

Advanced Strategy Guide

General

Knowing How to Use Your Bricks

An important thing to consider when building units is which bricks the units use. Each X-Pod has a limited inventory of bricks, and some bricks may only appear once in a single X-Pod. Knowing how many bricks you have and which bricks make up each unit will help you maximize your building.

For example, knowing your inventory can help you choose your initial set of units. After all, if you only have one propeller brick, you probably don't want to choose five units that all use that brick. You'll only be able to have one of those units in play at a time, so you'll have effectively halved your initial set. Instead, try to pick units that use different bricks and keep your building options open.

Also, be careful which brick you drop in your pod when you score. You won't be able to use that brick for the rest of the game, so you want to be careful not to remove any brick that would keep you from building important units. Try to choose bricks that have duplicates in your inventory or that are no longer useful to you in this game.

Don't Forget to Build

One thing that beginning X-Pod Play Off players often neglect is the value of the Build action. Playing the game with only three units dramatically limits your options, since there will be plenty of times when a well-placed unit is the only thing that stops your opponent from scoring. And the more units you have in play, the better the chance you'll score yourself.

When you build your initial units, try to leave enough bricks behind for one or two more units later. If you have good position on the board, you may want to spend a turn using those bricks to put a new unit in your pod. The reserve unit might be just the thing you need to block a square in your home row or replace a deconstructed unit. Remember that you can leave units in your pod as long as you want, and that you can take them apart at any time if you decide you need something else.

What Will You Make? Units

What Will You Make? units are a terrific advantage if you use them well. These units can be made up of any bricks, so there are almost an infinite variety of forms they can take. And since they can use any bricks, they're a great building option when you already have a lot of units on the board.

The problem is that What Will You Make? units are expensive. Each one uses up a few more bricks than a standard unit for that X-Pod. Building a lot of What Will You Make? units is not an efficient way to use your bricks. Keep in mind that almost every What Will You Make? unit has a standard unit that does the same thing for fewer bricks. Try to build standard units whenever you can, and use your What Will You Make? units to finish off your inventory and squeak that final unit on to the board.

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Using X-tras

X-tra cards can give you a key advantage over your opponent. The first step is picking the best X-tra cards. Think about what kind of units you've selected and what kind of strategy you're going to play. Have you picked lots of fast moving vehicles? You may want a Jump card to get around obstacles or a Push card to do some deconstructing. Have a set of slow-moving deconstruct units? Then you may want some Move +1 or Range +1 cards to get the drop on your opponent. And don't forget the value of more general X-tra cards such as Build 2 or Build and Place.

Using X-tra cards is another question. It's important to keep your cards a secret from your opponent, so use them carefully. Spend them when you're about to score or when you have an opportunity to cripple a dangerous enemy unit or break through an opponent's line. Of course, you don't want to hoard your cards either. You get an X-tra card back whenever your opponent scores, so if you see an opponent's piece is about to reach your home row, be sure to use an X-tra card right away.

Carrying

Carrying is a valuable action that lets you move two units for one action. This ability has a number of different uses. At the beginning of the game, a unit with carry can be essential for getting your units into position. You may even want to have a slower unit carry a faster one, just to get them both to the center of the board in fewer turns. A unit with carry can also turn a defense station into a moving tower of deconstruction.

Carrying is also important for scoring. Remember that if you can carry a unit into your home row, that unit scores, allowing you to score two points with a single move. This is a very powerful ability, so look for scenarios where you can use it. You can also carry your opponent's units, which can be critical to preventing an opponent's score or protecting a vulnerable unit for deconstruction.

Pushing

Like carry, push allows you to move units around the board. The difference is that push can deconstruct units. The key to using push properly is position. You can damage units that are near an obstacle or the edge of the board, so putting your pushing unit at a critical junction can be a major threat.

Keep in mind that pushing is also useful for moving units around. A fast pushing unit can be critical to breaking through a line of your opponent's units or quickly moving another unit across the board. And don't forget: just as with carry, you can push a unit into the opponent's home row to score. With the right pieces and position, you could even score all three points in a single round!

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Deconstructing

Deconstruct is a powerful action, but using it carefully can make it really devastating. A deconstruct tactic that beginning players often take is to deconstruct units repeatedly until they are entirely removed from the board. Remember that bricks are always returned to the player's inventory, so if you completely deconstruct an opponent's unit, you've just given her all the bricks she needs to rebuild it. Another possibility is to deconstruct a unit and leave it at its lowest level. Most units can't do anything at Level 1, and leaving the unit on the board means that your opponent can't use those bricks. Of course, this means you may want to deconstruct your own Level 1 units to get those bricks back in your inventory.

On the other hand, there are times when deconstructing isn't useful at all. Deconstructing a unit that's about to score will only stop it if the unit's next level can't move into the home row. It's in these moments where Decon +1 can really be helpful. Still, forcing units to score at lower levels can be advantageous, especially if it forces your opponent to put a brick in her pod that she would rather keep.

