

Fregiebot Face-Off

GAME RULES

Introduction

Every Fregiebot Character has an individual score for each of their 42 personality traits. Each trait is represented by a coloured symbol. There are 7 groups of Energy Spectra, represented by seven colours (Red, Orange, Green, Teal, Blue, Purple and Pink). There are also 6 Energy Resonators represented by symbols (Square, Spiral, Triangle, Star, Circle and Quatrefoil). In Fregiebot Face-Off, you will roll special dice to determine which character traits are to be used to face-off against your opponents in each round based on the corresponding Energy Spectra and Energy Resonator.

Before You Start

Each player must have a pen, and their own Score Sheet. Score Sheets can be downloaded from here:

https://www.seriouscollectables.com/Fregiebot_Face-Off_Score_Sheet.pdf .

Each Score Sheet has 12 individual Score Cards. You will use a new Score Card for each Round.

With Score Sheets ready, each player creates a “Playing Name” for themselves. For example, if your name is Brian, your Playing Name might be, “Brian the Magnificent”, “Boring Brian” or even just “Brian” (but that’s a bit boring... so if you want to choose just “Brian”... then maybe “Boring Brian” is for you!).

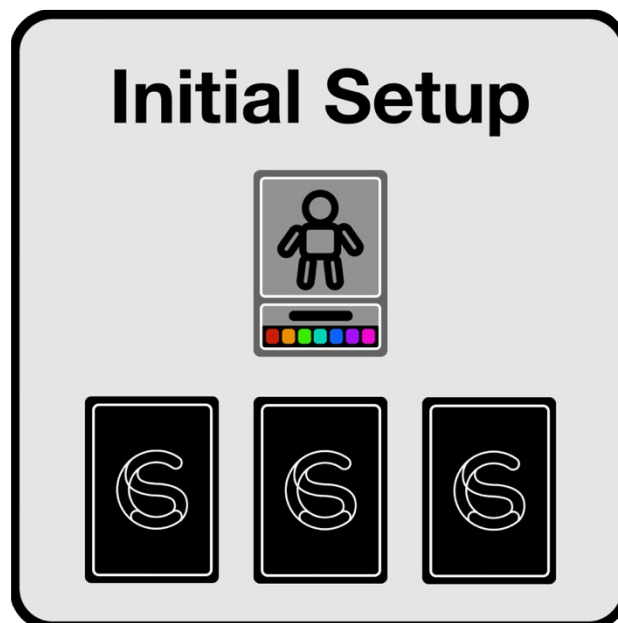
Each Player then picks 3 different traits for themselves. These are known as Player Traits. Usually, people pick traits that they themselves are strong with – but you can pick anything you want. The traits you choose for yourself will influence the game. Enter your traits into the 3 spaces that are below your name on the Score Sheet.

Setting Up

Each Player starts with 7 cards.

Each player chooses one card as their Primary Card. The Primary Card is placed face-up in front of them.

Each player then chooses 3 Support Cards. Place these face-down in a row below the Primary Card. Memorise which characters you have chosen for your Support Cards. Once the dice have been rolled in a round, you may not check your support cards again until the round is over.



How to Play

Players compete using each Character's unique set of traits. The dice will determine exactly which trait (or traits) will be used for a particular round.

To start a round, one player rolls the Black Die to determine which Energy Resonator is in Play.

If your deck does not have the Energy Resonator rolled, the black dice passes clockwise to the next player to roll again.

Special Symbols: Some games contain a customised black die with special symbols on it.



Harrow: If you roll this, subtract 1 from all Traits in Play when round begins. If you roll it twice – subtract 2... and so on. (This resets after each round)



Next: Hand the dice clockwise to the next player on your left (clockwise).



Choose Resonator: If you roll this, you get to choose the resonator that will be used in this round. Choose wisely!

With the Energy Resonator for the round known, every player circles the corresponding symbol on their Score Card.

The player then rolls all seven Coloured Dice to determine which Energy Spectra are in play. Whichever of the Coloured Dice shows the highest number, are the Energy Spectra (colours) in play. For example, if the highest number rolled is a 5, and this number appears on two dice, then those two colours are in play. Combine the symbol and the Colour/s to determine which Trait/s are to be used for each round.

