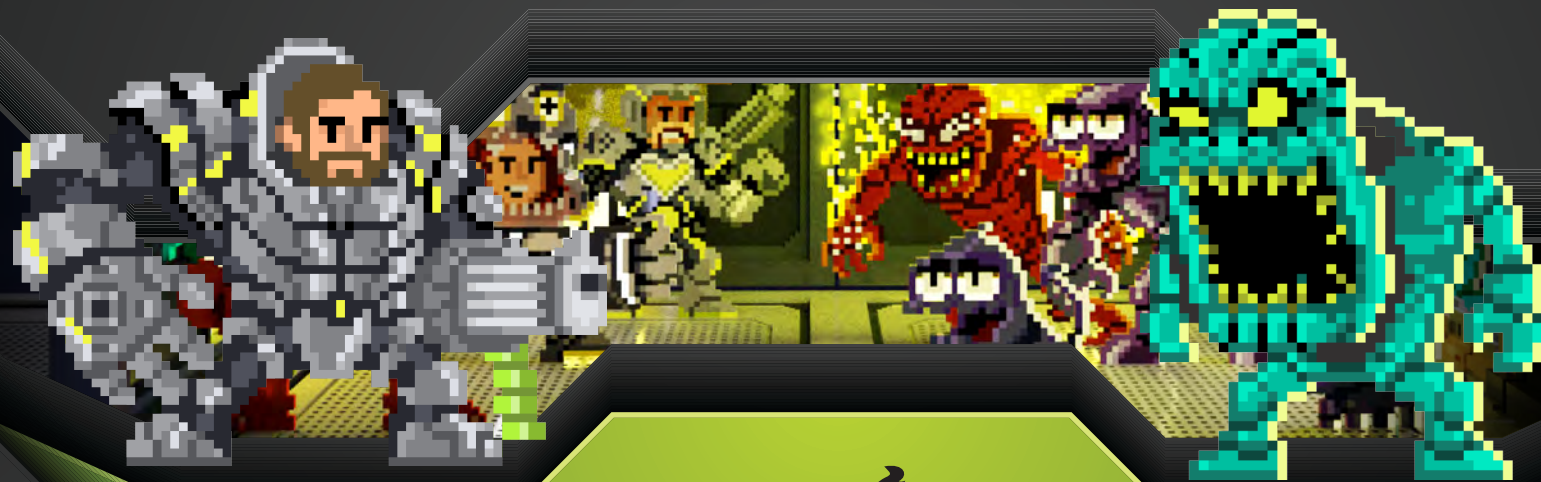


RULEBOOK

POWERUP

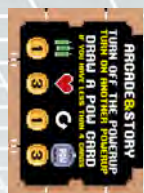




BOX CONTENTS



12 map tiles



POWERUP Store Card



DAMAGE Card



CONTINUE Card



29 BUG Cards



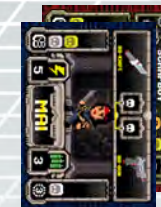
31 POW! Cards



38 Equipment Cards



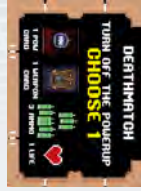
4 Help Cards



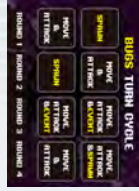
8 BUGBUSTER Sheets



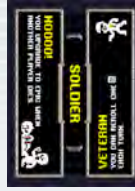
ARCADE
Turn Help Card



DEATHMATCH
POWERUP Store Card



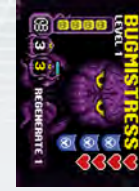
Turn-Cycle Card



6 Profession Sheets



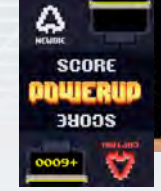
9 BUG Sheets



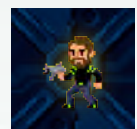
BUGMISTRESS Sheet



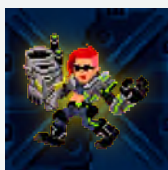
BUGMISTRESS Token



4 Pairs of SCORE Cards



8 BUGBUSTER Tokens



8 EPIC
BUGBUSTERS Tokens



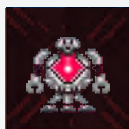
15 POWERUP Tokens



15 Explosive
Drum Tokens



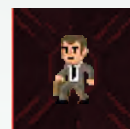
3 Obstacles
for Cover Tokens



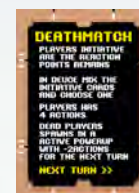
2 ROBOT
Tokens



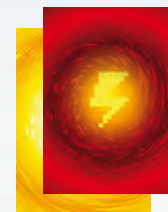
Machine-Gun
Turret Token



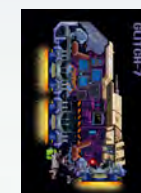
10 Non-Player
Character Tokens



DEATHMATCH
Turn Help Card



6 INITIATIVE Cards



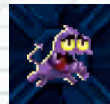
2 GLITCH Tokens



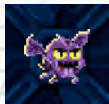
5 White Dice



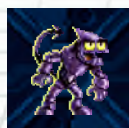
5 Yellow Dice



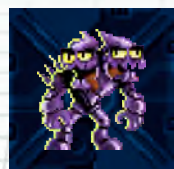
14 BUGGIE Tokens



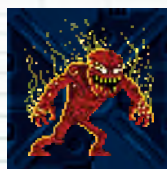
4 BATBUG Tokens



12 BIGBUG Tokens



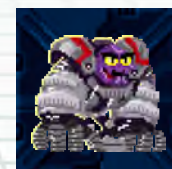
2 BICEFALUS Tokens



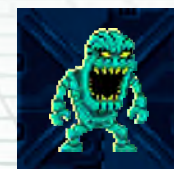
4 BRASAS Tokens



3 BLOB Tokens



1 BUGDOZER Token



4 BURP Tokens



2 BOSS Tokens



34 COINS



20 LIFE
Counters



23 AMMO
Counters



27 REACTION
Counters



2 ON and OFF
Markers



6 NUMBER
Markers



2 TURN
Markers



16 SECRET
Tokens



No one knows how or when they appeared, but they're here. At first they seemed like a tiny mistake, just a purple blip on the screen. But then they grew larger, and larger and started to bite. Those who dare to speak of them call them the little devils, the face of death ... They are the BUGS.