Repairing

Repairing is clearly useful for reconstructing weakened units, but it's equally useful for its ability to make units safe. A good deconstruction unit coupled with a solid repair unit is a dangerous combination. If the deconstruction unit is damaged, the repair unit can repair it and make it "safe," which means that the deconstruction unit will be ready to attack again next turn. Setting up this unit combination is a great way to gain control of the board.

Repair is also a great counter to the "deconstruct-to-Level-1" tactic described above. If your opponent leaves a number of your units crippled near his home row, all it takes is a single repair unit to get them back in action. A carry-repair unit team can also be a pretty dangerous pair.

When Not to Score

It's certainly tempting to race a unit across the board and get a quick point when you see an opening. However, it's sometimes better to hold off scoring and leave a unit on the board a while longer. Remember that scoring means removing and deconstructing the scoring unit, so you might want to consider not scoring if it means keeping a powerful unit in play.

Mobile units that can push, carry, or deconstruct are particularly effective when left on the board to wreak havoc on your opponent's strategy. Also, keep in mind that your opponent gets an X-tra card back every time you score, so you may want to save scoring for the end of the game, when the returned X-tra cards won't be as useful.

Still, you don't always want to play defense. A few well-placed enemy units could quickly turn the tide of the game. Fast enemy units are especially dangerous against a more patient strategy. Don't be afraid to play aggressively if you see a prime opportunity and you don't need the unit you're scoring. If nothing else, early scoring puts you at least one turn closer to victory.



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Aero Pod

Using Obstacles to Your Advantage

The chief advantage of the Aero Pod is that most of its units can fly or jump. This means that yellow units are much less restrained by obstacles than units of any other Pod. On an arena filled with obstacles, Aero Pod units are, at their best, able to avoid getting boxed in and to score quickly. On less blocked arena, the Aero Pod has less of an advantage, but its jumpers and fliers can move over enemies, while its raiders can move through them.

Vs. Aqua

As with Wild Pod, a lot will depend on the kind of units that Aqua Pod chooses. However, Aqua has very few units that are any match for your maneuverability, so going with an overrunning strategy is a good basic plan. If Aqua does use its jumping units, build some deconstruction units to keep them at bay. And, as with Wild, be careful to avoid being eaten, and have extra defenses on hand in case Aqua Pod does manage to get some deconstructing units on your side.

Vs. Arachno

Arachno Pod is fast, and its web ability has a range of two, so your strong fliers and jumpers might not beat the opponent across the board in a straight race. Instead, you'll want to use your deconstruction units to take out the most harmful opponents, and then zip past the rest. Keep in mind that you can spend an action to unfreeze a unit, so have a unit webbed a couple rows from the opponent's home row can be advantageous. Move+1 and Range+1 can also help you close the gap on annoying webbing units.

Vs. Auto

A lot of your strategy here depends on the layout of the board. Auto Pod units are flat out faster than Aero Pod ones, so if the board is open, you'll need to concentrate on stopping Auto. In this case, units with deconstruction should be used as blockers, accompanied by a quick unit to score. On a more crowded board, Auto Pod will have to spend some time maneuvering around obstacles, which may give you a chance make some quick scores with your faster fliers.



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Aero Pod

Vs. Dragon

Most dragons are quick and maneuverable enough to stop an easy rush across the board. It may be worth sacrificing a unit to slow the dragon down, and then run the rest of your units across the board. Letting the dragon unit score just to get some ground with a couple of units isn't a bad idea either. If you do have to take the dragon on directly, it will take as many deconstruction units as you can field. Decon+1 X-tras are extremely useful here.

Vs. Monster

Monster Pod is fairly slow, and scare only works on adjacent units, so maneuvering your way around opponent units is a good way to go. Crowded boards are terrific settings for this strategy. You can even try to deliberately halt Monster's movement by allowing one of your smaller units to be frozen in at a key intersection. On more open boards, you may need to take a more aggressive strategy and attempt to deconstruct scaring units before they freeze you.

Vs. Robo

Robo Pod units are generally slow and tough, which makes your maneuverability particularly useful. Using fast units and Move+1 X-tras can get you some easy, quick points. Eventually, the Robo units will start to close in on you. At that point, you'll need a couple of deconstructing units to clear a path for your final fliers. Try out jumping and flying deconstruct units to outmaneuver the Robo Pod opponents and deconstruct them before they can get you.

Vs. Wild

The Wild Pod also has a number of jumping and flying units, so the Aero Pod's maneuverability is less effective against red units. If your Wild Pod opponent uses lots of those units, you'll need to play aggressively, trying to cripple Wild Pod's units to prevent them from scoring. If the Wild Pod goes with more move units, change strategies and use your fastest units to overrun the enemy and make it to the home row.



