Introduction

Get ready for some serious Lego action. In X-Pod Play Off, you collect plans for special LEGO models, build them from scratch, and then deploy them in a head-to-head strategy game. Maneuver your units across the board and into your opponent's home row to score. The first player to score three units wins!

This tutorial is designed to teach you the basics. To play X-Pod Play Off, you'll need two LEGO X-Pods of any color. Everything else you need to play is right here online. When you finish the tutorial, your next step is to visit the Getting Started section of this website. Then, when you've gotten the hang of the game, move on to the Advanced Rules and Strategies.
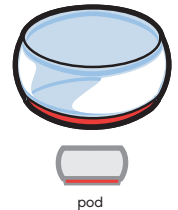
And now, let X-Pod Play Off begin!

Components

To play a game of X-Pod Play Off, you will need the following:

1 One X-Pod for each player. Each X-Pod includes the **bricks,** the **lid**, and the **body** of the pod. You will use all of these in the game. You can choose any color X-Pod you want.

bricks   lid   pod

2 One **game board**. The game board is a grid of 9x6 squares. Most of the squares are empty, while others contain **obstacles**. The two end rows are the **home rows** for each player.

home row
empty square
obstacle
home row
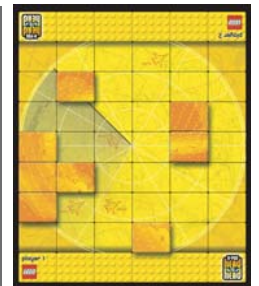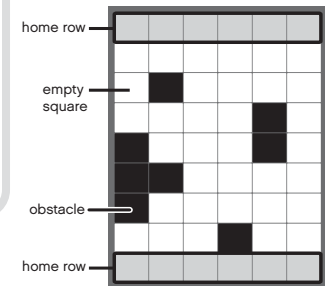
3 One **inventory sheet** for each player. The inventory sheet lists all the bricks contained in an X-Pod. Each color X-Pod has a different inventory sheet.


AeroPod inventory sheet
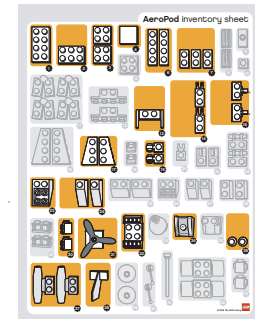
Components

4

One set of **basic plans** for each player. Each plan shows how the unit is constructed, lists the bricks that it uses, and names its abilities. Units also have different **levels** of construction. The smallest construction of a unit is LEVEL 1, the next is LEVEL 2, etc. The highest level of a unit's construction is called its **Max Level**.

Auto Pod — Armored Sled

level 1

level 2

level 3 (Max Level)

parts

actions
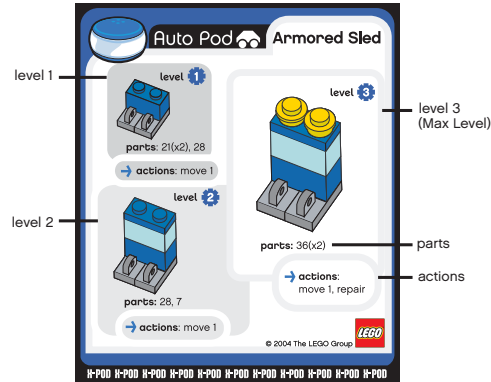
5

A set of **X-tra cards**. Each card has a particular ability that can be used once per game.

6

Two **help sheets** for each player. The help page contains a summary of the set-up and rules.

X-TRA

The board, basic plans, inventory, X-tra card sheets, and help pages can be found in the X-Pod Play Off Starter Kit.
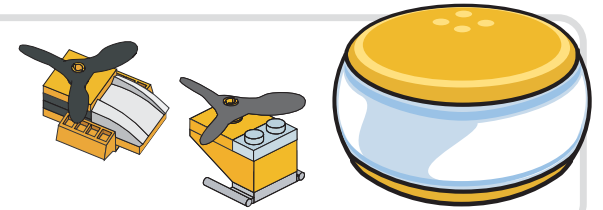
The Eight Colors

In X-Pod Play Off, each player uses one X-Pod. The X-Pod color you choose will determine what kinds of units you'll have and what kind of strategies you'll need to win.
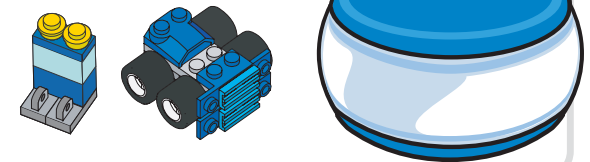
Aero Pod

The Yellow Aero Pod contains lots of jets and copters. Its units are good at flying or jumping over obstacles and across the board.
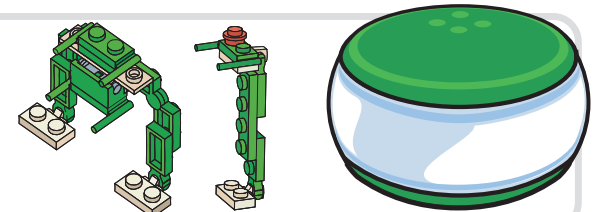
Auto Pod

The Blue Auto Pod contains land vehicles of different shapes and sizes. Its units are the fastest in the game, and very good for racing across the board.
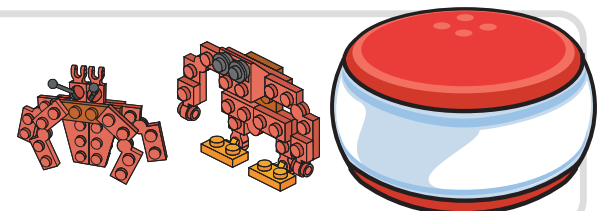
Robo Pod