Bugs are invading classic videogames! They will gobble up Mario in the middle of the Abbey or spoil a game of Golden Axe. They are desecrating the games of our childhood, those that have made us who we are. Games are being devoured by these creatures from another dimension. If this continues... THERE WILL NO LONGER BE ... (dramatic pause) CLASSIC GAMES.

But as in all good stories, there always is a way. Were there not, the BUGMISTRESS would always win and it wouldn't be the best game in history.

There is a group of steadfast warriors that can stop the BUGS. These warriors are equipped with the latest technology and the strongest determination. The greatest characters in classic games: the BUGBUSTERS.

Their mission is to return hope and fun to the world by quashing the BUG invasion, obliterating them forever.

The BUGMISTRESS, supreme leader of the BUGs, wants to take down the heroes at all costs. She is preparing a foolproof plan to condemn us to a world without fun, without our beloved games.

Will the BUGBUSTERS survive the attack? Will they be able to rid us of the BUGs?

POWERUP is a 2D dungeon-crawler that emulates 16bit platform games. It is a cooperative game. You can play with an artificial intelligence leading the BUGs, or with one player as the BUGMISTRESS, the evil overlord of this game.

Choose from 3 game modes. **STORY mode**, which has series of set-ups with a background stories. **ARCADE mode**, where we play a scenario with pre-established victory rules. And **DEATHMATCH** mode, which sets us up for combat between all players.

The board is your battlefield. This is where the BUGBUSTERS will fight using different strategies. Should you improve your character with new weapons, or try to go EPIC? In each game you decide your best strategy.

In POWERUP one of the players will control the evil BUGMISTRESS, supreme leader of the BUGs. This player will rule over the hordes of BUGS and conspire to keep the BUGBUSTERS from carrying out their mission.

The other players will each take a BUGBUSTER, and work together to carry out the mission.

The STORY mode and some ARCADE modes can be played either solo or cooperatively. To play these modes without a player as the BUGMISTRESS read the Artificial Intelligence section.