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Sample Aero Pod Sets

Aero Pod Advanced Set # 1

Starting units: Wing Raider
Cargo Copter
Ground Control

Other units: Jet Ambulance
Skimmer
Mini Jet Raider
Flit
Yellow Miniflier
Yellow Air Raider
Yellow Glide Raider

Aero Pod Advanced Set # 2

Starting units: Jetcopter Raider
Flit
Repair Crew

Other units: Wing Copter
Defense Station
Mini Jet Raider
Air Scout
Yellow Miniflyer
Yellow Air Raider
Yellow Glide Raider

Aero Pod Advanced Set # 3

Starting units: Turbo Jet
Hoverall
Interceptor

Other units: Hopper
Defense Station
Ground Medic
Shuttle
Air Cab
Yellow Air Raider
Yellow Jumper



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Aqua Pod

Undersea Dining

Similar to the Wild Pod, the Aqua Pod has a well-balanced set up units and a few different strategies from which to choose. Pay attention to what team you're up against to determine your strategy. Fast opponents require deconstructing units that have block them at choke point; slow opponents should be outrun with quick moving and jumping units. And don't forget about your eat ability. Eating gives you an edge in deconstruction stand-offs, so be sure to have some level-one units of your own on the board to rebuild and preserve your powerhouses.

Vs. Aero

The maneuverability of Aero Pod is the big challenge you have to face. Without flying units of your own, you can't go head-to-head on Aero Pod if it takes that strategy. Instead, you need to play defensively. Build deconstruction units and position them strategically to take down fliers as they approach. Then slowly march your units forward. And if Aero tries to deconstruct you, use your eat ability to get the upper hand.

Vs. Arachno

Arachno Pods are faster than Aqua, so you need to pursue a defense strategy with solid deconstructing units swimming to block key intersections. The web ability presents a new obstacle, since Arachno units can freeze you from a distance. One defense is to have a small quick unit on the board whose purpose is to unfreeze your webbed units. Another possibility is to use Unfreeze X-tras to free your units, and Move+1 and Range+1 X-tras to get the Arachno units before they get you.

Vs. Auto

The highest level Auto Pod units are much faster than your units, so your only option is to block Auto's advance and slowly move to victory. On crowded boards, the key will be getting decent deconstruction units to the key passageways and using jumping units to slip by. On more open boards, you'll need to remain more flexible, pushing forward with your own units, perhaps giving Auto an early score, and deconstructing and eating anything you can reach.



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Aqua Pod

Vs. Dragon

Your eat ability serves you well against Dragon Pod since its level one secondary units won't be much of a threat. The trick is dealing with the dragon unit. Depending on the particular unit you're up against, you have a couple of options. One is to concentrate a set of deconstruction units and take the dragon on. Here you'll need to have plenty of food available as well as perhaps some Decon+1 and Level+1 X-tras. With slower dragon teams, a second possibility is to go for the quick score, using jumping and faster small units to race across the board to score.

Vs. Monster

Monster units are generally slower than yours, so you can pretty effectively move your units across the board to score. Scaring units can present an obstacle, particularly on a crowded board, but that's all the more reason to have deconstruction and jumping units available. Be aggressive and strike quickly to prevent Monster units from controlling and block key positions. Also, a couple of Unfreeze or Move+1 X-tras may be enough to get you past the monsters to victory.

Vs. Robo

Aqua units are generally quicker and more maneuverable than Robo units, so you can probably make some quick scores early, but you're probably not fast enough to win before Robo gets units into position. Therefore, you're going to need to have some good deconstruction and push units available to take on Robo units in the end game. Remember also that Robo Pod's ability to function at its lowest levels isn't a problem, since you can eat anything that your opponent leaves lying around.

Vs. Wild

Wild Pod has a similar flexibility to Aqua Pod, but its units have more maneuverability. Aqua, on the other hand, has more deconstruction and push units, so one strategy is to bully Wild Pod into submission. Send out your best deconstruction units and load up on Decon+1 and Move+1 X-tras to prepare for the showdown. You'll also have to be careful with your food units when facing Wild Pod, since they'll be as useful to your opponent as they are to you.



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Sample Aqua Pod Sets

Aqua Pod Advanced Set # 1

Starting units: Great White
Flounder
Sea Slug

Other units: Flying Fish
Poison Anemone
Shrimp
Guppy
Plankton
Big Aqua Fish
Little Aqua Fish

Aqua Pod Advanced Set # 2

Starting units: Poison Anemone
Sea Tortoise
Lamprey Eel

Other units: Walrus
Flounder
Plankton
Shrimp
Aqua Scavenger
Aqua Food
Little Aqua Fish

Aqua Pod Advanced Set # 3

Starting units: Porpoise
Lamprey Eel
Guppy

Other units: Poison Anemone
Piranha
Sea Slug
Flying Fish
Aqua Food
Aqua Scrounger
Aqu Predator



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Arachno Pod

Getting the Opponent in your Web

Arachno units are pretty quick, so you'll probably want to play an aggressive game where you try to score early and often. The web ability is a great aid to this strategy. Since web has a range of two, you're able to maneuver your units easily to freeze opponents before they get near you. Use web to incapacitate oncoming units and either zip your faster units by to score, or moving into your deconstructing units to finish the job. Arachno works particularly well on open boards, where you can web opponents without blocking off your paths to the opponent's row.