The Green Robo Pod contains all different kinds of robots. Its units are not very fast but are excellent at deconstructing your opponent's units.
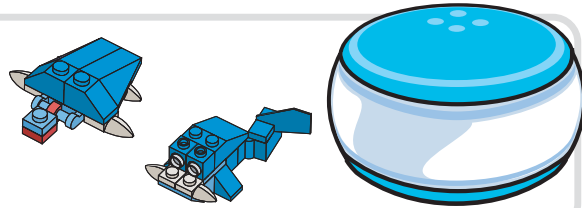
Wild Pod

The Red Wild Pod contains reptiles, insects, mammals, and other creature creations. Its units are well-balanced and have a variety of abilities.
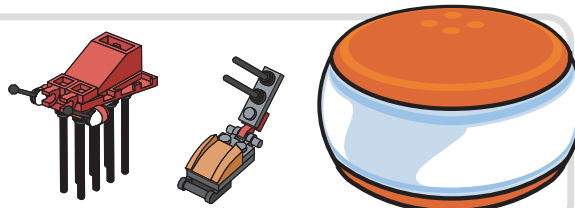
Basic game rules

Aqua Pod

Aqua Pod contains sharks, fish, eels, and all sorts of undersea animals. Like Wild Pod, its units are well-balanced and have a number of different abilities.
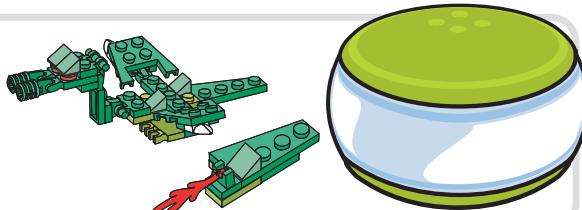
Arachno Pod

Arachno Pod contains all kinds of spiders. Its units are fast and have the ability to freeze its opponents in its powerful web.
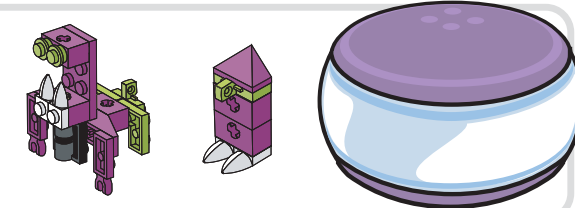
Dragon Pod

Dragon Pod contains dragons, lizards, and all kinds of serpent life. Its units include the 4-level Dragons, the most powerful individual units in the game.
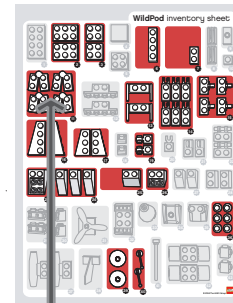
Monster Pod

Monster Pod contains a variety of gremlins, creepy crawlers, and other monsters. Its units have the ability to scare opponents into submission.

Basic game rules

Setting Up

WildPod inventory sheet

pod

lid

basic plans + help sheet

X-tra cards

1 First open your X-Pod and arrange all of the bricks on your inventory sheet. The inventory sheet will help you keep track of your bricks and make it easier to build your units.
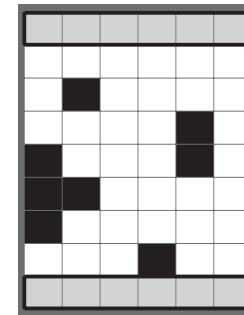
2 Place the lid of your pod near your edge of the mat. You'll use the lid to hold built units. Place the body of the pod to the side of the mat. You'll use the pod to keep score.

3 The help sheets for your color lists a set of 3 starting units. Use your plans to build these 3 units and place the units to the side. Then cut out your X-tra cards and choose the 3 cards listed on your basic plans. Put those cards face-down in front of you.

Determining Who Goes First

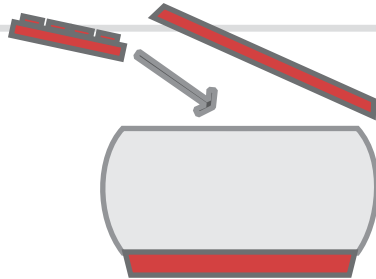**1** To determine who goes first, one player takes a flat LEGO brick and places it in his pod. That player closes the pod and shakes it, while the other player guesses whether the brick will land "studs-up" or "studs-down." If the guessing player is right, he goes first. If he is wrong, the other player goes first.

2 The first player places all 3 of his starting units on his home row. Each unit should occupy one square. Then, the other player places his units on his home row. When the last unit is placed on the board, the game can start.
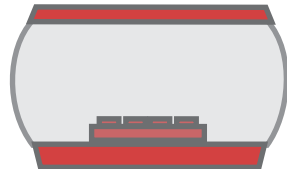
studs-up

studs-down

Turn Sequence

Players alternate turns, starting with the first player. On your turn, you must do 1 of 4 things:

A **BUILD:** Build a unit and place it in your X-Pod lid for future placement.

level **1**

level **2**

level **3**

B **PLACE:** Place any unit currently in your lid onto any empty space in your home row.

C

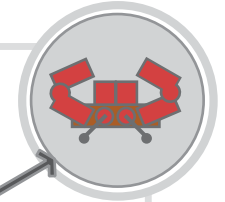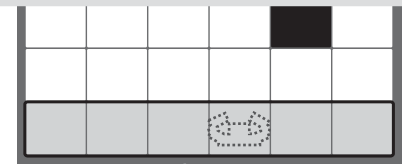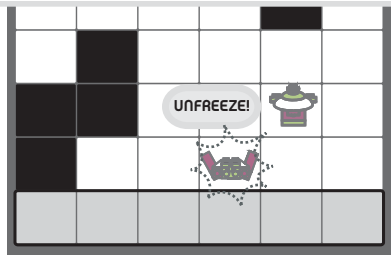**UNFREEZE:** Unfreeze one unit that has been scared or webbed. Turn that unit right side up.

UNFREEZE!