NEW GAME

1. Set up the tiles

Each mode (**STORY**, **ARCADE** or **DEATHMATCH**) has different scenarios to choose from. Pick one from the list at the end of this manual, then following the tile placement diagram to form a board. The scenario description also includes victory conditions.

2. Place the cards

Place the pile of equipment cards to the right of the board. Set up the **POWERUP** store below that pile: laying out 4 of equipment cards face up, and then the store card. The side of the store card to use depends on the game mode. Next, place the BUG cards above the board. Place the free BUG cards (**BUGGIES** and **BATBUGS**) face up, and the other BUG cards face down. Set the **POW!** card deck to the left. On the same side, place the **DAMAGE** and **CONTINUE** cards, and the turn-cycle marker.

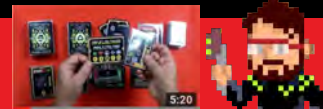
3. Choose your BUGBUSTERS

When a player is controlling the BUGMISTRESS, he or she should sit near the top of the board. That way they keep the BUG cards handy. The rest of the players will place their chosen BUGBUSTER character sheet in front of them. Each player takes 3 life counter tokens. They also take as many ammunition and reaction counters as noted on the card.

4. Help cards and final details

Lay out the help cards for novice players. Hand out **SCORE** cards to keep track of points. Read through the scenario rules once more. Then grab the dice, some snacks and you're ready to play POWERUP.

Watch video tutorials at www.powerup2d.com. You'll be playing within 20 minutes. If you have any questions about a rule or want additional materials for the game (new missions, new game modes ...) please visit the FAQ.



Place the Turn Cycle card and the DAMAGE card below it. Then set the CONTINUE card to the first level. This card won't be necessary for some missions. It is also a good idea to place the coins near the BUGMISTRESS.

Place the BUG cards here. Next to it, leave a space to discard BUG cards after playing them. When you run out of BUG cards, shuffle the discard pile and set it as the new BUG pile.

Place the BUGS sheets in front of the player who is going to play BUGMISTRESS. Place all the sheets, except BUGGIES and BATBUGS, face down.

Open the POWERUP store. Place the deck of equipment cards here, then draw 4 initial cards and set them face up. Place the store card below them.

Place the POW! card pile here, leaving space next to it for used cards. If you run out of POW! cards, shuffle the discard pile and set it as a fresh pile of POW! cards.

Build the board following the mission instructions. Keep in mind that you will use a different number of tiles for each set-up. In this case, for 2 players we have formed a 6 tile scenario.

Place a POWERUP on each tile. The BUGMISTRESS gets to decide on the exact placement. Next, place the other elements as described in the mission details.

Place your character sheet in Normal mode. In some missions, you will use the Profession sheet. In that case, display the active ability by placing the Profession sheet under the character sheet.

Take your life counters (3 each), reaction and ammo tokens.

Place this Help card where players can see it.

Give each player SCORE cards. Use these two cards to keep track of how many points you have made in the game.

Remember that the POWERUP store is different in DEATHMATCH mode.



PRESS START

In POWERUP there are 3 game modes:
STORY, ARCADE and DEATHMATCH

STORY (for 1 to 5 players)

In STORY mode, players follow the missions from the manual one by one. As you go forward, you will discover new parts of the story and unlock game elements.

ARCADE (for 2 to 5 players)

Select the card for the ARCADE mission you want to undertake. Each ARCADE mission has different goals and Victory Conditions

DEATHMATCH (for 2 to 6 players)

In this mode, the players compete against each other with their respective BUGBUSTERS.

The best way to begin is to play in STORY mode.

TURN SEQUENCE

Each turn sequence will go as follows:

1. BUGs turn
 - 1.1. Draw BUG cards (1 per BUGBUSTER in play)
 - 1.2. Activate new BUGs
 - 1.3. Spawn of the BUGs (when possible)
 - 1.4. Use an Event card (when possible)
 - 1.5. Use Special BUG cards
 - 1.6. BUGs use actions
2. BUGBUSTERS turns
 - 2.1. The BUGBUSTER players choose the order
 - 2.2. Each BUGBUSTER use 4 actions
3. End of turn sequence

MELEE RANGE ARMOR REACTION

ANA

IT'S ALWAYS A GOOD TIME FOR A FIGHT.