Vs. Aero

Aero Pod's maneuverability isn't much of a threat to Arachno units. Between your base speed and your web ability, Aero unit should be too hard to keep from scoring. On the other hand, Aero has more deconstruction units, so you'll need to be careful about not getting too close. Use web to keep Aero Pod at bay, and then zip your speedier units in to score. Also, try to web the Aero units when they are over obstacles so that they don't block the paths you need to score.

Vs. Aqua

Aqua has a lot of deconstruction and eating units which can be dangerous to your less durable units. The trick is to web and run. Immobilize the Aqua units to keep them away from your weaker units. Aqua does have a handful of quick units, so you may want to keep a web or deconstruction unit in reserve in case an opponent slips past you. A repair unit to keep your pieces moving would also be a welcome addition.

Vs. Auto

Arachno Pod has the closest unit in speed to Auto Pod, so Arachno Pod is one of the few teams that can conduct a straight-out race on an open board against it. In this case, Arachno Pod should run for the goal, using web to slow Auto units along the way. However, if Auto mobilizes its fastest units, Arachno units simply won't be able to keep up. Here Arachno Pod should play more defensively, keep web units back near the home row to stop opponent units and moving forward once enough of Auto's pieces are frozen.



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Arachno Pod

Vs. Dragon

Arachno Pod is in pretty good shape against Dragon Pod, since web can ground the dragon unit pretty effectively. The key is to take the dragon down fast. The dragon is more than a match for any of your units close-up, so the closer the dragon gets, the more dangerous it is. Once the super-unit is down, run for the goal. You can also count on the Dragon player to have either a few Unfreeze X-tras, or some loose units whose only purpose is to get the dragon free.

Vs. Monster

The range of web gives Arachno some distance from the dangers of the scare ability, but that doesn't necessarily make it easier to score. Once Monster units are in position, they can be effective stops to Arachno Pod's advance. Use your speed to get across the board and try to freeze Monster units before they can get into the best positions. Mobile web units can keep the opponent at bay while you ferry your other units to score. A Jump or Carry X-tra on a fast unit can also get you past a dangerous scaring unit.

Vs. Robo

Arachno Pod can easily outrun Robo Pod's slow units, so the key here is quick scoring. Move across the board as quickly as you can and try to score before Robo Pod can close off your paths. This is particularly the case on more crowded boards. Be careful not to use web carelessly; you don't want to freeze a Robo unit directly in the way of your scoring units. If Robo Pod does get into position, you need to pull out your jumping or deconstructing units to try to clear a path.

Vs. Wild

As with Aqua Pod, Wild Pod's eating ability is dangerous to Arachno Pod's weak units. Wild Pod is a maneuverable team, so it's hard to directly outrun them. Play a bit more defensively, running units across the board when you can, but preserve units to stop Wild fliers and jumpers from slipping by. A lot will depend on what Wild Pod's strategy is; slower Wild Pod units should encourage you to build fast unit to score quickly while fast Wild Pod units should encourage you to be more web-reliant.

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Sample Arachno Pod Sets

Arachno Pod Advanced Set # 1

Starting units: Black Widow
Web Mender
Jumper

Other units: Bugling
Web Weaver
Uncle Longlegs
Poison Bug
Scuttler
Arachno Creeper
Arachno Jumper

Arachno Pod Advanced Set # 2

Starting units: Granddaddy Longlegs
Bugling
Biter

Other units: Web Mender
Jumper
Stickleback
Stinger
Uncle Longlegs
Arachno Spinner
Arachno Biter

Arachno Pod Advanced Set # 3

Starting units: Wise Old Spider
Wolf Spider
Stickleback

Other units: Bugling
Scuttler
Tickler
Slinger Hatchling
Stinger
Arachno Runner
Arachno Spinner

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Auto Pod

Quick Scoring

Auto Pod has the fastest units in the game. It has very few jumpers or fliers, but it makes up for that lack in raw speed. What this means is that an Auto Pod player has a good chance of getting control of the board and scoring points earlier in the game. This strategy works best on open boards with few obstacles to block your units' movement. On more crowded boards, Auto Pod players have to rely on their pushing, carrying, and limited deconstruction abilities to break the opponent's line and create a path on which to score.

Vs. Aero

The fact that so many Aero Pod units can jump and fly undercuts your ability to push them around. On an open board, you'll still have the speed advantage and can play really aggressively, scoring as quickly as possible. On more crowded boards, you'll have to play more defensively, leaving either a pushing/carrying unit at your home row to move units away, or a deconstruction unit to take them apart.

Vs. Aqua

Almost all Aqua units are slower than you, so as long as the board is open enough, you should try to score as quickly as possible. Even more than with Wild Pod, Aqua units that can still move when they've been deconstructed a level are very useful. If Aqua starts to block important intersections, be sure to have units that can push your way through. You may also want to have some Jump X-tras in case you get trapped somewhere.

