



**AUTO POD
STARTER'S KIT**

The Auto Pod

If you've got a need for speed, the Auto Pod is for you. The blue land vehicle units are the fastest in the game, and can run circles around other teams. Blue also has some great pushing and carrying units.

Strengths: High-speed move is the best thing about blue, as well as lots of push and carry abilities

Weaknesses: No jumping or flying units, and not strong on deconstruction

Strategy tips: Try to avoid direct engagement and instead score a quick point or two at the start of the game with your fastest units. Be sure to use push and carry to defend your turf and score points.

Game Summary

In X-Pod Play Off, you and your opponent use your X-Pod bricks to build units, deploy them on the board, and the opposition. To win, be the first player to move 3 units all the way across the board to your opponent's side.

Setup

- 1) Select a board and get out your X-Pods.
- 2) Put your bricks down on your Inventory Sheet and find Plan Cards for the Auto Pod basic units: **Speedster, Spike, Rollabout, Pushabout, Forklift, Basher, Armored Sled, Blue Pusher.**
- 3) Build any three units. If this is your very first game, build Speedster, Forklift, and Basher. Or try **Spike, Pushabout, and Armored Sled.** Or **Rollabout, Pushabout, and Basher.** Always build your units to their highest level.
- 4) Pick your three X-tra cards. If this is your very first game, pick the **Jump, Move +1, and Level +1** cards. Or you can pick any combination of those three X-Tra cards for your hand.
- 5) Flip any flat brick to see who goes first. The first player places his 3 units first on his home row. Then the second player places his units. The first player also takes the first turn. On your first turn, you will probably **ACTIVATE** one of the units that are already on your home row.

Quickstart Rules

Turn Sequence

Each turn you must do one of the following things:

- **BUILD** one unit to its maximum level and put it in your X-Pod lid.
- **PLACE** one unit from your lid to your home row.
- **ACTIVATE** one unit already on the board. When you activate a unit, that unit can do one movement action and one special action.
- **UNFREEZE** one unit that has been scared or webbed. Turn that unit right side up.

Movement actions:

MOVE: Move up to the move value on the board (non-diagonal moves only). You cannot move through or land on an obstacle square or a square with another unit.

FLY: Just like jump, except you can end your movement on an obstacle. You can never end your movement on top of another unit.

JUMP: Just like move, except that you can move over squares with obstacles and other units. You have to end your movement on an empty square.

PUSH: Push is the same as move, except that a pushing unit will push other units around the board if it bumps into them. Remember that a unit can push more than one unit at a time, and if units get pushed into walls and obstacles, they will be deconstructed.

Special Actions:

CARRY: As you move, you can pick up an adjacent unit and then put it down in an adjacent square when you have finished moving. You can only put down the unit being carried in a square that the unit could normally occupy.

REPAIR: Heal 1 adjacent unit up 1 level. Repair ends your turn.

SCARE: Scare is an ability that allows a unit to freeze another unit. At the end of a player's turn, any unit with the Scare action freezes any adjacent enemy units. The frozen targets are flipped upside down, and cannot be activated or use any ability until they have been unfrozen. Freezing a unit does not cause it to lose any bricks.

DECONSTRUCT: Take an adjacent unit down 1 level. Deconstruct +1 takes a unit down 2 levels. A ranged deconstruct has a range in square (so Decon R2 can deconstruct exactly 2 squares away). Using the deconstruct action ends your turn.

EAT: Deconstruct any adjacent level 1 unit and go up 1 level. You can only eat a unit that is already at level 1. If you are at your maximum level you can still eat, but there is no repair effect. Eating ends your turn.

WEB: Web is a special action that allows a unit to Freeze another unit. To do so, the unit must two spaces away from the target and end its turn with the Web action. The target is flipped upside down, and cannot be activated or use any ability until it has been unfrozen. Freezing a unit does not cause it to lose any bricks.

X-Tra cards

You can play up to one X-Tra card on your turn. When you play one, discard it face-down next to the board.