D

ACTIVATE: Activate any one of your units on the board, using its move action and/or special action.
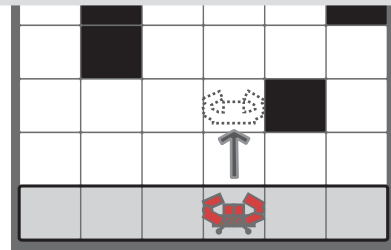
You can only do 1 of these 4 things on your turn. Once a player has either built, placed, or activated a unit, that player's turn is over and the other player's turn begins.

Build

1

You can choose to spend your turn building a unit. You may build one unit per turn. To build a unit, you must have a plan for that unit, and have on your inventory sheet all of the bricks necessary for the unit's max level. **Units are always built at their max level.**
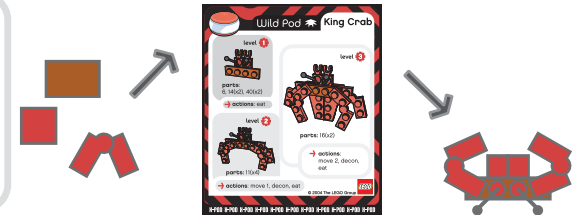
2

Once the unit is constructed, you put it on your lid to indicate that it is ready to be placed on the board. There is no limit to how many units you can have ready in the lid. Once the new unit is placed in the lid, your turn is over.
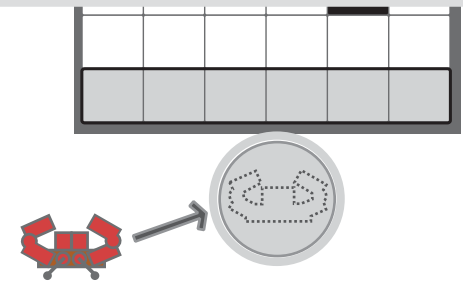
3

You can take apart a unit in your lid at any time, including when you decide to build a new unit. If you take apart a unit in your lid, put all of the bricks back on your inventory sheet. Note that you **cannot** take bricks or units off the board once they have been placed.
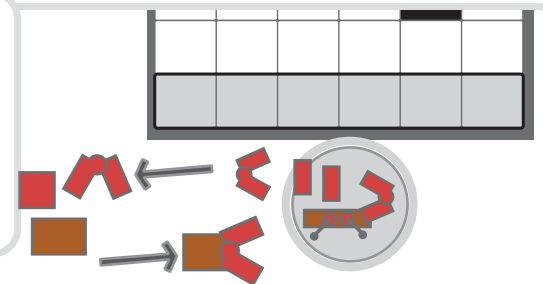
Place

The second thing you can choose to do on your turn is to place one unit from your lid onto any open square on your home row. If you choose to place, you can only place 1 unit on your turn.

When a unit is first placed on the board, it is considered "safe" until your next turn. This means that the placed unit cannot be deconstructed in any way during your opponent's next turn.
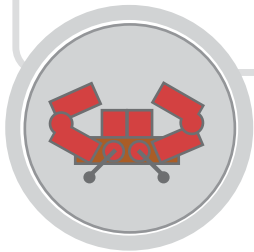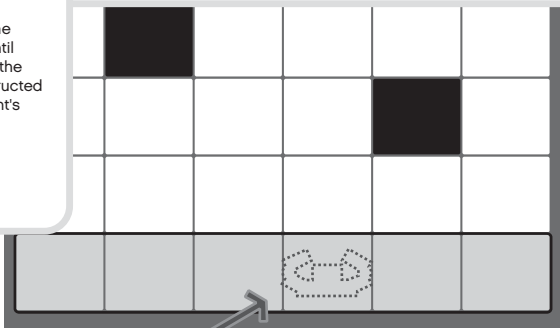
Unfreeze

Finally, players can also choose to spend their turn unfreezing a unit. The player chooses one unit on the board to unfreeze and flips it right side up. The unit cannot be moved or take any other action while being unfrozen. The player's turn ends immediately after the unit is right side up.

UNFREEZE!
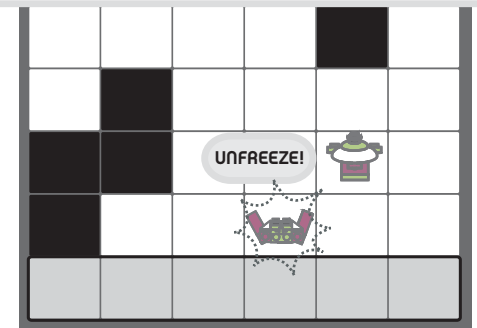
Activate

The third thing you can do on a turn (besides building or placing) is activating a unit. You can activate any one of your units that is currently on the board. Once you finish activating your unit, your turn is finished.

When you activate a unit, you can use that unit's movement action and/or its special action. A player may move a unit a number of squares up to its move value. The four movement actions are MOVE, JUMP, FLY, and PUSH. A unit that does not have one of these actions cannot move on its own and can only be moved if it is pushed or carried by another unit.

MOVE 2
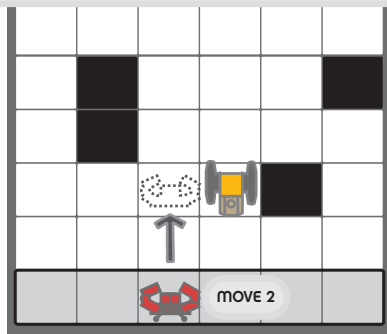
In addition to movement, the unit you activate may also take a special action. There are four special actions: CARRY, DECONSTRUCT, REPAIR and EAT. If a unit does not have a special action listed on its card, then it cannot take that action.

If you decide to activate a unit, you must use the same unit to move and act on a single turn. The movement action and special action that a unit can take depend on its current level.