Vs. Arachno

Arachno Pod is the closest match you'll have in terms of raw speed, so you'll need to play a slightly more aggressive game to beat them. Run for the scoring line if you think you have the edge; if not, use push and deconstruction units to stop the opponent. Move+1 X-tras on pushing units and Push X-tras on fast ones can help you a lot. If your units get webbed, use other units to free them. As much as you can, rush the Arachno units and make them choose which units they can stop.

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Auto Pod

Vs. Dragon

Auto Pod simply does not have enough deconstruction units to counter dragon units reliably, so you must rely on your speed to win. Build fast units and carry several Jump and Move+1 X-tras to get you safely across the board. You may also want to have a strong pushing or carrying unit available to make room for your other units in case of emergency. Letting the dragon score is almost always better than letting it get to your pieces.

Vs. Monster

Monster Pod is generally pretty slow, so you want to score as many quick points as you can before its units get into position. Scare units can be dangerous if they get a good position against you, since frozen units deplete your already limited brick supplies. It may even be worth it if you sacrifice the pushing unit to shove the scaring unit out of the way. Still, careful timing and Jump and Move+1 X-tras can help you avoid scaring units.

Vs. Robo

The key to beating a Robo Pod opponent is scoring quickly. Robo Pod units are far too slow to maneuver around you, so a Robo Pod opponent will try to box you in using powerful deconstruction units. You'll need to score as much as you can before that happens, and can use carrying and pushing units to keep the robots out of position. You'll also need a powerful pusher or deconstruction unit in your set to break free in case you do get boxed in.

Vs. Wild

Like Robo Pods, Wild Pods are not very fast. However, your Pod doesn't have much repair, so it's harder for you to go head-to-head with Wild Pod units that can eat to rebuild. Making quick runs across the board is a good strategy. You also have many three level units that are pretty fast at level two, so you can let them take a deconstruct and still be able to score quickly. Don't forget about your Hover vehicles either - units that continue to move at their lowest level are useful against the Wild Pod.

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Sample Auto Pod Sets

Auto Pod Advanced Set # 1

Starting units: Dragster
Forklift
Airhorn

Other units: Hover Pod
Utility Truck
Rollabout
Pushabout
Rocket Racer
Blue Scooter
Blue Transport

Auto Pod Advanced Set # 2

Starting units: Laser Buggy
Tobaggan
Hovertruck

Other units: Multi-Station
Armored Sled
Hover Pod
Pushabout
Blue Transport
Blue Mover
Blue Pusher

Auto Pod Advanced Set # 3

Starting units: Tow Truck
Rocket Racer
Flatbed

Other units: Hover Sport
BPX 100
Hover Truck
Rollabout
Semi
Blue Mover
Blue Scooter



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Dragon Pod

Winning with Super-units

The center of a Dragon Pod team is its dragon unit. These four level units are easily the most powerful in the game, so using them effectively is the key to victory. First, the number of units you can use with any individual dragon is limited, so picking a dragon will basically determine your strategy for that board. Your secondary units are fairly weak, so use the dragon aggressively and don't be afraid to lose a level if it means taking out a key opponent. Still, be sure to have a couple good back-up cards and maybe even some Build and Place X-tras in case the dragon goes down.

Vs. Aero

Against Aero Pod, you will want to use a flying dragon. Aero Pod may try to sneak around the corners of the board, using multiple units to distract your focus. You should be very aggressive and try to destruct units quickly and with many pieces remaining on the board. Get the dragon near your opponent's home row as quickly as you can, and spend your remaining turns creeping your secondary units to score.

Vs. Aqua

Aqua Pod has a number of deconstructing units, so your opponent may try to charge your dragon and take it down. Aqua Pod's eat ability also makes it less useful to leave opponent bricks on the board. Choose a powerful deconstructing dragon and use it to clean up your opponents. Don't leave pieces lying around for Aqua Pod units to eat. This will likely leave you moving very slowly, moving a couple of squares, deconstructing an opponent unit, and repeating. Level+1 X-tras will help you keep the dragon strong.

Vs. Arachno

Web is one of the biggest threats to dragon. A unit that can freeze your biggest unit with one strike can devastate your strategy. You need to prevent this at all costs. Choose the fastest dragons and have Move+1 X-tras that let you reach Arachno Pod's Units before they web you. Alternately, keep several Unfreeze X-tras handy to free your units. In either case, be aggressive and try to get close enough that you can strike the webbing unit as soon as you're free. Letting webbing units score is also a good way to get them off the board.



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Dragon Pod

Vs. Auto

Auto Pod will try to outrun your dragon and win the battle without any confrontation. Choose a fast dragon which has a chance of keeping up and play extremely aggressively. Let Auto score an early point if necessary to get your dragon across the board. Then position your units so that they block any passageways and so that the dragon can reach any unit that try to cross. Eventually, you will have deconstructed enough opponent units that yours have an easy trek across the board.

