

Advanced game rules



Welcome to the Advanced version of X-Pod Play Off!

In many ways, the Advanced version of X-Pod Play Off is identical to the Basic version. You still build, place, and activate LEGO units in an attempt to reach your opponent's home row. The difference is that instead of using only the units and X-tras provided in the Basic sets, you will now be able to assemble your own set of units, select any X-tra card, and even design your own arena. Each section of these Advanced rules covers one of these three topics. Get ready for the Advanced Play Off!

Designing Unit Sets

One key feature of the Advanced version of X-Pod Play Off is that you get to assemble your own set of units. You begin the game by picking which of the 4 X-Pods you're going to use. You then get to pick 10 units for that Pod to use during the game. Each Pod has over 25 unique units from which to form your set. Simply pick out the plans that you want to use from the total set and put them in a stack in front of you. Those units are the only units you can use in this game.

At the start of the game, pick any 3 units from your set of 10 to be your starting units. You must be able to build all 3 units at max level to choose them as your starting set. You may only build 1 of each unit at the start of the game, including 1 of each kind of "What Will You Make?" unit.

Note: Dragon Units that take up two cards count as two units towards your total.



Picking X-tras

Once you have picked your set of units, it's time to pick your X-tra cards. In the Advanced version of X-Pod Play Off, you choose your X-tra cards from the total set of cards, regardless of which X-Pod you are using. Remember that you can take 3 X-tras, and that you can choose up to 3 of a single X-tra if you like.

The full set of X-tras can be found in the Advanced rules download. Descriptions of the new X-tras for the Advanced version can be found in the next section.



Advanced X-tra Cards



PUSH X-tra cards give a unit the ability to push for the duration of the turn. The affected unit can push at the same value as its regular movement ability. This card replaces any other movement ability the card has, so flying and jumping units affected by the Push card cannot move over other units and obstacles for the duration of that turn. This card has no effect on a unit that can already push or on a unit that has no movement ability at all. The card is played when the action is taken.



BUILD AND PLACE allows you to build a brand new unit and place it on the board in a single turn without having to place it in the lid first. You must have all of the needed bricks and plans to build the unit, as well as an open space in your home row on which the new unit can be placed. This card has no effect on units already placed in the lid. Using Build and Place ends your turn.

Advanced X-tra Cards



RANGE+1 gives a unit the ability to make a ranged attack for the duration of the turn. A unit with a normal deconstruct action is considered to have a Decon+2 for the turn, while a unit with Decon R2-3 will have a Decon of R3-4 for the rest of the turn. This card has no effect on units that do not have the Decon special ability. The X-tra card is played when the deconstruct action is taken. This action finishes your turn.



CARRY X-tra cards give a unit the ability to carry for the duration of the turn. The affected unit gains the carry special action in the place of whatever special action it normally has. This card has no effect on a unit that already can carry. The card is played when the carry action is taken. This action finishes your turn.

Advanced X-tra Cards



SCARE X-tra cards give any unit the ability to scare for the duration of this turn. All opponent units adjacent to the selected unit are immediately frozen. The scare special action disappears after it is used. Units frozen by the Scare X-tra can be unfrozen normally. The card has no effect on a unit that can already scare. Play this X-tra after you have completed a regular turn. This action finishes your turn.



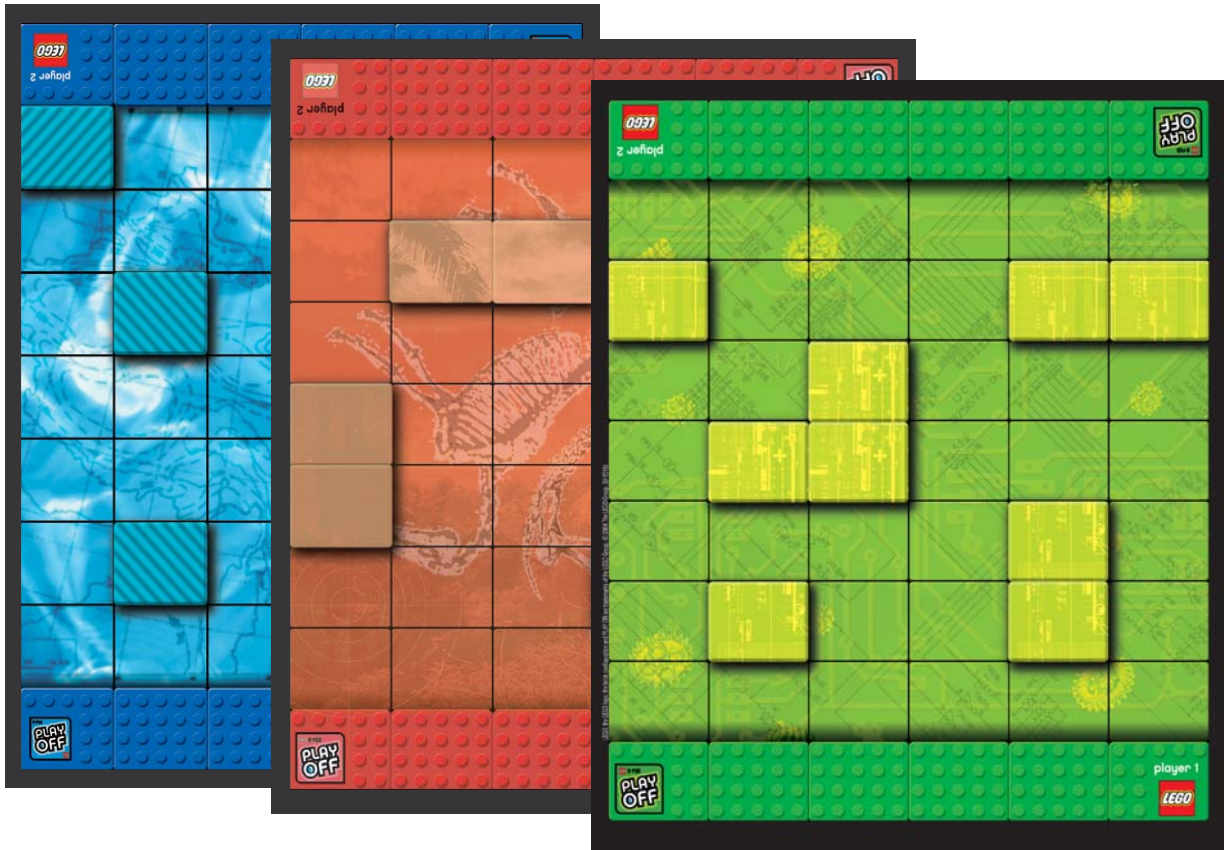
WEB X-tra cards give any unit the ability to web for the duration of this turn. The affected unit gains the web special action in the place of whatever special action it normally has. Units frozen by the Web X-tra can be unfrozen normally. The card has no effect on a unit that can already web. This action finishes your turn.

Advanced X-tra Cards



UNFREEZE X-tra Cards allow you to immediately undo the effects of a Web or Scare special action. The frozen unit is flipped upright and as ready to be activated. You may also activate this unit if you have not already acted this turn. You can play this card at any time during your turn.

Designing Unit Sets



The final difference in the Advanced version of X-Pod Play Off is your ability to design your own arenas. The Design Arena tab on the X-Pod site will take you to the arena editor, where you can build your favorite playfield. Choose the background you want for your arena, and then click on the squares to add and remove obstacles. You should probably have at least 5 obstacles and no more than 9 for a balanced game. Play around and see which boards match your strategy.