DECON!
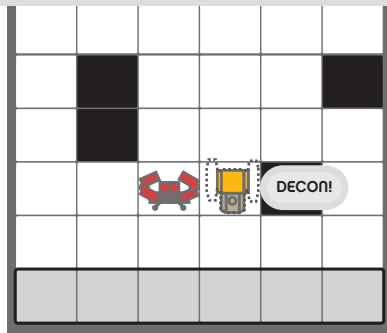
Activate   MOVE (Movement Action)

MOVE is a basic movement action that you use to get your units around the board. A unit can move a number of spaces up to its move value. If a unit has no move, jump, fly or push ability, it can only change its board position by being carried or pushed.

MOVE 2

MOVE 1
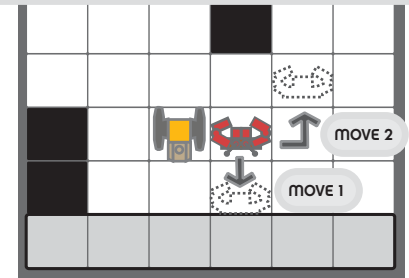
Units move horizontally or vertically, but never diagonally. After a unit is finished moving, it can take a special action if it has one.

MOVE 2
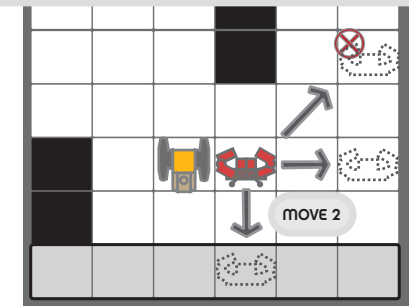
Units can't move through or end a turn on obstacle squares or other units.

MOVE 2
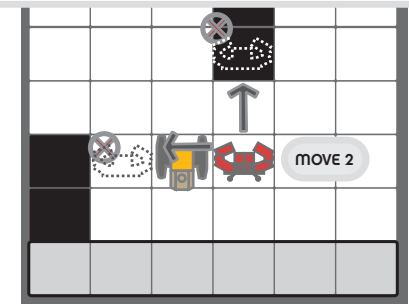
Activate JUMP (Movement Action)

JUMP is a special kind of movement action that allows a unit to travel over obstacles and other units. Just like move, you can jump a number of spaces up to a unit's jump value. After finishing a jump, a unit can take a special action if it has one.
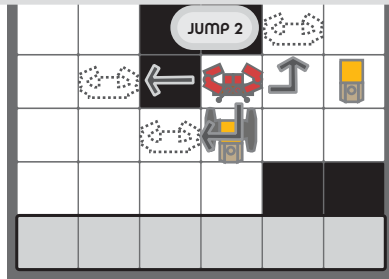
Units that jump cannot end their jump on top of obstacles or other units. A jumping unit can jump over more than one obstacle or unit, as long as it ends its movement on an empty square. As always, units can jump horizontally and vertically, but not diagonally.
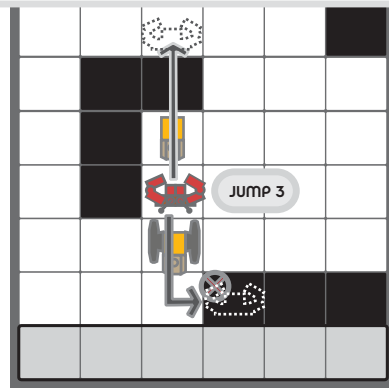
Activate FLY (Movement Action)

FLY is another kind of movement action. Like the jump action, fly lets a unit travel over obstacles and other units. A unit can fly a number of spaces up to its fly value, and perform a special action after it has finished flying. As always, a unit can fly horizontally and vertically, but not diagonally.
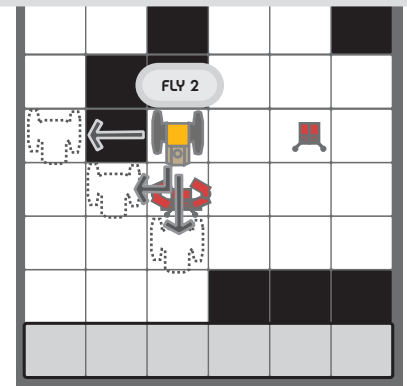
The difference between jumping and flying units is that flying units can end their movement on top of an obstacle. Remember that no unit can ever end its movement on top of another unit.
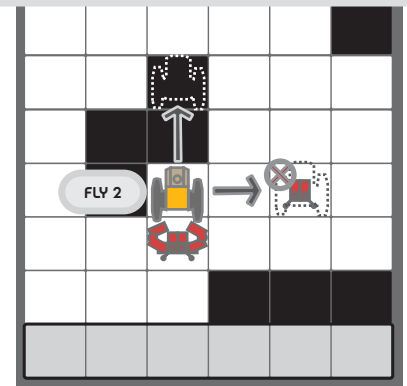
Activate PUSH (Movement Action)

PUSH is a special kind of movement action that allows a unit to push other units on the board. A unit with the push ability will push forward any adjacent unit when the pushing unit moves in that direction. A unit can move a number of squares (whether it's pushing another unit or not) up to its push value. Once a unit finishes its push action, it can then use its special action. A unit cannot push diagonally.

PUSH 2
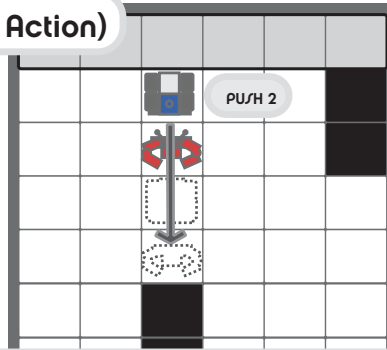
If a unit is pushed into an obstacle or the edge of the board, the pushed unit is deconstructed. The pushed unit goes down one level for every point of push that the pushing unit has remaining. Any unit can be deconstructed this way, whether it belongs to you or your opponent.