Vs. Monster

Monster Pod is slow, and its scare ability affects only adjacent units, so you definitely want to have a fast dragon on your side. Move quickly and don't give Monster a chance to get its units in key positions where it can freeze you. A dragon with carry could also be useful to allow you to ferry units past your opponent to score. You'll definitely want to have an Unfreeze card or two in case the dragon does get scared; the thing to avoid is having your dragon trapped where your opponent's deconstruction units can get it.

Vs. Robo

Robo Pod has the most powerful deconstruction units in the game, so your opponent will almost certainly try to take on the dragon. One possibility is to use the dragon to zip past the robot units, and try to make a series of quick scores. It's dangerous, though, since your opponent may use that opportunity to set up a trap. The other option is to take a powerful deconstruction dragon, load up on good repair and deconstruction X-tras, and go head-to-head. Don't forget about Robo's repair and carry units as good targets.

Vs. Wild

Wild Pod is similar to Aqua Pod in terms of the eat ability, so you'll want to have a powerful deconstructing dragon that doesn't leave many level one units behind. However, Wild Pod is also fairly maneuverable, and may try to avoid your dragon as well. Again, play aggressively. Move quickly to get the dragon to a central position from which you can deconstruct anything that tries to score. Just be ready in case several powerful Wild units gather to take you on.

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Sample Dragon Pod Sets

Dragon Pod Advanced Set # 1

Starting units: Fire Dragon (2 cards)
Dragon Runt
Curious Hatchling

Other units: Cave Beetle
Snakeling
Wyrn
Dragon Serpent
Baby Dragon
Cave Beastie

Dragon Pod Advanced Set # 2

Starting units: Thunder Dragon (2 cards)
Crawling
Cave Dweller

Other units: Snakeling
Dragon Serpent
Dragon Runt
Lizardman
Fire Critter
Cave Trap

Dragon Pod Advanced Set # 3

Starting units: Storm Dragon (2 cards)
Dragon Slug
Cave Beetle

Other units: Crawling
Lizard Man
Wyrn
Young Hatchling
Baby Dragon
Cave Trap

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Monster Pod

Scaring Your Opponent Stiff

Monster Pod is a slow, steadily moving team with a powerful special ability: scare. What makes scare so powerful is that scaring happens automatically at the end of a turn. This means that every scaring unit freezes all adjacent opponent units every turn, even if you didn't activate it. As a result, scaring units are terrific to leave near important intersections on the board to stop enemy movement. On the other hand, combining a scare unit with a carrying unit will give you an engine you can march across the board, and deconstructing frozen units is an easy way to clear the board.

Vs. Aero

Aero Pod's maneuverability is a challenge for Monster's slow strategies and scare ability. To beat Aero, Monster needs to be defensive. Keep a good deconstruction unit near your home row and have X-tra cards to ensure you can get it to whatever it needs to reach. Use your other units to march across the field to score. Units that can move even at low levels are particularly useful if Aero pursues a deconstruction strategy. Units that repair or carry can also help get your units across the home row.

Vs. Aqua

With the right units, Aqua Pod is maneuverable enough to get through a crowded board, so you'll want to keep your defensive strategy strong here. Let Aqua come to you and immobilize his units when they arrive. Be careful to avoid the eating units; you may want to have a Level+1 X-tra or two to quickly repair a unit. If Aqua Pod takes a slower, steadier strategy, move your units into position to block, and have deconstruction and repair units handy to clear them out of the way.

Vs. Arachno

Arachno Pod's units are faster than Monster Pods, and its web ability works at a range, so the only effective strategy is a defensive one. Bide your time as the Arachno units approach, building units and positioning them carefully. Build 2 and Build and Place X-tras can be effective here. When the time comes, strike to freeze Arachno's most powerful units, and then start marching to victory. Be sure to have little units around to unfreeze your scaring units at appropriate moments.

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Monster Pod

Vs. Auto

Monster Pod is far slower than Auto Pod, so your core strategy should be to choke its units out with scaring units. The advantage you have is that once you get the scaring units into position, it will be very hard from Auto Pod to break your lines without ending up with a frozen unit. You'll also want a deconstruction unit on the board to clean up some of the frozen units or to stop any Auto units that slip by. Jump and Push X-tras can also be a big help in scoring.

Vs. Dragon

Scare works just as well on dragons as any other unit, so a core strategy is to try to immobilize the dragon. This is tricky, since dragon units are as fast as you are, but it is worth using a few X-tras and units to take the dragon down. At that point, it should be easy for you to deconstruct the dragon and deal with the rest of the remaining Dragon Pod units. If the dragon is hunting your units, you'll need to play very defensively. Slower dragons may allow your faster units to slip past unharmed.

Vs. Robo

Robo Pod also has slow units, which makes your scare strategy particularly effective. Move forward aggressively and try to get to key points before your opponent. Choose scaring and deconstructing units that maintain their abilities at lower levels. This will allow your units to take a deconstruction and still incapacitate the opponent. Your goal is to freeze enough Robo units in the middle of the board to clear paths to score. If Robo Pod gets the upper hand, use your carry and repair units to bring your team across the board.

