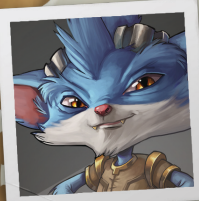


**MISSION 1:
MISTAKES WERE MADE**





That was unexpected!

Who would have thought using discarded pieces of mysterious machinery as the power source for your Mech school would have unforeseen consequences?

Well, it's water under the bridge. The first thing we've got to do is get this thing fixed.

It looks like a bomb!

What? No! Okay, there might be some passing resemblance. But never mind that! We've got to get it out of here. And by we, I mean YOU have to get it out of here. This is an excellent real-world test of your new Mech programming skills!

So you're saying you meant for this to happen?

Of course! ...Well, not in any legally liable way. So... get your suits powered up and get that "bomb-like device" out of here!

I'd posit that is undeniably and precisely a bomb.

JUST GET IT OUT OF HERE!



MISSION SETUP

MISSION OBJECTIVE: Push or Tow the Bomb to a Repair Pad before the Bomb explodes!

Let's setup boards, cards, and pieces for this Mission!

Command Lines

Command Card Deck

Damage Deck

Map Tiles

Schematic Cards

Red

Blue

Green

Yellow

Crystal Compass

- All players identify their favorite Yordle and locate their special **Command Line** and **Mech**.
- Place (empty) **Command Lines** in front of each corresponding player.
- Locate the **NEW** Yordle-specific **Schematic Cards**!
- Place your **Schematic Card** *facedown* to the left of your **Command Line**.
- Locate the specific **Map Tiles** pictured above and place them in the middle.
- Orient the **Crystal Compass** to the **Map Tiles** and table as shown.
- Shuffle and place the **Command Card Deck** and **Damage Deck** anywhere on the table.



The School



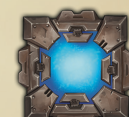
Mech Starts



The Bomb



Rune Spaces



Repair Pad

- Locate and place the **School** as shown.
- Place each character-specific **Mech** on *any* starting space, facing *any direction*.
- Locate and place the **Bomb** within the **School**.
- **Spawn** **Minions** on all **Rune Spaces**.
- **Take special note of the Repair Pad location!**

KEEPING TRACK OF ALL THE AWESOME

Kill enough Minions, and your team will unlock special abilities such as **Schematics** and **Overdrive!** Use the handy **Gear Tracker** to count Minion kills and your team's progress. *(Locate the Gear Tracker and the metal Gear Rings)*



Gear Ring



Minion Figure



Gear Tracker

Minion Kills

Whenever your team kills a Minion, count it on the Minion Kill Tracker. *(Place Minions on each space, left to right!)*

Team Gears & Overdrive!

Every 5th Minion kill, trade those Minions in for a **Team Gear**. *(Use a metal Gear Ring to track your team's progress)*

Team Gears start at zero every Mission.

When **Team Gears** reach maximum power (**15 Team Gears**), each member of the team unlocks their **Overdrive** ability!

(Look at the bottom of your Command Line for more info.)

Doom Tracker

The **Doom Tracker** is used in different ways each Mission. In this Mission, it'll track the **Bomb's** structural integrity. *(Place a metal Gear Ring on the 5th spot)*

Runes

Oooh—Runes are shiny! But you can ignore them this Mission.



THE MASTER MECH-ANIC
See also: Gear Tracker

SCHEMATIC CARDS

Schematic Cards are powerful Yordle-specific abilities that require **Team Gears** to activate. Activated Schematics are unlocked for use according to their instructions. Activating them and executing them **does not reduce Team Gears**.



Inactive



Activated

Activation

Once **Team Gears** reach the **required number** on the back of the Schematic Card, it is activated!

Flip the **Schematic Card** faceup to denote it is active.

You may now execute your ability according to the instructions!



Hack Schematic



Boost Schematic

Schematic Card Types

There are two types of **Schematic Cards**: **Hacks** and **Boosts**.

Hacks are single use. Immediately discard them after use.

Boosts have ongoing effects and stay next to your **Command Line**. *Remember to utilize them!*



THE MASTER MECH-ANIC
See also: Schematic Cards

NEW BOARD SPACES

Watch where you stomp; there are new spaces on the board this Mission!



Rune Spaces

There are four colors of Rune Space: **Red**, **Green**, **Yellow** and **Blue**. Each has a unique Rune shape. These spaces will typically be used for spawning **Minions** during the **Minion Phase**. Stepping on a Rune Space has no immediate effect, but will block **Minion** spawning!



Repair Pads

When a Mech steps on a **Repair Pad**, that player may **repair 1 Damage** on their Mech's Command Line. This can happen **multiple times** in a single turn (i.e.: if you step on, then off, then back on it!)



