme. For example, if a Scheme can be thwarted by placing 4 cards of different costs under it, you cannot contribute more than 1 card of each different cost. Deception Schemes are always thwarted by the active player during a single turn, unless the card specifies otherwise. When thwarted, place it face down into your Vault. Because the reward text does not use the word “gain VP,” the VP is only added to your score at the end of the game. Cooperative Schemes may be “worked on” by multiple players over multiple turns until finally thwarted, but contributions are still made by the active player during their own turn. There is no reward for thwarting a Cooperative Scheme, but removing one from the Matrix will aid your team's cause greatly. Do not use Cooperative Schemes during Competitive games.

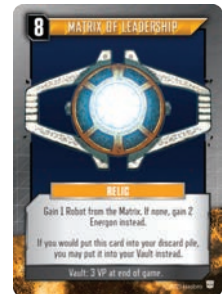
SITES

These are locations feature abilities that you can use when your character is in that space. Many Sites have an activated ability, where you may spend Move or Power to generate an effect or reward. Just like with an Energon ability, you may only activate it once during your turn. If a Site has no activation payment to make, the ability just happens, if the conditions are right.



RELICS

These powerful cards can be bought, used, and then stored in your Vault. If you fail to store it before the game ends, you won't score the VP listed at the bottom. Some Relics must be destroyed to gain VP.



Relics provide you a “press your luck” opportunity. They have powerful game text, but if you keep it in your deck too long, you might not draw it and vault it before the game ends. A Relic in your hand, deck, or discard pile at the end of the game is worth 0 VP.

OVERSIZED CHARACTERS

Your character has abilities on both sides of the card. In Bot Mode, each character has text at the top of their text box that is “always on.” It could be a triggered effect that is looking for a game state (such as playing a particular card type) or a static effect that simply happens without any outside input. This text is active at all times while in this mode, unless it says “during your turn.”

Several characters have game text that gives Power bonuses. For example, *Wheeljack's* Bot Mode reads: “Each Technology you play has +1 Power.” This ability works whether it is your turn or if you are playing a Technology as an Assist during another player's turn. The Power bonus in either case applies to the card being played. Likewise, the ability is not granted to cards you control, only to cards that you play while that ability is active. So if *Wheeljack* plays a Technology in Alt Mode (where that +1 Power ability is not active), then Transforms to Bot Mode, the bonus is not retroactively applied.



In general, Power NOT associated with playing a specific card has Range 0. For example, *Bumblebee's* game text reads: "During your turn, +1 Power for each Ally you control." *Bumblebee* also has an Energon ability reading: "+1 Power." In both cases, this Power is not connected to a card you play, so the effective Range of that Power is 0. You should place "+1 Power" tokens on cards that have Power bonuses to make it easy to see which cards (including your character card) have the bonus. It's important to link Power bonuses to cards, as the Range of the card also applies to that Power and if an Encounter card or other effect destroys a card, the Power, Move, and all other effects go with it. As the Power of a token is spent, remove the token.

Bot Modes each have 2 different Energon abilities as well: One requires 1 Energon, while the other requires you to pay 2 Energon. As with any other Energon ability, you may activate each of these abilities only once during each of your turns. Unlike game text abilities, Energon abilities like *Bumblebee's* +1 Power remains available to spend even if you transform to Alt Mode after activating it.

MISCELLANEOUS RULES

CONTROL vs OWN

Cards you play during your turn, Ally cards, and cards that are in your play area on an Ongoing basis are all cards you "control." You do not control cards in your hand, deck, or discard pile. You "own" all the cards you control, plus all of the cards in your hand, deck, and discard pile. Your character card is never included in any sort of card count.

SHUFFLING YOUR DECK

Only shuffle your discard pile to become your new deck when you need to draw, reveal, or otherwise manipulate the top card of your deck and there are no cards in your deck. Do not shuffle your discard pile simply because there are no cards in your deck. Oftentimes, you will need to shuffle at the end of your turn to draw your 5 new cards: Draw until your deck is empty, then set aside your incomplete hand. Shuffle your discard pile, then continue drawing until you are full up at 5 cards. Your discard pile is always public information.

DISCARDING CARDS

When a card effect tells you to discard a card, this is from your hand as the default. If a card effect means for you to discard it from anywhere else, it will mention where in the text.