Once any dice have been rolled:

YOU MAY NOT LOOK AT YOUR SUPPORT CARDS

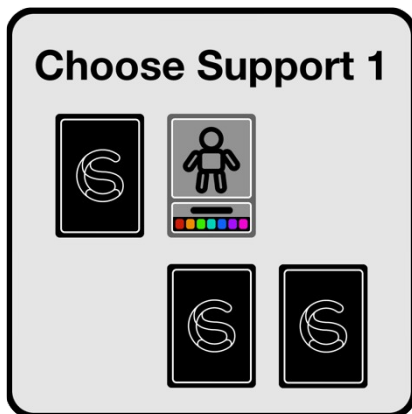
If, for example, the number rolled on the black die is 2 (Spiral), and the highest number rolled among the seven coloured dice is a 4... and this number appears on both the Red and Teal dice, the Traits in Play are:

Red Spiral = Flexibility

Teal Spiral = Adaptability

Each player then adds the score for these traits as they appear on their Primary Card. Enter the numbers as an equation in the “Primary” space on your Score Card. The total for this card goes in the field to the right. (Hint: keep your figures to the left, as your scores may be affected by a Storm Card later in the round).

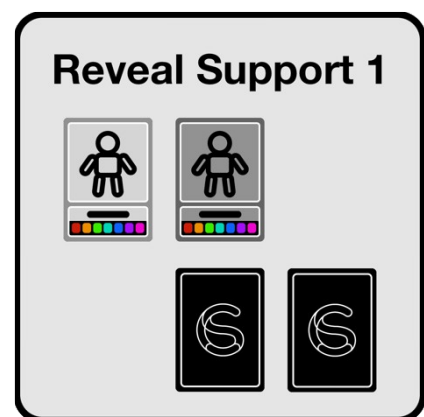
Whoever has the highest total is the Winner. All players must give the Winner their Primary Card... unless someone wants to challenge the winning player!

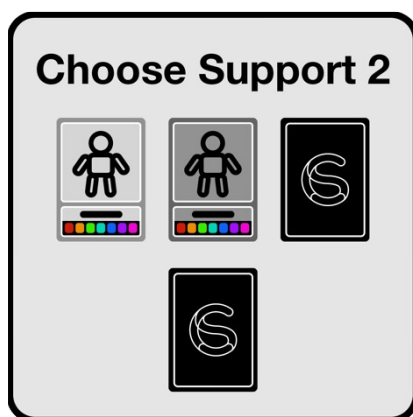


Any challengers must choose a Support Card (without looking at it) to accompany their Primary Card. Keeping the chosen support card face-down, it is placed next to their Primary Card. Any players that concede defeat, push their Primary Card towards the middle for the eventual winner to take. They are out for the rest of the round.

The player that is currently winning can then choose to meet any challenges (by choosing a support card of their own), or to forfeit their Primary Card to the eventual winner by pushing it into the middle of the table.

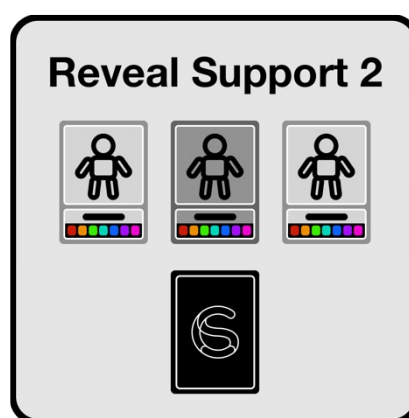
Once all players who wish to continue, have put forward their chosen Support Card, they reveal them at the same time by flipping them over. Enter the numbers as an equation in the “Support 1” space on your Score Card. The total for both cards played so far, go in the field to the right. Whoever has the highest total is the Winner. All players must give the Winner their Primary Card and the Support Card they played... unless someone wants to challenge the winning player!





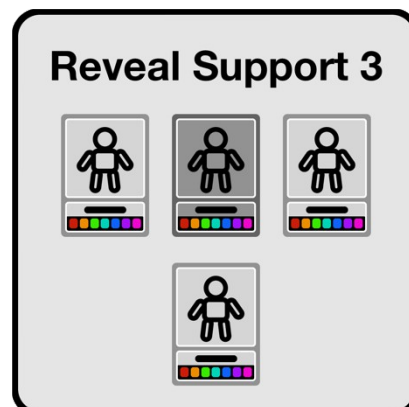
Again, any challengers must choose a second Support Card (without looking at it) to accompany their other two cards. Keeping the chosen support card face-down, it is placed next to their Primary Card. Any players that now concede defeat, push their Primary Card and Support Card towards the middle for the eventual winner to take.