Scoring & Winning

As soon as you move one of your units into your opponent's home row, you immediately score. Take one brick from the scoring unit and put it in your X-Pod to keep score. When your opponent scores, if you have used any of your X-Tra cards, you can take one back into your hand.

To win, be the first to move three of your units into your opponent's home row.

Starting options:

1

Speedster
Forklift
Basher

2

Spike
Pushabout
Armored Sled

3

Rollabout
Rollabout
Basher

X-tras

*

Jump
Move +1
Level +1

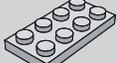


Auto Pod



Speedster

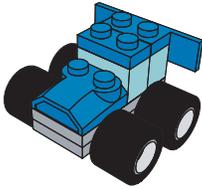
level 1



parts: 1

→ actions: none

level 3



parts: 12, 28

→ actions: move 4

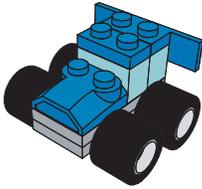
level 2



parts: 42(x2),35,28,7

→ actions: move 3

level 3



parts: 12, 28

→ actions: move 4

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Auto Pod



Spike

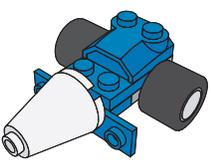
level 1



parts: 2

→ actions: none

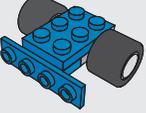
level 3



parts: 33, 35

→ actions: move 3, decon

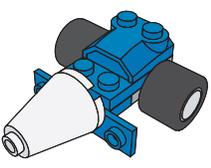
level 2



parts: 12, 42

→ actions: move 2

level 3



parts: 33, 35

→ actions: move 3, decon

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Auto Pod



Rollabout

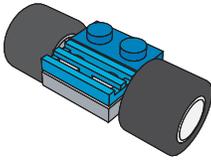
level 1



parts: 7

→ actions: none

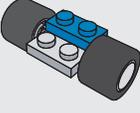
level 3



parts: 8

→ actions: move 3

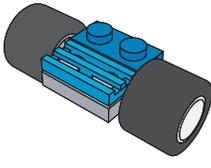
level 2



parts: 42

→ actions: move 2

level 3



parts: 8

→ actions: move 3

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Auto Pod



Pushabout

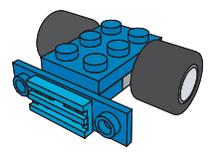
level 1



parts: 2

→ actions: none

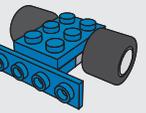
level 3



parts: 8

→ actions: push 3

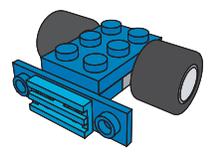
level 2



parts: 12, 42

→ actions: push 2

level 3



parts: 8

→ actions: push 3

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Starting options:

1

Speedster
Forklift
Basher

2

Spike
Pushabout
Armored Sled

3

Rollabout
Rollabout
Basher

X-tras

*

Jump
Move +1
Level +1

Auto Pod
Forklift

level 1

parts: 21

→ actions: none

level 2

parts: 2

→ actions:
move 1, carry

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Auto Pod
Basher

level 1

parts: 2, 5, 29

→ actions: none

level 2

parts: 6, 33, 36(x2)

→ actions:
move 1, decon

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Auto Pod
Armored Sled

level 1

parts: 21(x2), 28

→ actions: none

level 3

parts: 36(x2)