Her idea of fun is an afternoon of weightlifting at the gym, followed by binge watching Rocky flicks for a little motivation. A native of the remotest European Steppes, she is capable of easing through the toughest combat situation then kicking back with a little absynth-laced chocolate milk.



RAY

MISSION FIRST. NOW.

He commands the 13th Group of BUGBUSTERS. He is the leader that'll show you the way out when you're lost, and the friend that'll stay with you when you fall behind. He combines the strategic vision of Alexander the Great with the courage and empathy of Chewbacca.



PNK

HEY, HO! LET'S GO!

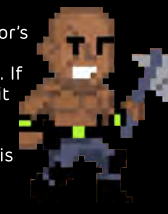
As her nickname suggests, she is a punk-rock fanatic, enjoying endless nights of distortion. She's as capable with a guitar as she is with high-tech. To her, combat is like pogo: if it's happening, she wants in.



TOR

SAYONARA. BUGs.

He was weaned on the Governor's filmography, where he picked up some of Arnie's combat skills too. If you asked him to name a hobby, it would be massaging his enemies with his beloved axe. Coincidentally, it's named after his Nana.



PAM

YIPI KA YE!

Her parent's wanted a Pamela, but "Pam!" was more fitting from the moment she picked up her first toy. Guess what it was. On one occasion, The Punisher admitted to being the world's 2nd top weapons expert. We suspect you're looking at the first.



MAC

YA DON'T WEAR ANYTHING UNDER THE KILT.

The Scott. He's the tough and sensitive type. The lasses say he's an interesting fella, but the rest of us are still trying to figure out what he said. He is proud of his homeland, the castles, the fields... but especially of its whiskey.



MAI

SHH!

She's a ninja from the legendary Miautoshi Kuawisipisi clan. Her stealth is unheard of (silent drum roll, please). Some say she was raised by cats, and quietly purrs at the end of each combat.



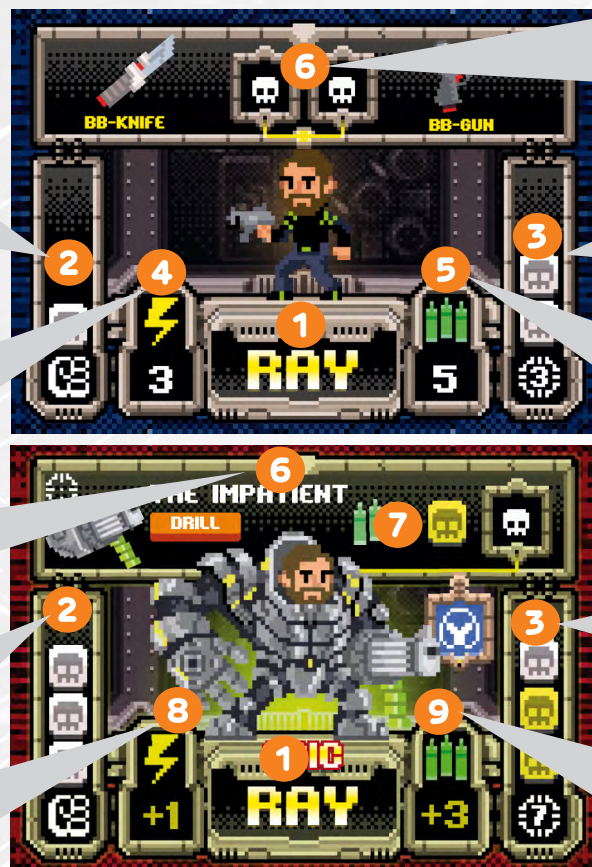
LPZ

YOU CAN BE SEXY AND LETHAL AT THE SAME TIME.

Juan Esteban Alfonso Javier de Guadalupe. Lopez to his friends. He's pure passion. He'll kill 'em with a smile or a rifle, depending. If you ask him how many have fallen, he'll need to clarify: "You talkin' about the Bugs or the Ladies?"



