

KONGBOTS Quick Instructions

Welcome to KONGBOTS. This version is based on a board game produced by FASA Corporation, which I found to be very entertaining. My only complaint was the amount of work necessary to keep track of the game parameters. So, I let the Mac do that!

Kongbots is a fun and diverse game of skill and luck. Each game can be as different as your imagination. You arm your Kongbots by choosing from an assortment of offensive and defensive weapons, then place them in the Arena where they get their first glimpse of their opponent(s). Did you choose the right weapons to defeat your enemy? Only time will tell. Each game gives you an opportunity to try a different combination of armament and strategy. Success and failure are determined by a throw of dice and your skill. Good hunting!

PLAYING KONGBOTS

1) For help learning to play Kongbots, make sure that 'Teach Game' in the 'Game Options' menu is checked.

2) Use the Set Up Players window to select the class (size) of each player's Kongbot.

3) Player 1 (ie Red Leader) then arms his Kongbot by clicking on the module he wishes to change. Module selection rotates through a fixed list of components.

If 'Module Limits' is checked, then the following limits are imposed:

Maximum Equipment Loads for Gladiatorial Kongbots				
Kongbot CHASSIS DESIGN				
MODULE TYPE	Scout	Warrior	Marauder	
Retros	3		5	8
Claws	2		4	6
Lasers	2		4	6
Laser Aimers	1	3		4
Missile Launchers	1	2	3	
Armor Plates	1	2		3
Laser Shields	2	3		5
ECM Modules	0		1	1

5) If Green Leader is not the computer, Green Leader secretly chooses the modules for his team.

(If Green Leader is the computer, modules will be selected automatically)

6) The team whose leader has the most Retros at the BEGINNING of a turn goes first for each of the five pulses which make up that turn.

PLAYING THE GAME

The following six PHASES make up the game unit called a PULSE. Five pulses make up what is called a TURN in Kongbots. Some actions are allowed during any pulse (ie claw attacks and missile launches) while others are allowed only once per turn (laser fire and malfunction checks).

The current pulse (1 to 5) is shown in the PULSE TRACK displayed below the Kongbot Arena Map.

Game play proceeds by continuously repeating the following sequence of phases:

1) Systems Malfunction Phase

(Occurs only during the first pulse (once per turn)) If a Kongbot has less than one half its original number of modules, then it must roll for malfunction. One dice is rolled for each tender level (six modules). If the die total is greater than the number of remaining modules, then the Kongbot malfunctions for one entire turn. A malfunctioning Kongbot cannot move or use any of its remaining weapons. If a Kongbot malfunctions three turns in a row, it is forced to surrender.

2) Missile Launch Phase

One missile may be launched per turn, any time there is a clear line of sight between your Kongbot and the target Kongbot. Line of sight is blocked by arena walls and other Kongbots, but not by missiles. Each missile contains two warheads, and can score two hits.

The following table is used for 'hit' determination:

Type of Attack	Type of Target	Dice Total Required	Modifications to Dice Total Needed
Missile	Kongbot outside ECM	Automatic	None
Missile	Kongbot inside ECM*	7 or greater	None

3) Laser Systems Fire Phase

Lasers may be fired once per turn, during any pulse when there is a clear line of sight between your Kongbot and the target. Allowable targets are Kongbots on another team and missiles after members of your team. You are never forced to fire your lasers, but you CANNOT 'save up' any laser fire for the NEXT turn.

The following table is used for 'hit' determination:

Type of Attack	Type of Target	Dice Total Required	Modifications to Dice Total Needed
Laser	Kongbot	5 + distance (in hexes)	-1 for every aimer +1 for every shield
Laser	Missile	10 + distance (in hexes)	-1 for every aimer

4) Missile Movement Phase

Each Missiles moves one hex towards their target every pulse. Missiles follow the shortest path around obstacles when moving toward their target. Missiles may safely occupy the same hex as a Kongbot which is not their target.

5) Kongbot Movement Phase

If the number of Retros a Kongbot is carrying is greater than or equal to the current pulse, the Kongbot is allowed (but not required) to move. The exception to this rule is for the Scout class Kongbot. It is the smallest Kongbot (6 modules) and for this class, each retro counts as two when determining the pulses it is allowed to move during. Again, movement cannot be 'saved up' and used in a later pulse.

6) Claw Attack Phase

If your Kongbot has at least one claw and an enemy Kongbot is in a hex next to you, you are given the opportunity to attack. Claws may be used in any pulse. (multiple times per turn)

The following table is used for 'hit' determination:

Type of Attack	Type of Target	Dice Total Required	Modifications to Dice Total Needed
Claw	Kongbot	6	None

WINNING THE GAME

- 1) There are two possible winning conditions.
 - a) When the opposing team loses all of its offensive weapons.
 - b) When each Kongbot on the opposing team is forced to surrender.
- 2) Ties are also possible.

SUGGESTED STRATEGIES

- 1) When choosing a claw as a weapon, make sure to work your way in close enough to use it.
- 2) If you think your opponent will choose claw weapons, try to have enough retros to keep your distance so he cannot use them, or carry Armor Plates to destroy the Claw when it attacks.

COMMON QUESTIONS

- 1) I cannot select the module I want to add to my Kongbot.
 - a) You already have the maximum number of that module for Gladiatorial fighting.
 - b) Uncheck 'Module Limits' in the GAME OPTIONS menu to override this feature.

- 2) I am not allowed to fire at a target? You are not allowed to fire if:
 - a) you are malfunctioning this turn.
 - b) the line of sight to the object is obstructed by a wall or another Kongbot.
 - c) Your lasers are not charged. (you have already fired them this TURN)
 - d) clicking ONCE on a Kongbot will cause the dice to display the roll required to hit a given target.
If no dice appear, the target is not in range, line of sight is blocked, or ...

- 3) I am not allowed to claw a Kongbot?
 - a) you must not be malfunctioning this turn.
 - b) you must be in a hex adjacent to your target.

SPECIAL NOTES

- 1) Armor Plates -
 - a) are destroyed in a missile attack. (The module destroyed is NOT chosen randomly)
 - b) are destroyed in a claw attack and so is the claw which attacked it.

- *2) ECM
 - a) a Kongbot need not be carrying an ECM to be protected by it because an ECM protects the Kongbot carrying it, and the six surrounding hexes.

3) Beware of Autobots which have malfunctioned, they may attack their own teammates!