



**DRAGON POD
STARTER'S KIT**



The Dragon Pod

The towering behemoths of the Dragon Pod are the most powerful individual units in the game. This pod contains devastating four-level units that can go head-to-head with any other unit in the game.

Strengths: Four-level Dragon units, powerful deconstruction abilities

Weakness: Limited flexibility of team set-ups and weak secondary units

Strategies: Dragon Pod's core strength lies with its Dragon units. Use that four-level unit as your main weapon, and use your secondary units to slowly advance and score. Take care to keep fast and maneuverable opponents from sneaking past you.

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 Dragon Pod basic units: **Land Dragon, Cave Beetle, Young Hatchling, Storm Dragon, Dragon Slug, Cave Dweller.**
- 3) Build any three units. If this is your very first game, build Land Dragon, Cave Beetle and Young Hatchling. Or try **Storm Dragon, Cave Beetle, and Dragon Slug.** Or **Land Dragon, Cave Dweller, and Young Hatchling.** Always build your units to their highest level.
- 4) Pick your three X-tra cards. If this is your very first game, pick the **Decon +1, 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.

Unfreezing Units:

Frozen units are turned upside down and cannot take any action. A unit can be unfrozen if a friendly unit moves next to it, or if you spend your turn to unfreeze it.

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.

Dragon Pod basic set

Starting options:

1

Land Dragon
Cave Beetle
Young Hatchling

2

Storm Dragon
Cave Beetle
Dragon Slug

3

Land Dragon
Cave Dweller
Young Hatchling

*

X-tras

Level+1
Move+1
Decon+1

Dragon Pod  **Land Dragon**

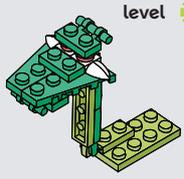
level 1



parts: 16(x2), 3, 22(x2), 7, 62(x2), 36(x2)

→ actions: decon

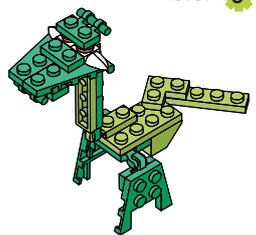
level 2



parts: 15, 14(x2), 54, 1, 6

→ actions: move 2, decon

level 3



parts: 6, 67, 14(x2), 15(x2), 53(x2), 26

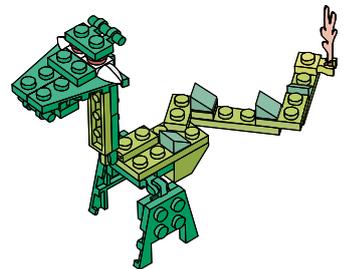
→ actions: move 3, decon

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Land Dragon**

level 4



parts: 6, 67, 20, 72, 61(x4)

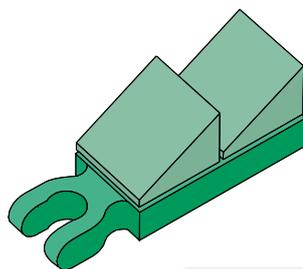
→ actions: move 3, decon+1

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Cave Beetle**

level 1



parts: 14, 36, 40

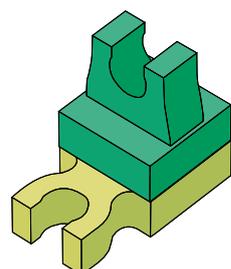
→ actions: move 1, decon

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Young Hatchling**

level 1



parts: 20, 18

→ actions: move 1

© 2004 The LEGO Group 

K-POD K-POD



Dragon Pod basic set

Starting options:

1

Land Dragon
Cave Beetle
Young Hatchling

2

Storm Dragon
Cave Beetle
Dragon Slug

3

Land Dragon
Cave Dweller
Young Hatchling

*

Level+1
Move+1
Decon+1

Dragon Pod  **Storm Dragon**

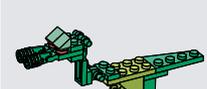
level 1



parts: 15,14(x2),22, 45(x2), 36(x2), 61(x2)

→ actions: decon

level 2



parts: 14, 18, 22, 1, 3, 16,51,26,20(x2)

→ actions: move 1, carry, decon

level 3



parts: 14(x2), 15(x2), 53(x2)

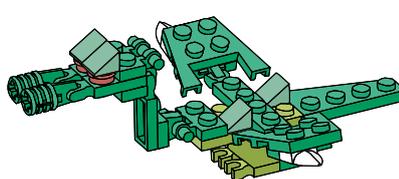
→ actions: fly 2, decon, carry

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Storm Dragon**

level 4



parts: 62(x2),61(x2)