→ actions:
move 1, repair

level 2

parts: 28, 7

→ actions: move 1

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Auto Pod
Blue Pusher

level 1

1

parts: any 1 brick

→ actions: none

level 2

4

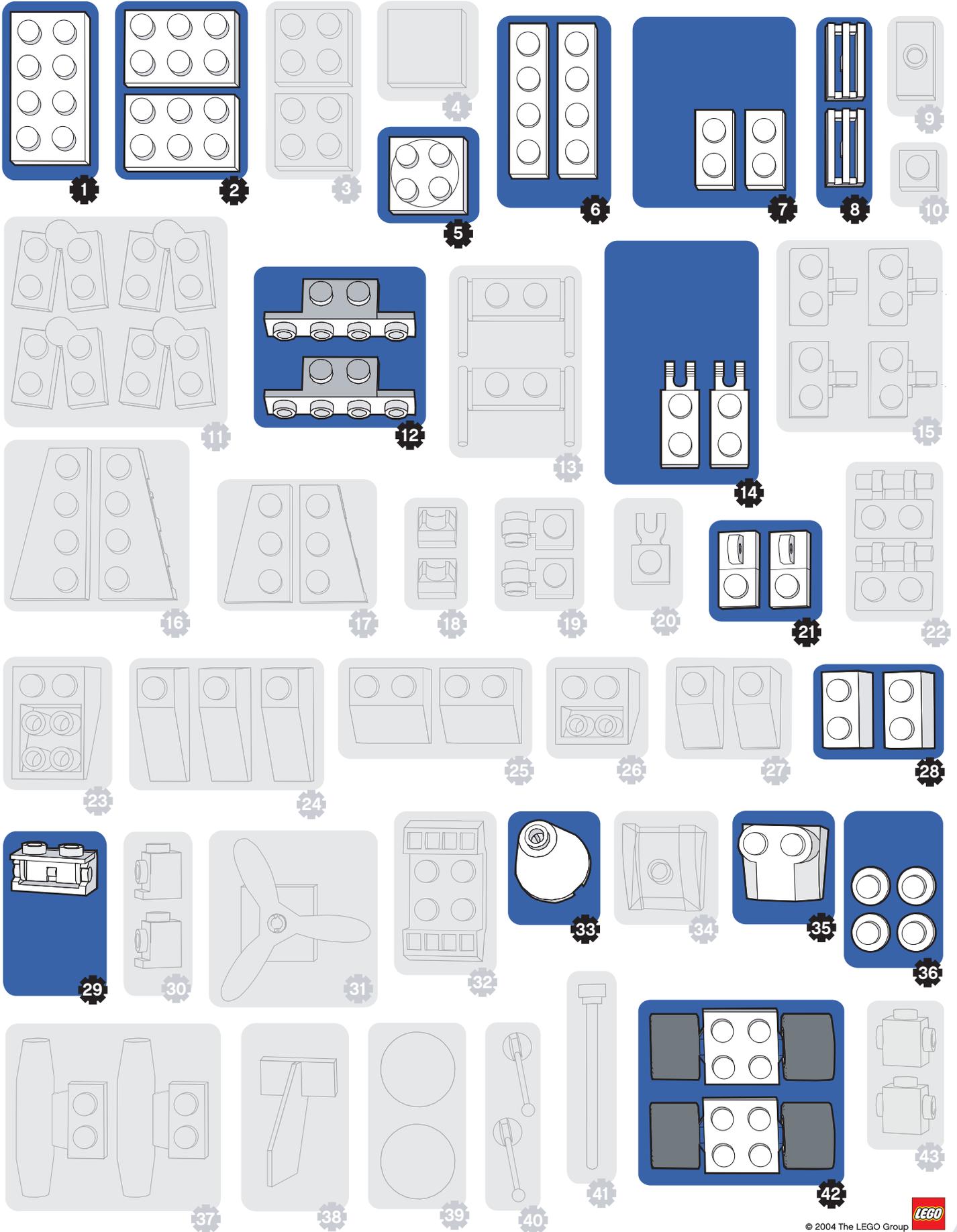
parts: + any 3 bricks

→ actions:
push 1

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Auto Pod inventory sheet



X-TRA

JUMP

Play this X-tra just before you move a unit.

This turn, the unit gains the jump movement action at the same value as its regular move ability.

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H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD

X-TRA

MOVE +1

Play this X-tra just before you move a unit.

This turn, the unit gains +1 to its move, jump, or fly movement action. A unit with no movement action will get a move 1 ability from this card.

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H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD H-POD

X-TRA

LEVEL +1

Play this X-tra on any unit at any time during your turn.

The unit's level is increased by 1. This card cannot be played on a unit at max level.

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