Once all players who wish to continue, have put forward their second Support Card, everyone flips their Support Card simultaneously. Enter the numbers as an equation in the "Support 2" space on your Score Card. The total for all three cards played so far, go in the field to the right. Whoever has the highest total is the Winner. All players must give the Winner their Primary Card and all Support Cards they played... unless someone again wants to challenge the winning player.



Any players that now concede defeat, push their Primary Card and both Support Cards they played, towards the middle, for the eventual winner to take.

Any players still in the round, now flip their final support card. Enter the numbers as an equation in the "Support 3" space on your Score Card. Whoever has the highest total is the Winner. The Winner takes all cards that were played by any player during the round.



But wait! What about Player Traits? If one (or more) of the Traits in Play, match any of a player's 3 chosen Player Traits, they can now add 3 points to give their TOTAL score. (if they have a match for 2 Traits in Play, they can add 6!).

A player can choose not to add their Player Trait Bonus if they wish.

If, after all cards have been played, the highest total is held by more than one player, then the following symbols come into play: \leq and $>$. All other players are now out of the game.

\leq For a player with a Trait in Play showing the “less than or equal to” symbol (\leq): Roll 1 dice and subtract the rolled number from the total score.

$>$ For a player with a Trait in Play showing the “more than” symbol ($>$): Roll 1 dice and add the rolled number to the score for that trait.

If, after this, the highest score is still held by more than one player... the players that have the highest score will keep all of their Primary and Support Cards for the next round. Any players who forfeited will leave their forfeited cards in the middle to be won by the winner of the next round.

Special Cards

There are various special cards that have various effects on your score. Special Cards can only be used as Support Cards.

Scene Cards – Playing a Scene Card will Double the Traits in Play for any Primary Card who's character belongs to that scene.

Storm Cards – Fregiebots gain energy as a Bright Storm passes by. Conversely, they suffer energy drainage during a Dark Storm. Not all storms are the same and will have an influence on some traits more than others. All storms have different Energy Spectra (represented by colours) and are affected by Energy Resonators (represented by the 6 symbols).

In Fregiebot Face-Off, this phenomenon is simplified and represented by Storm Cards. If you are lucky enough to have a Storm Card, the affects of these cards can be seen below.

Bright Resonator Card – Represents a Bright Storm that is strong with a particular Energy Resonator. It looks like a white symbol with lightning in the background. Playing a Bright Resonator Card will give your characters an energy boost, especially if the symbol in play matches the symbol on the card. If the symbol on your Bright Resonator Card is the same as the Symbol in Play, then your primary card will receive an energy boost of 6 points for each trait in play (to a maximum of 9). Any support support cards already played will receive a 3 point boost for each trait in play (to a maximum of 9).

If the Bright Resonator Card has a different symbol than the symbol in play, the player's Primary Card will receive a 4 point bonus for all traits in play (to a maximum of 9). Support Cards will receive a 2 point bonus for all traits in play (to a maximum of 9).

Remember that energy boosts can only affect characters that have been played (any cards that are face down will not be affected, even if they are played later in the round).

Dark Resonator Card – Represents a Dark Storm that is strong with a particular Energy Resonator. It looks like a black symbol with lightning in the background. Playing a Dark Resonator Card will drain energy from your opponents characters, especially if the symbol in play matches the symbol on the card. If the symbol on your Dark Resonator Card is the same as the Symbol in Play, then the Primary Card of all of your opponents will have the score for each Trait in Play go to zero. (note that, if a player has a negative value for a particular trait... that will actually be increased to zero). Any support support cards your opponents have played will be reduced by 2 points for each trait in play (to a minimum of zero)

If the Dark Resonator Card has a different symbol than the symbol in play, the Primary Card of all opponents will be reduced by 7 points for all Traits in Play (to a minimum of 0). Support Cards will be reduced by 1 point for all traits in play (to a minimum of zero).