DESTROYING CARDS

Destroying cards is a great way to thin your deck down so that you will draw your best cards more often. *Damage* cards are never placed into your deck, but they are cards you control, so if you have a card or ability that can "destroy a card you control," you should certainly choose to destroy a *Damage*. As for cards in your deck, the 10 Starter cards you begin the game with are the next most desirable cards to destroy. Destroying a card in your hand means you won't be playing that card. Destroying a card you control (one you played or is Ongoing) is best done at the end of your turn after you have spent the Power and Move on that card.

When a main deck card is "destroyed," it is placed into a face-up pile of cards next to the main deck. Other destroyed cards (*Starter*, *Transform and Roll Out!*, *Damage*) should be put off to the side, out of sight, or returned to the box.

IMPORTANT: If you play a card and then destroy it, you lose any unspent Power and Move on that card, as well as any unused game text effects. Be sure to buy/battle before destroying cards if you can help it. Likewise, if you are forced to destroy a card during a Confrontation, you lose the Power (and any game text ability) that card provided, reducing your overall effectiveness during that battle.

TARGETED EFFECTS

Some cards use the word "target" to designate a recipient for an effect. A target can be a card, but it is typically a player, and that player can be you, if you so choose.

FLIPPING CARDS FACE UP/PEEKING

Some hidden cards allow you to interact with them. When you "peek" at a card, only you get to look at it privately. Look at it and then return it to where it was, face down. When you "flip" a card, such as when you perform a Search or play a *Patrol*, it is turned face up for all to see, and remains face up. A "Reveal Attack" on a Boss happens when that card is first flipped face up for all players to see. This attack resolves against all Adversaries of that Boss.



TELEPORT

A card or ability with **Teleport** allows you to move to **any** space in the Matrix (unless otherwise stated). When you Teleport into a space with a face up Adversary, you **do not** trigger an Ambush. Your Autobot's initial entry into the Matrix is a free teleport that can't be repeated without a card effect.

VICTORY POINTS AND YOUR VAULT

When you defeat an Adversary, thwart a Scheme, or choose to store a Relic, add that card to your Vault instead of your discard pile, where it remains until the end of the game. Your Vault is a face-down card pile you create next to your discard pile. When you place a card into your Vault, adjust your VP accordingly:

1. Cards that read "Gain X VP" are gained immediately. Grab that many VP tokens. Make change if needed.
2. Cards that don't use the word "Gain" don't give you any immediate VP tokens, but will at the end of the game.

GAME END

The game ends immediately when 1 of the following happens:

1. All 3 Bosses have been defeated.
2. The main deck is empty when a card needs to be added to the Matrix (or destroyed, if the Matrix is full).

Note: If you play a Relic during the last turn of the game, you will not have a chance to discard or vault it as that happens too late during the End Phase procedure.

END GAME SCORING

Display your score pile of VP tokens. As you gain additional tokens during end game scoring, grab VP tokens from the general supply and add them to your score pile.

- Add up the costs of all Robots and Bosses in your Vault. You earn 1 VP for every multiple of 5 you count. (Example: One 5-cost and two 3-cost Adversaries = 11 total cost, which earns you 2 additional VP).
- Earn 1 VP for every 5 Energon you have, rounded down (so, 19 Energon = 3 VP).
- Add VP from your vaulted Relics and Schemes.
- Remove 1 VP from your score pile for every 2 *Damage* you control (Example: 3 *Damage* = Lose 1 '1 VP' token).
- The player with the most VP is the winner!

TIEBREAKERS

1. Most Bosses in your Vault
2. Most Energon
3. If still tied, enjoy your shared victory!

COOPERATIVE / SOLO RULES

Co-op mode can be played by 1-5 players, working together to defeat all 3 Bosses before the main deck runs out or before any one player sustains too much damage. Solo games (1 player) use the exact same rules as Co-op games with more players, but there won't be anyone to Assist you and you don't have any teammates to Assist.

Most of the game rules for playing Competitive also apply to Co-op and Solo games, with the exceptions noted below. Be sure you have followed the setup procedure for this mode of play by removing the Relics and incorporating 3 random Cooperative Schemes.