Oil Slicks

When a Mech, Minion, or Bomb moves onto an **Oil Slick**, it keeps moving in the same direction until it **collides** with a wall or obstacle (including other Mechs or Bombs), steps off the **Oil Slick**, or reaches the edge of the **Game Board**.

A Mech or Bomb will stomp **Minions** along the way, but **Minions** are blocked by other **Minions**.



NEW ABILITY: TOWING

You've pushed Mechs. Now you've got a tow hitch installed!



Blue Mech wants to tow Red Mech

+



Speed Card

=



Mechs both move only 1 space

Just like pushing, a **Mech** needs to be **adjacent** to another **Mech** to **tow** it. However, It takes a card with **2 moves** to tow a **Mech 1 space**. **Two consecutive 1-Move Command Cards** will not work! (You need at least a **Speed** or a powered-up **Move Command**.)

The towed **Mech** is towed into the space **directly behind** the **towing Mech**, and **maintains its facing**.

- Like being pushed, you cannot opt out of being towed!
- If you have moves left after towing, you must use them!
- When Mechs tow or are towed onto **Oil Slicks**, they slide as normal!

SET UP THE BOMB



The **Bomb** acts sort of like a **Mech**:

- Can be **pushed** and **towed**.
- Stomps **Minions** when pushed onto them. (However, **the Bomb takes 1 Damage** each time it stomps a **Minion**!)
- Like **Mechs**, the **Bomb** does not take damage from **Command Cards**.
- Similarly, the **Bomb** blocks **Ripsaw Commands**, just like **Mechs**.



For this Mission, start the **Bomb** at **5 health**.

(Place a **Gear Ring** on the **5th space** on the **Doom Tracker** to track **Bomb health**.)

EZ-MODE: Playing with younger players or players new to board games? Try **EZ-MODE**! For This Mission, start the **Bomb** at **7 health** instead!

BACK ON MISSION



MISSION OBJECTIVE: Move the **Bomb** onto the **Repair Pad** before the device explodes!

Let's get this Mission started! Execute Rounds until your team objective is accomplished!

For this Mission, there are a few specific rules:

PLAYER PHASE

1



DRAFT COMMAND CARDS

DOUBLE DRAFT

For this Mission and all future Missions, the *first* draft is a **Double Draft** (first Round only!). The First Player deals 10 Command Cards faceup to the table (*instead of just 5*). In order, players take turns picking 1 card until each player has 2 cards in total. *Discard the remainder.*

2



PLAY COMMAND CARDS

3



EXECUTE COMMAND LINES

4



MINION MOVEMENT

MINION MOVEMENT

For this Mission only, Minions move 1 space toward the **Bomb** during Minion Phase. Given two equally close spaces, Minions prefer moving in the **Blue** or **Green** directions. (See: *Crystal Compass*) If there are no spaces that would move the Minion closer to the **Bomb**, it stays put.

5

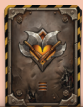


SPAWN NEW MINIONS

SPAWN NEW MINIONS

For this Mission only, spawn Minions on all empty Rune Spaces during Minion Phase.

6



MINIONS ATTACK

MINIONS ATTACK

Minions can and will attack both Mechs and the **Bomb**.

Minions must be **adjacent** to the **Bomb** and damage decreases the Bombs health by 1. (Use the *Doom Tracker*!) Process Minion Damage in player order starting with the **First Player**, and *only then* proceed to damaging the **Bomb**.

Repeat from Step 1

A FULL ROUND

MINION PHASE



ESCALATION!



As soon as the Bomb leaves the School, a new rule applies:



Wait... Something started ticking. What would be ticking? Time bombs tick. HOLY TIME BOMB!

For the remainder of the Mission, and all future Missions, drafting is timed!



- Locate Zhonya's Minuteglass (the sand timer) and reset it.
- Flip Zhonya's Minuteglass as soon as all drafted cards are dealt faceup during the Player Phase.
- Hurry up, but follow the normal sequence to pick **Command Cards**.
- If time elapses, randomly deal a Command Card from the remaining cards to each remaining player, and then discard the rest.
- The time limit only applies to picking cards. You may program and scrap picked cards at your leisure!
- **Pro Tip:** Remember to place Zhonya's Minuteglass in front of the First Player to keep track of who went first!



GOING OUT WITH A KA-BOOM



Unlike the Tutorial, real Missions have **Loss Conditions**.

If a **Loss Condition** is met, it's **Game Over** and your team must restart from scratch.
(Reset the Mission according to the Mission Setup)

In this Mission, if the Bomb **reaches zero health, KA-BOOM! You lose.**

So keep those Minions away at all costs!



CONGRATULATIONS!

Once the Bomb is secured, your Mission is complete!

*Excellent job, team! You may now move on to "Operation Swift Scouts"
(find and open its special envelope).*

Minions will endlessly attack the School from all directions!
Your team will have to find a way to inhibit them from spawning!



*Where are these Minions coming from?
Can they be stopped?*