Remember that energy reductions can only affect characters that have been played (any cards that are face down will not be affected, even if they are played later in the round).

Storm Clashes – In the Fregiebot universe, there is a destructive phenomenon called a Storm Clash. This is when a Bright Storm and a Dark Storm collide. The more similar the energies of the opposing storms, the more violent the Storm Clash. In Fregiebot Face-Off, a Storm Clash occurs when a Dark Storm Card (like a Bright Resonator Card) is played at the same time as a Dark Storm card (such as a Dark Resonator Card).

If a player plays a Bright Resonator Card, with the same symbol as the Symbol in Play, at the same time as another player plays a Dark Resonator Card with the same symbol as the Symbol in Play, this results in a severe Storm Clash. All cards played by ALL players are forfeited to the centre. The round is over. The cards in the middle will go to the winner of the following round.

If a Bright Resonator Card and Dark Resonator Card are played at the same time, and one of them matches the the Symbol in Play and the other doesn't, then all players place their Primary Cards into the middle to go to the winner of the next round. The round continues, but the player with the correct symbol can apply their cards secondary effects (i.e. for a Bright Resonator Card, they can add 3 points for each trait in play for their remaining cards. If it's a Dark Resonator card, all remaining cards of that player's opponents will have their scores reduced by 2 for each Trait in Play.)

Coloured Dice Combinations

“Single” The highest number rolled only appears on one of the Coloured Dice. Matched with the symbol rolled, and this is the only Trait-in-play. Highest score wins.

“Double” The highest number rolled appears on two of the Coloured Dice. Add the scores for both traits. Highest score wins.

“Thump” The highest number rolled appears on three of the Coloured Dice. Add the scores for all 3 traits. The player with the LOWEST total score is the winner.

“Splits” The highest number rolled appears on four of the Coloured Dice. Each player must choose 2 of the 4 Traits-in-play. Add the Scores to Determine the winner. (Remember that you can NOT look at your support cards before selecting which one to play, and you must use the same traits chosen for the Primary Card for all cards you play).

“Attack” The highest number rolled appears on five of the Coloured Dice. Each player will select two of the five Traits-in-play for their Primary Card and add those scores. Then, each player must attack another player by saying who they are attacking. They will then choose one of the remaining Traits-in-play. This score will be subtracted from the player they are attacking. Support cards are not to be used. If the highest score is held by more than one player, the game is a drawer.

“Refresh” The highest number rolled appears on six of the Coloured Dice. The odd die out is the Trait-in-play... but not for this round. Each player must write down their score for this trait and add it to their score in the next round. Before playing the next round, all players are to place their Primary Card and all Support Cards into a pile. The pile is then shuffled and the cards redistributed (if any player had less than three Support Cards prior to the shuffling, they will be dealt the same number of cards that they had).

“Instant Win” The same number rolled appears on all seven of the Coloured Dice – the person who rolls this instantly wins the Primary and Support cards of all players!

Tournament Special

“K280” If, during the final of a tournament, the same number appears on all seven of the Coloured Dice AND the person rolling has called this number before the roll – then every player wins the prize. (for example, if the person rolling calls “3” before they roll and all 7 coloured dice come up with as 3, then every player wins the tournament prize).

Not in a tournament? You can still win a prize by rolling a K280! Post a video of your game where a K280 is rolled, tag us in this post, and email us your postage details, and we'll send everyone that was playing a prize!

Playing with a full Deck

Shuffle the deck and give each player up to 7 cards (face-down). Each player should start with the same number of cards.

Any remaining cards are to be placed, in a pile, face-down in the middle.

Play the same as described above, except when a player has less than 7 cards, they may replenish their hand from the cards in the middle to reach 7 cards.

If more than one person needs to replenish their hand, each player takes it in turns (clockwise from the last person who rolled) picking a card from the deck.

If there are not enough cards in the middle for a player to have 4 active cards, then the round will only use that many cards. For example, if one player has only 2 cards (1 Primary Card and 1 Support Card) then that round will stop after each player has played their first support card.

We hope you love playing Fregiebot Face-Off and can't wait to get your feedback about it. This game will evolve as fans continue to give us ideas. Please email us with anything you think would make the game better: ocean_and_jack@seriouscollectables.com.

Thank You

Ocean & Jack.