Vs. Wild

What strategy to use against Wild depends on which units Wild Pod releases. If Wild Pod goes with flying and jumping units, you need to play defensively and try to stop the opponent's quick scorers. If the opponent chooses more deconstruction units, you'll want to take a more aggressive strategy to freeze and deconstruct Wild before it strikes. Regardless, eating can really hurt your weaker units, so some Level+1 X-tras or repair units can help even the odds.

Advanced Strategy Guide

Sample Monster Pod Sets

Monster Pod Advanced Set # 1

Starting units: Gremlin King
EyeBall
Bucky

Other units: Hoppy
Gremlin
Nurse Scarem
Hypno Thing
Gremlin Hotfoot
Monster Mask
Hyper Monster

Monster Pod Advanced Set # 2

Starting units: Eye Beamer
Slither
Nurse Scarem

Other units: Smiler
It
Eyeball
Monster Surgeon
Dizzy
Little Monster
Scary Monster

Monster Pod Advanced Set # 3

Starting units: Big Mouth
Gremlin Porter
Eyeball

Other units: Little One Eye
Eyebeamer
Slither
Nurse Scarem
Gremlin
Mean Monster
Little Monster

Advanced Strategy Guide

Robo Pod

Keeps Going and Going...

Robo Pod units have the most deconstructing units of any Pod so a lot of Robo Pod strategies are about taking apart your opponent's pieces. Use this advantage to guard your home row and hunt down enemy units to keep them from scoring. Robo Pod units also have an additional advantage that aids them in deconstruction - almost every Robo Pod unit continues to function at its lowest level. This means that your units have to be removed from the board to stop them from moving. Robo Pod works best on boards where there are choke points that its units can guard, and from which it can slowly march its units to victory.

Vs. Aero

The flying and jumping abilities of Aero Pod units make them difficult to corner, so it's probably a good idea to set up some defenses at the home row and slowly march them forward as a net to catch any daring fliers. You can couple this strategy with a couple of fast units to race across the board when an opening pops up. And if your opponent gets aggressive, just keep marching forward. Since your units can keep moving at their lowest level, your opponent will have to waste precious turns hunting down your leftovers.

Vs. Aqua

Aqua Pod's eat and strong deconstruction units make it a good challenge for Robo Pod. Exact strategy depends on which units Aqua Pod fields. If Aqua Pod fields slower deconstruction unit, take them head on with your own deconstruction and repair teams. If Aqua Pod fields more maneuverable units, set your defenders and begin the slow march across the board. In either case, remember that your ability to move at low-levels works completely differently against a team that can eat.

Vs. Arachno

Arachno Pod is a fast team, and web gives them additional range to freeze your units. This makes it fairly difficult for Robo Pod to advance units to the scoring rows. A key strategy is going to be boxing Arachno in. Use Unfreeze X-tras and small units to keep your big units moving until you can lock down the key positions. Flooding the board with units is another way to slow the Arachno units' movement.

Advanced Strategy Guide

Robo Pod

Vs. Auto

The Auto Pod units are much faster than yours, so you must play defensively early on. It's likely that one enemy unit will score on you early no matter what you do, but that won't cost you the game. Spend your early turns controlling key positions on the board. Put powerful deconstruction units at the gaps in obstacles that the Auto Pod units will have to use to cross the map. Once you have those choke points under control, slowly creep forward, deconstructing enemy units until you reach the home row.

Vs. Dragon

Outrunning the dragon is just about out of the question for Robo Pod, so your only option is to face the dragon head-on. Marshal your deconstruction and repair units and do what you can to damage the dragon unit. Your goal is drain your opponent of the X-tra cards to repair the super unit, and then reduce it until it isn't a threat. If the dragon tries to score, let it, and use that opportunity to set up a trap for the second time it appears.

Vs. Monster

Robo Pod's slowness makes it particularly vulnerable to the scare ability. Of course, Monster Pod's units are as slow as yours, so you have a good chance of getting your deconstruction actions off before a Monster unit can freeze you. Unfreeze X-tras are also very useful, since a unit unfrozen by an X-tra can immediately move and deconstruct. Do your best to leave the remains of Monster Pod units strewn across the board, and then slowly march past them to victory.

Vs. Robo

As a another serious deconstruction pod, Robo Pods and Wild Pods often end up in head-to-head struggles in the middle of the board. You have better deconstruction units, but the Wild Pod units can eat, so it's a good idea to have some repair units near your deconstruction ones for protection. Your advantage to function at lower levels suffers a little against Wild Pods, so you'll want to have some three level units in play, particularly faster ones, and lots of Decon +1 and Level +1 cards to back you up.