1. **No Scorekeeping Needed:** Any reference to VP means Energon in Co-op. So a "Gain 1 VP" reward means you "Gain 1 Energon" instead. Similarly, "Lose 1 VP" is "Lose 1 Energon." Any rewards at the bottom of cards that refer to "Vault: X VP" (from a Decepticon Scheme, for example) are ignored in Co-op games for purposes of VP, but put the card in your vault anyway, as certain Confrontations may reference them. There are no rewards for thwarting Co-op Schemes other than making your team's path to victory a little easier.
2. **You cannot Confront a Boss if there are any non-Boss Adversaries in the Matrix.** This includes Autobots when the *Divided Loyalties* Scheme is active. You must defeat them before attempting to take down a Boss.
3. Some Cooperative Schemes require a specific number of Contributed cards in order to thwart them. "Contributed" cards get placed from the active player's hand underneath the Cooperative Scheme in question. Your Autobot must be in the same space as the Scheme to Contribute to it. Unlike Decepticon Schemes, a Cooperative Scheme does not need to be thwarted by a single player during a single turn. Multiple players may Contribute cards over a series of turns and they are free to Contribute more than one card if they wish. Contributed cards are public knowledge and may be examined at any time. Once thwarted, destroy the Cooperative Scheme along with any cards under it. Place contributed Energon into the general supply.



4. When playing Co-op, players may assist during all battles, regardless of *Damage*. Assists may be played face up instead of face down.
5. **How to Lose:** The game ends (and all players lose) if any single player controls 5 or more *Damage*, or when a card needs to be added to the Matrix (or destroyed from the top of the main deck) and there aren't any there.
6. **How to Win:** Defeat all 3 Bosses before your team loses (see #5). You win or lose as a team.
7. **Expert Mode Co-op/Solo:** If you are a pro at Co-op games, or beat this game consistently, add this rule for a greater challenge: VP does not convert to Energon. So when you gain or lose VP in expert Mode, you simply gain or lose nothing instead.

Solo Note: There are some Schemes, like *All-Out-Assault*, that you cannot thwart in Solo mode, which is by design to increase the difficulty.

TIPS FOR PLAYING

During your first few turns of the game, buying new cards to improve your deck is more important than defeating Adversaries. Defeating Decepticons doesn't improve your deck, so if you spend too many early turns collecting VPs, you will be ill-suited to Confront Bosses when they appear.

Whether you are playing a Competitive or Co-op game, communication is key! During any game, there will be several opportunities to work together for mutual gain. You might think you don't have the Power to defeat a Boss, or not enough cards to thwart a Scheme, but with help ... you just might! Keep in mind that table talk in Competitive games is non-binding, so be careful how much you rely on mere words.

When considering the order in which to resolve Assists, looking at players' VP totals is a good idea, but also keep in mind how many cards are in their Vault. You never get to peek at an opponent's Vault, but you may ask them how many cards are in their Vault. A player might be hiding a lot of points there, so consider that when choosing Assists.

When Bosses appear in the Matrix, it's a good idea to end each of your turns near the Boss. That way, if anyone attempts to battle them, you might be able to Assist them. Conversely, if a player with a lot of points is on or near a Boss, find a way to move them away or battle Adversaries on the other side of the Matrix so they won't be in Range to Assist.

When playing Co-op, try to avoid flipping cards face up in spaces where your teammates are present, so they won't be Ambushed. Flipping too many cards face up will also lead to uncovering more Schemes, which can really hurt! But, late in the game you need to find the Bosses before time runs out.

SPECIFIC CARD CLARIFICATIONS

The Golden Rule

If a card's text contradicts these rules, the card takes precedence. Consider every rule in the game to also have the text "unless a card says otherwise."

All-Out Assault: When battling a Transformer, you must follow the Confrontation rules of engagement, as though you were battling a Boss. To Thwart this Scheme, you must play a Block with sufficient Range to negate an attack against another player (such as when another Autobot is ambushed).

Brawl: When you activate this card's Energon ability, the Ambush only affects other players in your space, not yourself.

Crushing Blow: Ally cards you control are potential victims of this Confrontation text. Don't forget that you control your Ally cards!

Divided Loyalties: While this Scheme is in the Matrix, all Robots are Adversaries to you. Moving onto or flipping an Autobot will cause an Ambush. You cannot buy Autobots while this Scheme is in the Matrix, but you can battle them to earn the reward at the bottom of the card. This is the only way to earn the rewards listed at the bottom of the main deck Autobots.

Energy Swords: When using this card to Block, you may pay 2 Energon to avoid discarding it. The card remains in hand and may now be played normally, or used to Block a subsequent attack. However, when your turn ends, you must still discard the card, as usual.