PUSH 1

DECON 1 LEVEL!
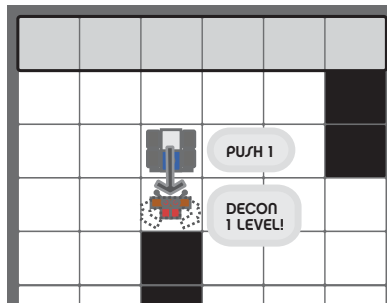
If a pushing unit totally deconstructs a unit, the deconstructed unit is removed from the board. If the pushing unit has any points of push left, it can keep moving into the square.

PUSH 2

DECON 2 LEVEL!
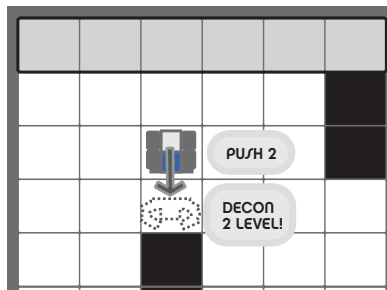
Activate PUSH (Movement Action)

Keep in mind that units can be pushed onto any spot that they can legally occupy. This means that flying units can be pushed on top of obstacles.

PUSH 2
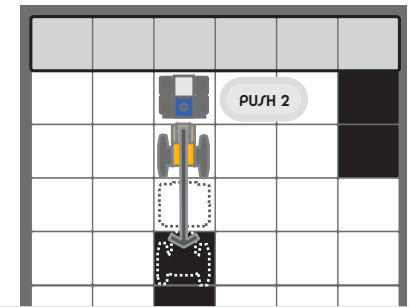
If a unit being pushed comes in contact with another unit, that unit will be pushed too. More than one unit can be pushed as long as all the pushed units are in a single line. If the pushed units encounter an obstacle or the edge of the board, all the units being pushed are deconstructed.

PUSH 1

DECON 1 LEVEL!

DECON 1 LEVEL!

DECON 1 LEVEL!
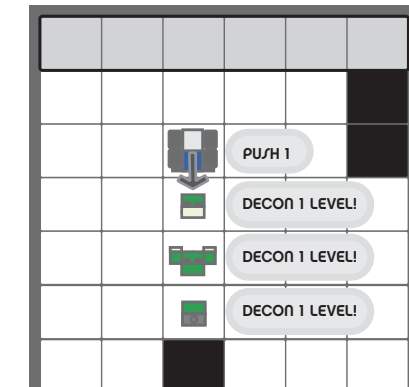
Activate CARRY (Special Action)

CARRY is a special action that allows one unit to transport another unit to a new location. To use carry, the carrying unit must begin its turn adjacent to its target. The carrying unit picks up its target, moves (or uses a different movement action such as jump), and then the target is placed down in any adjacent square which the target could normally occupy. Note that a carrying unit does not have to move to use carry, and can simply transfer a unit from one adjacent square to another without moving. When the carried unit is placed back on the board, the player's turn is over.
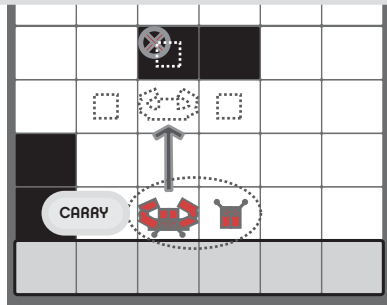
You can use carry to move your opponent's units as well as your own. Keep in mind that units being carried must be placed back down in spaces that they can legally occupy. That means that only flying units can be placed on obstacles, and no unit can be placed on top of another unit.
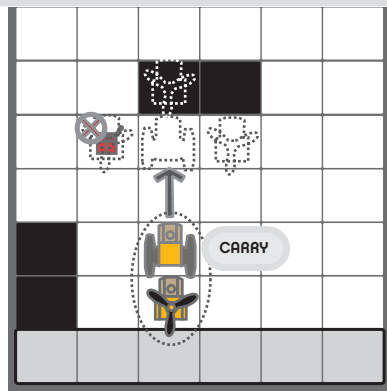
Activate DECON (Special Action)

DECON is the deconstrution special action that allows a unit to take apart another unit. To deconstruct, the unit must be adjacent (horizontally or vertically) to its target and end its turn with the deconstruct action. A deconstructed unit goes down one level. The player that owns the unit removes the extra bricks and puts them back on his inventory sheet. If a level one unit is deconstructed, it is removed from the board. Using the deconstruct action ends your turn.
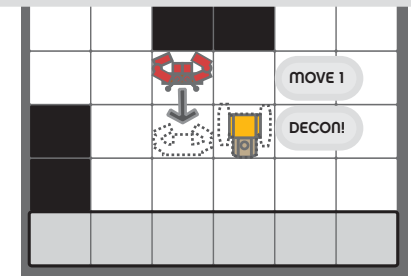
Some units have the DECON+1 ability. A unit can also receive a +1 DECON from an X-tra card. Each +1 on a deconstruct action causes the target to be deconstructed an additional level, so a Deconstruct +1 will reduce a target by 2 levels. If a target is totally deconstructed and removed from the board, any extra deconstruction has no effect.
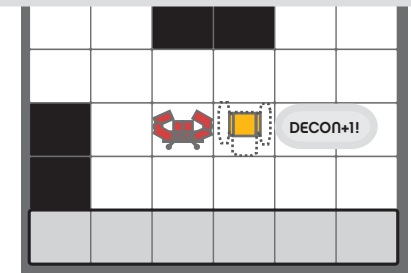
Some units have a ranged deconstruct action listed on a unit plan as "DECON R" and a number. A unit with a deconstruct R2 can reach units that is are exactly 2 spaces away. A unit with deconstruct R1-2 can reach targets that are 1 or 2 spaces away. To determine if a target is in range, count the squares between the deconstructing unit and the target, counting squares horizontally and vertically but not diagonally.
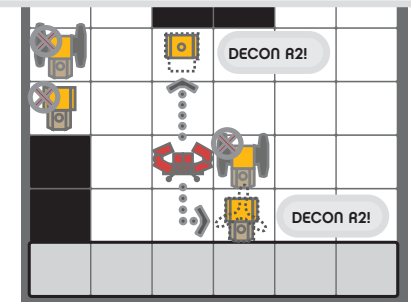
A unit that was just placed, repaired or that ate on the previous turn is considered "safe" and cannot be deconstructed. After 1 turn of being "safe," the unit can be deconstructed normally.