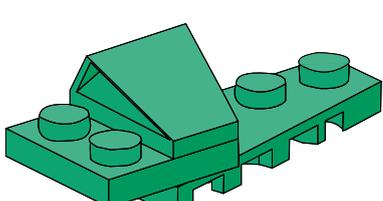
→ actions: fly 2, decon+1, carry

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Dragon Slug**

level 1



parts: 3,16,71

→ actions: move 1

© 2004 The LEGO Group 

K-POD K-POD

Dragon Pod  **Cave Dweller**

level 1

5

parts: any 5 parts

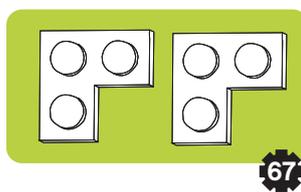
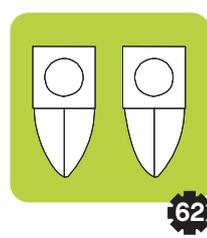
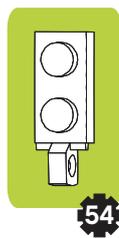
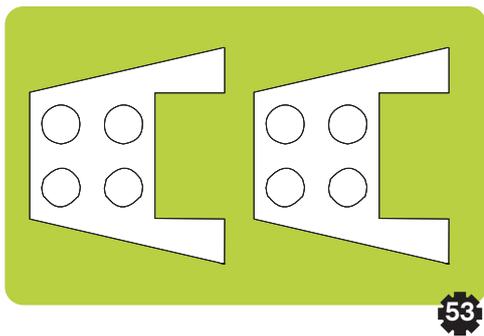
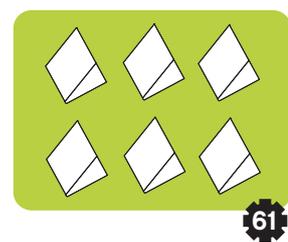
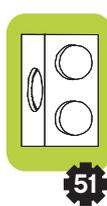
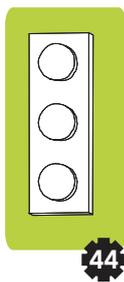
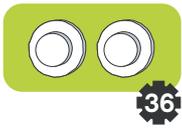
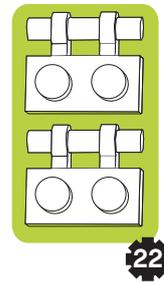
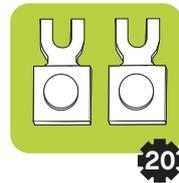
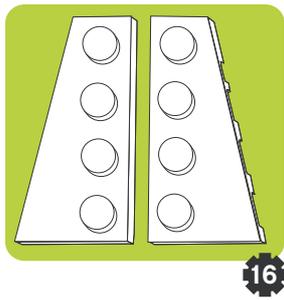
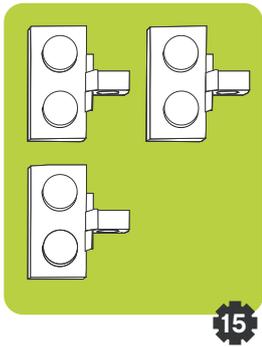
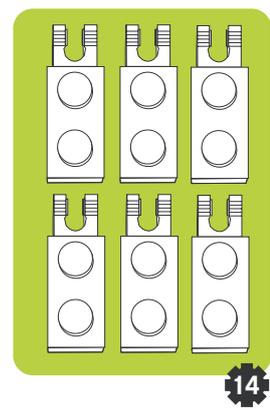
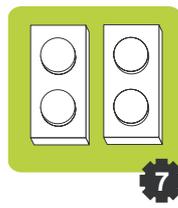
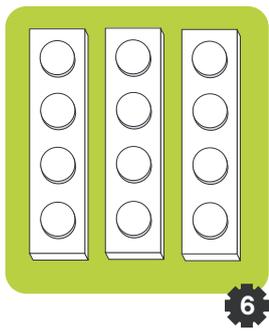
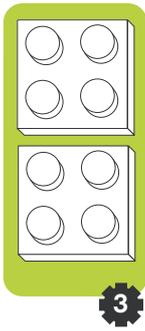
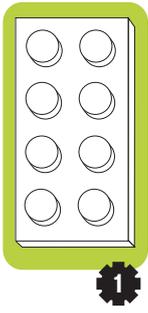
→ actions: move 1

© 2004 The LEGO Group 

K-POD K-POD



Dragon Pod inventory sheet





Dragon Pod X-tras set

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.

© 2004 The LEGO Group

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.

© 2004 The LEGO Group

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

X-TRA

DECON +1

Play this X-tra when you have finished moving a unit.

This turn, the unit gains +1 level to its deconstruct action. A unit without the deconstruct action will get a normal deconstruct ability from this card.

© 2004 The LEGO Group

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.

© 2004 The LEGO Group

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.

© 2004 The LEGO Group

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

X-TRA

DECON +1

Play this X-tra when you have finished moving a unit.

This turn, the unit gains +1 level to its deconstruct action. A unit without the deconstruct action will get a normal deconstruct ability from this card.

© 2004 The LEGO Group

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.

© 2004 The LEGO Group

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.

© 2004 The LEGO Group

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

X-TRA

DECON +1

Play this X-tra when you have finished moving a unit.

This turn, the unit gains +1 level to its deconstruct action. A unit without the deconstruct action will get a normal deconstruct ability from this card.

© 2004 The LEGO Group

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