Fix, Ratchet (Character), Repair Bay: The phrase “any player in your space” includes yourself. If there are multiple players in your space (or adjacent to you with Fix), you choose which of the players to help out.

Ground Bridge: When you use this card to Teleport, any other Autobots in your old space may choose to Teleport to the space you Teleported to. All Autobots that choose to do this arrive at the same time.

Hostage Crisis: When this card is revealed, all face-up Ally cards in the Matrix and in play in front of players are placed under this card. Your Autobot must be on this space to rescue an Ally, and can only gain one Ally per turn in this manner. Allies revealed after this Scheme is revealed are not placed under this card.

Mirage, Bonecrusher, Phase Shifter: Ambushes must still be drawn, but when these cards are played, the active player’s Autobot can avoid the effects.

Matrix of Leadership: Since both Decepticons and Autobots are Robots, this is a method of gaining Decepticons (versus defeating them) to utilize in card play. Thematically they have switched sides and are helping the good guys! Jetfire is both a Robot and a Relic.

Scrapper (and others): The destroy effect of his reward text is mandatory!

Tox-En: Each time an Autobot moves onto this space (voluntarily or not), or if this card is revealed beneath a character, that player loses 3 Energon. Unlike other Relics, when you gain this card, it’s destroyed instead of going into your Vault or discard pile. The VP gain is immediate.

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TURN SEQUENCE

On your turn, you may do any of the following in any order and as many times as you wish (unless otherwise stated):

- Play a card
- Move
- Search
- Buy or Battle
- Activate **Energion Abilities** (once per turn/ability)
- Transform
- Confront (once per turn)

END OF TURN

1. Announce that your turn is over.
2. Refill the Matrix:
 - If there are any empty spaces in the Matrix, add 1 card from the top of the main deck (face down) into each of those empty spaces.
 - If there are no empty spaces in the Matrix to refill, see page 7.
3. Discard all your cards in hand and any cards you played during your turn, except Ally cards and cards with the **Ongoing** keyword. Then draw a new hand of 5 cards.

BATTLING AN ADVERSARY

1. Move onto (or within Range of) an Adversary and play cards to generate Power. Resolve an Ambush if applicable. Activate any desired non-Confront abilities.
2. If you control *Damage*, your fellow players may each place one card face down to Assist you*. If no players Assist you, you may decline to battle and spend your Power elsewhere. If any players Assist you, you must continue the battle.
***Confrontation:** Your fellow players may place Assists whether you control *Damage* or not.
Confrontation: Shuffle all 10 Encounter cards together, then draw the top card and resolve the Confrontation text.
3. Choose and resolve a number of Assists equal to the number of *Damage* cards you control (if any).
Confrontation: If your Power total is not enough to defeat the Adversary, you must resolve Assist cards placed by the other players (if any), one at a time. Stop resolving additional Assists once your total Power meets or exceeds the cost of the Adversary, unless your *Damage* forces you to resolve more.
Confrontation: After resolving all available Assists, if you still need additional Power, you may activate unused Energion abilities, including ones with the keyword **“Confront.”**
Players with Assist cards may optionally activate Energion abilities on the cards they have played.
4. If you have successfully defeated an Adversary, gain the rewards listed at the bottom of the card, and then place the card into your Vault, face down. Each player who resolved a legal Assist also gains the rewards.
5. **When you have concluded a battle, discard all cards (or vault Relics) you have played so far during your turn, except for Ally and Ongoing cards.** All of the Power and Move you have generated up to that point in your turn is lost. All Assist cards are also discarded, whether they were resolved or not.
6. If you have cards remaining in your hand, you may play them and continue your turn as usual.
Confrontation: Immediately end your turn.

END GAME SCORING

Display your score pile of VP tokens. As you gain additional tokens during end game scoring, grab VP tokens from the general supply and add them to your score pile.

- Add up the costs of all Robots and Bosses in your Vault. You earn 1 VP for every multiple of 5 you count. (Example: One 5-cost and two 3-cost Adversaries = 11 total cost, which earns you 2 additional VP).
- Earn 1 VP for every 5 Energion you have, rounded down (so, 19 Energion = 3 VP).
- Add VP from your stored Relics and Schemes.
- Remove 1 VP from your score pile for every 2 *Damage* you control (Example: 3 *Damage* = Lose 1 ‘1 VP’ token).
- The player with the most VP is the winner!