Activate REPAIR (Special Action)

REPAIR is a special action that allows a unit to reconstruct another unit. A unit can only use repair on adjacent units (horizontally or vertically). Using repair ends your turn. Units cannot repair themselves.

If your unit is repaired, it moves 1 level closer to its max level. A unit already at its max level cannot be repaired.

To repair a unit, you must take the bricks you need from your inventory sheet and add them to the unit. So a unit can only be repaired if you have the bricks you need for the next level.

A repaired unit is considered "safe" until your next turn. This means that the repaired unit cannot be deconstructed in any way on your opponent's turn immediately after it was repaired.

MOVE 2
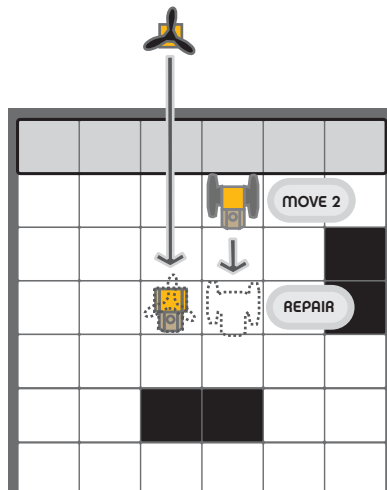
REPAIR

Activate EAT (Special Action)

EAT is a special action that only Red Wild Pod units have. It allows a Wild Pod unit to repair itself by deconstructing another unit that is level 1. A unit above level 1 cannot be eaten. You can eat either your units or your opponent's. When you use eat, the eating unit goes up 1 level and the unit that was eaten is deconstructed 1 level and removed from the board. The bricks from the unit that was eaten are immediately returned to the player's inventory.

Just as when a unit is repaired, a unit that eats and goes up 1 level is considered "safe" until the player's next turn. This means that if your unit ate and went up a level, it cannot be deconstructed in any way on your opponent's next turn.

Unlike repair, a unit can eat even if it is at its max level. In this case, the target unit is removed from the board, but the eating unit remains at the same level and is not "safe" from deconstruction on the opponent's turn.

MOVE 1

EAT
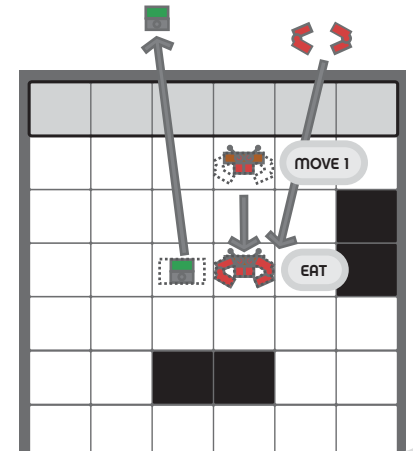
Activate SCARE (Special Action)

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.
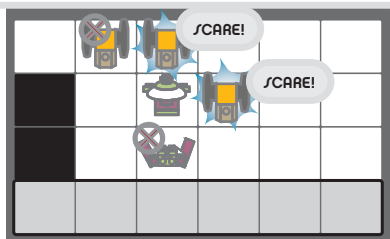
A unit does not have to activated to use scare. Instead, all scaring units automatically scare any adjacent targets at the end of the player's turn. This means that a player can choose to build, place, or activate another unit and will still freeze any units near scaring units at the end of his turn. However, units do not scare opponent units on the turn they are placed.
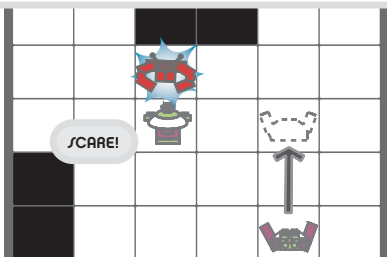
A frozen unit cannot be activated again until it is unfrozen. There are two ways to unfreeze a unit. One is to move a friendly unit next to the frozen unit. When an activated friendly unit ends its turn, all adjacent frozen units are flipped right side up and the player's turn is over.

Players can also unfreeze units by spending a turn on this action. The player declares that he is spending the turn to unfreeze the unit and flips it over. That ends the player's turn.
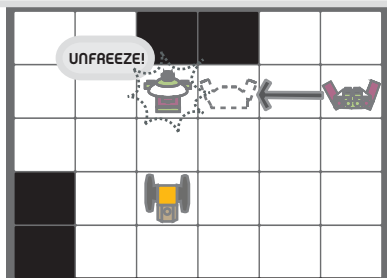
## Activate WEB (Special Action)

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.
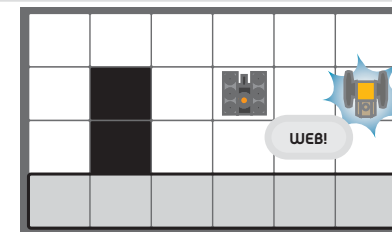
All Web actions have a Range of 2. This means thata unit with a Web action can freeze units that are two spaces away only. To determine how far a way a target is, simply count the squares between the deconstructing unit and the target, moving horizontally and vertically but not diagonally. As with Deconstruct, Web actions are not blocked by obstacles.
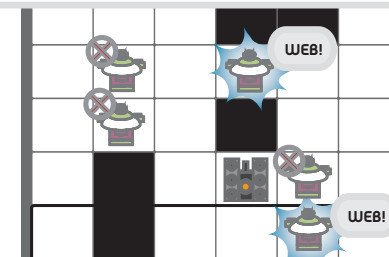
A frozen unit cannot be activated again until it is unfrozen. There are two ways to unfreeze a unit. One is to move a friendly unit next to the frozen unit. When an activated friendly unit ends its turn, all adjacent frozen units are flipped right side up and the player's turn is over.