Advanced Strategy Guide

Sample Robo Pod Sets

Robo Pod Advanced Set # 1

Starting units: Knightbot
Extendobot
Dr. Robot

Other units: Pestbot
Cyclops
Tuffbot
Widgit
Green Probe
Green Droid 1.0
Green Droid 3.0

Robo Pod Advanced Set # 2

Starting units: Rollerbot
Blasterbot
Grappler

Other units: Fix-it
Lifter
Clawbot
Widgit
Green Explorer
Green Droid 2.0
Green Droid 3.0

Robo Pod Advanced Set # 3

Starting units: Lancer
Lifter
Patroller

Other units: Microhopper
Brainbot
K-9 Rover
Treadz
Longshot
Microhopper
Green Droid 1.0
Green Droid 2.0

Advanced Strategy Guide

Wild Pod

Vs. Auto

The powerful Auto Pod units are quicker than yours, so you'll need to play a defensive game early. A set of fairly speedy deconstructing units are useful for cutting off an Auto Pod unit's advance. The Auto Pod units don't have much deconstruction, so going head-to-head with them is generally a good idea. Move +1 and Deconstruct +1 are good X-tra card choices for this strategy. You may also want to have a quicker flying or jumping unit on the side to make scoring runs while you fend off the Auto Pod's advances.

Vs. Dragon

A dragon super-unit can easily outclass any one of your units, so you may want to try a set of quicker units to sneak past it. Still, some dragons are fairly fast themselves, so the best approach is a balanced strategy. Have units that can get across the board fast as well as good deconstruction units in your set of ten, and adjust your strategy as you need. If the dragon is coming on strong, get out your deconstruction units and food and make it a showdown. If not, keep trying to sneak by and score.

Vs. Monster

Monster Pod is a slow team, so you'll want to use your more maneuverable units to slip past the opponent and score. Flying and jumping units are particularly useful since they have a lot of freedom to avoid stationary scaring units. At the same time, you don't want to simply let Monster Pod units march across the board. A strong attack unit, perhaps one with Decon+1, can be some good insurance that a scary unit you couldn't stop in the middle of the board can't reach your home row.

Vs. Robo

Robo Pod units are slow, powerful deconstruction machines, so one strategy is to take advantage of their lack of speed. Building quick fliers and jumpers might earn you an early point or two while the Robo Pod units are trying to get in position. The Carry X-tra Card can be especially useful here. Going head-to-head with Robo Pod units is trickier, but if you use the eat ability and keep food handy, you can definitely take the advantage. In this case, you'll want a split between your powerful high level units and some simple level one units.

Advanced Strategy Guide

Wild Pod

Eating and the Value of Food

The Wild Pod has the most diversity of all of the Pods, which means that you have a few strategies to choose from. You'll want to tailor your units carefully for the Pod you're facing. The advantage that you have is that your units can eat. This means that any Wild Pod unit on the board can potentially reconstruct itself and that you have a unique edge in deconstructing others. Be sure to make use of the level one "food" units that the Wild Pod has. More powerful units can be accompanied by a couple of level one units that can restore its levels and make it safe from deconstruction. Using eat well can decimate your opponent's units and allow you to keep your super units for the duration of the game.

Vs. Aero

There are a couple of ways that the Wild Pod can counter the Aero Pod's maneuverability. One is to choose a number of flying units and hunt the Aero Pod units out of the skies. They may be faster than your units, but the eat ability can even the score. You may also want to build some strong move units to guard your home row. In either case, you'll probably want to play aggressively but cautiously, letting the Aero Pod units come to you but setting up solid traps for them when they do.

Vs. Aqua

Aqua Pod has similar flexibility to Wild Pod, but Aqua Pod has more deconstruction units. Your advantage is that you have more maneuverability. Use that advantage to try to outrun the Aqua Pod units and make some quick scores. If Aqua Pod tries a similar strategy, switch to more deconstruction units to shut it down. Keep in mind that your flying deconstruction units are powerful tools against Aqua. Watch your food as well, since it's as useful to Aqua as it is to you.

Vs. Arachno

Arachno's web ability requires you to be mobile and flexible. Choosing fast, jumping, or flying units will get you the maneuverability to dodge Arachno units and reach the scoring row. You'll also want a deconstruction unit handy to take down the more powerful web-based opponents. Arachno units may try to rush past you to score. In this case, you may want a few Move+1 X-tras to head them all off and block the advancing spiders.

Advanced Strategy Guide

Sample Wild Pod Sets

Wild Pod Advanced Set # 1

Starting units: Croc
Bullfrog
Stinging Ant

Other units: Minnow
Flea
Tree Frog
Barn Owl
Chimp
Little Red Creature
Red Scavenger

Wild Pod Advanced Set # 2

Starting units: Wasp
Rattler
Ladybug

Other units: Tadpole
Poison Mushroom
Scorpion
Turtle
Big Red Creature
Little Red Creature
Red Predator

Wild Pod Advanced Set # 3

Starting units: Vampire Bat
Baby Giant Squid
Scorpion

Other units: Rattler
Baby Rattler
Spider
Turtle
Ant
Little Red Food
Red Predator