Players can also unfreeze units by spending a turn on this action. The player declares that he is spending the turn to unfreeze the unit and flips it over. That ends the player's turn.
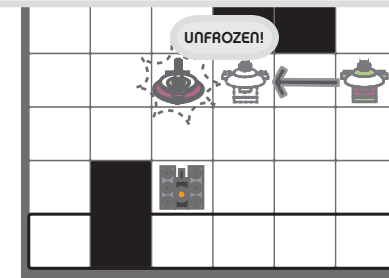
What Will You Make?

Some units are "What Will You Make?" units. These units can use any bricks in your inventory. They can take any shape as long as they do not look exactly like an existing unit. A "What Will You Make?" plan specifies the exact number of bricks that are required for each level.

"What Will You Make?" units function as normal units. When a "What Will You Make?" unit is deconstructed, you can choose which bricks to remove. If it is repaired, you can choose any bricks from your inventory to build the unit at a higher level.

Wild Pod 🦖 **Big Red Creature**

bricks added at this level

level ①

2

parts: any 2 bricks

➜ **actions**: eat

total number of bricks

level ②

9

parts: + any 7 bricks

➜ **actions**: move 2, eat

© 2004 The LEGO Group

X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD

X-tra Cards

X-tra cards are special cards that give you a one-time boost. At the beginning of the game, you and your opponent pick 3 X-tra cards for the game. You can pick two or three of the same card if you want, but you can never pick up more than 3 cards total.

Keep your X-tra cards face-down during play, near your inventory sheet. You can play up to 1 card per turn. When you play a card, follow its instructions and then discard it face-down next to the board. The X-tra cards used in the Basic Game are:

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

X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD

MOVE +1 cards give a bonus to any movement action (move, jump, fly or push). If the unit has no movement action, it receives a move value of one for this turn. The X-tra card is played when the movement action is taken. You may still take a special action with the moved unit.

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

X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD X-POD

DECON +1 cards give a bonus to a unit's deconstruct action. So if the unit has deconstruct, that unit will deconstruct 2 levels from a target instead of 1. If the unit has no deconstruct action, it gets the regular deconstruct ability this turn. The X-tra card is played when the deconstruct action is taken. This action finishes your turn.

X-tra Cards

JUMP X-tra cards give a unit the ability to jump for the duration of the turn. The affected unit can jump at the same value as its regular movement ability. This card has no effect on a unit that already can jump or fly, or a unit that no movement ability at all. The card is played when the action is taken.

LEVEL +1 cards allow you to repair any unit on the board one level automatically. However, unlike a normal repair, the unit is not "safe" and may be attacked by your opponent on his next turn. You can play this card at any time during your turn.

BUILD 2 cards allow you to build 2 units instead of 1 on a Build phase. You must still have all of the needed bricks and plans to build the units. Both new units are placed in your lid and are available to place next turn. Using Build 2 ends your turn.

Scoring + Winning

The goal of X-Pod Play Off is to move 3 of your units across the board into your opponent's home row. When one of your units reaches your opponent's home row, that unit is removed from the board immediately. This means that a unit that moves into the home row cannot use its special action before it scores.
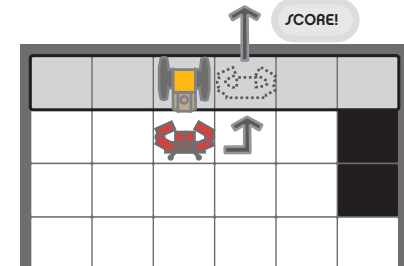
To score, a unit must occupy an empty square in your opponent's home row. The level of the scoring unit does not matter. Units can score if they are carried or pushed into the home row. And if a unit carries a second unit into the home row, you score 2 points at the same time.
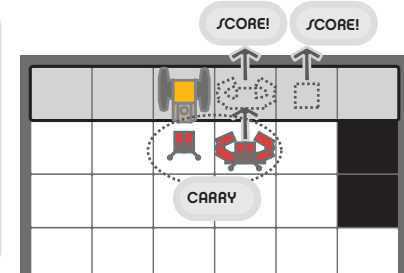
When a unit scores, its bricks are returned to your inventory. However, you must take one brick from the unit that scored and place it in your pod. This brick cannot be used for the rest of the game. If the unit was below its max level when it scored, you must use a brick that was actually part of the unit when it scored.
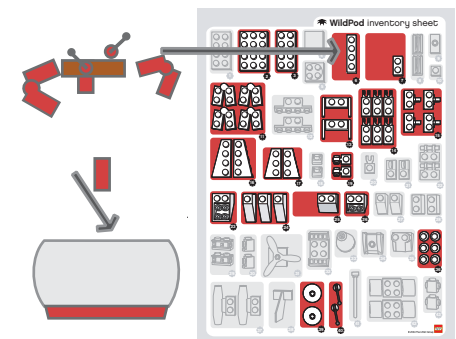
Scoring + Winning

Also, when your opponent scores, you take 1 of the X-tra cards you already used and put it back in your hand of X-tra cards to be used again. If your opponent scores and you have not discarded any X-tra cards yet, you do not get any new ones.

After a unit scores, the game continues as normal. The first player to score 3 units (and have 3 bricks in his pod) is the winner.

Basic FAQ

Setup

Q: What do I build at the beginning of the game?
A: Before you start a game, choose one of the 3 sets of units. You should build all 3 units in that set.

Q: Which X-Tra cards do I get?
A: You get a total of 3 cards. You can pick any of the 3 cards listed on your Basic Plans.
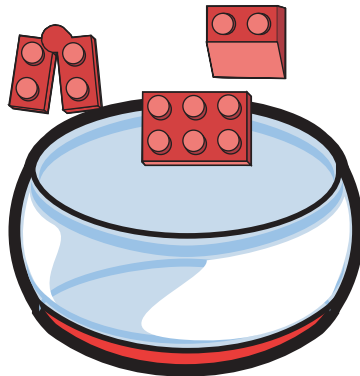
Q: When do I get to use more plans and X-Tra cards?
A: That's the advanced game. Try playing the basic game a couple of times first.

Turn Sequence

Q: Can I choose to pass on my turn instead of build, place, or activate?
A: You can only pass your turn if you are completely unable to build, place, or activate any unit.

Building Units

Q: Can I rebuild a unit after it has been deconstructed? What about after it scores?
A: As long as you have the plan and the bricks you need, you can always build any unit.

Q: Does taking apart a unit in my lid use up my turn?
A: Not at all. You can take apart a unit in your lid whenever you want. You can also take apart a unit in your lid to build another unit. But you can't take apart a unit once you place it on the board.

Q: Can I have more than one of the same unit on the board at a time?
A: Absolutely! You can have as many duplicates of a unit on the board as you want, as long as you have the bricks to build them.

Placing Units

Q: Can I place a new unit on the board if my home row is already filled with units?
A: No, you can only place a unit when there is an empty space on the home row.

Q: Can I remove a unit I just placed and put it back into my lid?
A: No. Once a unit is placed on the board, it can only be removed when it is deconstructed, eaten, or it scores.

Q: Can I take a useless LEVEL 1 unit off the board?
A: No. Even an immobile unit has to stay on the board unless it is deconstructed, eaten, or it scores.

Basic FAQ

Activating Units

Q: When I activate, can I move one unit and then use the special action of another?
A: No. You can only activate one unit on a turn. So the unit that you move must be the same unit that takes a special action.

Q: Can I move a unit, use its special action, and then continue to move it when the action is finished?
A: No. Finishing a unit's special action (carry, deconstruct, eat, or repair) ends your turn. When you carry, your turn is over when you put down the carried unit.

Q: Some of my units have a bunch of movement or special actions. Can I do one of each?
A: No. When you activate a unit, you can only do one movement action and one special action. So choose which actions you want to use.

Flying

Q: What happens when I have a flying unit on top of an obstacle and it gets deconstructed so that it cannot fly? Is it trapped?
A: If a flying unit is deconstructed while it is on top of an obstacle and it can no longer fly, then the unit can't move itself off the obstacle. The only way to move it is to repair it back to a level that can fly, or to

Push

Q: What happens when I push a "safe" unit into an obstacle or the edge of the board?
A: A "safe" piece can be pushed around the board, but will not be deconstructed when it collides with an obstacle or the edge of the board.

Q: Can I push a flying unit over another unit?
A: No. If a flying unit is pushed into another unit, the flying unit will push the second unit as usual. If the row of pushed units collides with an obstacle, all of the pushed units (including the flying one) are deconstructed.

Q: Can I push a flying unit that is on top of an obstacle?
A: No. A pushing unit is blocked by an obstacle, so it cannot push a flying unit that is on top of an obstacle.

Carry

Q: Can I carry a unit that's on top of an obstacle?
A: Any unit adjacent to the carrying unit can be carried as long as there is a place to put it down.

Q: Can I have a carrying unit pick up a target, place it somewhere else, and then have the carried unit deconstruct or take another action?
A: No. You can only activate one unit on your turn, and the carrying unit is the unit you're activating.

Deconstruct

Q: When is a unit considered "safe" from the deconstruct action?
A: A unit is "safe" from deconstruction if it was just repaired, if it just ate, or if it was just placed on to the board. It is only safe for your opponent's next turn.

Q: If a unit has a deconstruct + 1 action, can I choose to deconstruct my target only 1 level instead of 2 levels?
A: No. A unit with deconstruct +1 always reduces its target by 2 levels when it deconstructs.

Q: Can a flying unit on top of an obstacle be deconstructed by a non-flying unit?
A: Yes. A unit with the deconstruct action can deconstruct any unit that is in its range, as long as the unit is not "safe" because it was just placed, repaired, or it just ate.

Repair & Eat

Q: Can I use repair on a max level unit in order to make it safe for the next turn?
A: No. Only units that are not at that max level can be repaired.

X-tra Cards

Q: Can I use a +1 MOVE card on a unit without any kind of movement action?
A: Yes. The unit will have move 1 for the turn that you play the card.

Q: Can a +1 DECON card be used to boost an eat or push action?
A: No. +1 DECON can only be used to boost a deconstruct action.

Q: Can I use +1 DECON card on a unit that has no deconstruct ability? What about a unit that already has deconstruct + 1?
A: A +1 DECON card can be used on any unit. Units without deconstruct gain 1 level (regular deconstruct) for that turn. Units that already have deconstruct get one extra level of deconstructing power. This means if you play a +1 DECON card on a unit that already has deconstruct + 1, the unit can deconstruct 3 levels!

Scoring

Q: If I carry one of my units across the board and into my opponent's home row, does it score?
A: Any of your units that get to your opponent's home row scores. And you can even score 2 points - if a carrying unit moves into your opponent's home row, and can carry another unit into an adjacent home row square, then both units score.

Q: Do flying and jumping units have to land in the home row to score?
A: Yes they do. Units must end their turn in an empty square in the home run to score. You cannot score a flying unit by moving it over an opponent unit sitting in the home row unless there is an empty square where your flying unit can land.

Q: Can I move a unit into the home row and then move it back out without scoring?
A: No. As soon as a unit enters the home row, it immediately scores and is removed from the board.