BUGBUSTER



Melee combat dice

Reaction: initial and maximum allowed

EPIC weapon

Melee combat dice when EPIC

Extra reaction points while EPIC

Basic weapons at start of game

Ranged attack dice

Ammo: initial and maximum allowed

Ranged attack dice when EPIC

Extra ammo points while EPIC

PLAYER SETUP

Each BUGBUSTER is different. Some have powerful melee combat skills, allowing them to face the BUGS up close. Others are experts in distance weapons. Choose your attack squad well.

Look at the sheet for your character. Here you have the name of the BUGBUSTER (1), the dice to roll for melee combat (2) or for distance combat (3). It shows your reaction points (4) and ammunition (5) as well. At the top are the basic weapons the BUGBUSTER begins the game with (6), and the armor points (7).

When you become EPIC, turn the sheet over to see your character's skills in this mode. While EPIC you may only use the weapon that comes with this mode.

The moment a character becomes EPIC, the player receives extra reaction points (8) and ammunition (9). The bonus can raise them above the character's maximum. When the EPIC effect is gone, any remaining surplus of reaction or ammo points is also removed.

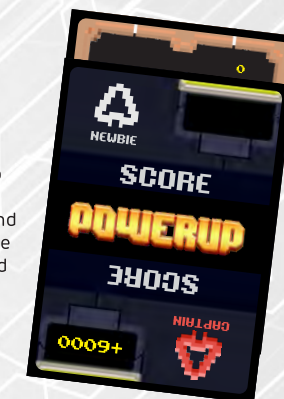
HELP CARD

New players can use this card as a reference of actions your character can take. One side shows options and costs during your turn. The other side shows the same for outside of your turn.

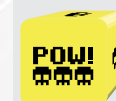


SCORE CARDS

You can use the two score cards to keep track of points. Do this by placing one underneath the other, and slide the top one down to display the total. The number of points received for each fallen BUG is the BUG's SPAWN cost x 100.



THE DICE



In POWERUP there are two types of dice: white and yellow. The white dice are less powerful than the yellow ones, but more stable. The yellow ones can be more powerful but are riskier.



Each skull is a hit



The sides with POW! on them give you 3 hits and a draw from the POW! pile.



The faces with a BUG are blunders. When you get them, you have to discount a die from the roll. The discarded die should have at least 1 hit.

ENGLISH

BUGBUSTER ACTIONS

1. BUGs turn
 - 1.1. Draw BUG cards (1 per BUGBUSTER in play)
 - 1.2. Activate new BUGs
 - 1.3. Spawn of the BUGs (when possible)
 - 1.4. Use an Event card (when possible)
 - 1.5. Use Special BUG cards
 - 1.6. BUGs use actions
2. BUGBUSTERS turns
 - 2.1. The BUGBUSTER players choose the order
 - 2.2. Each BUGBUSTER uses 4 actions**
 3. End of turn sequence

BUGBUSTER ACTIONS

POWERUP games are divided into turn sequences. In each turn, a player has 4 action points (AP) to spend. The available actions and their costs are:

Move 1 square	1AP
Flip character (change facing)	1AP
Jump	2AP
Attack	1AP
Revive a partner	2AP
Rest and recover 1 RP (reaction point)	1AP
Hand equipment to an adjacent partner	1AP
Pick up ally / obstacle	1AP
Throw ally / obstacle	1AP

During your turn, you may use your allowed actions as you wish. Any unused actions are lost, you cannot roll them over to your next turn.

Move 1 Square (1 AP)

You may move your characters to an adjacent space by spending 1 AP. These are the possible movements:

- Sideways, in the direction your character is facing
- Up or down, if there are stairs, and as long as no obstacles prevent it.
- Backwards without changing the direction you are facing (moonwalking).

Flip character (1 AP)

You can change the direction your character is facing (See Basics page).

Jump (2 AP)

Under normal circumstances, your character can jump one square in the direction it is facing. This costs 2 action points, as if they were 2 movements to this action.

You can jump ahead, in the direction your character is facing, or upwards diagonally (45 degrees).

Attack (1 PA)

You can spend 1 AP to attack. For more on attacking, go to the Combat section.

Revive partner (2 AP)

When a character loses all its life points it remains, unable to continue, in the square it died in. When a character is in the square adjacent to it, it may revive its ally using 2 AP's. The revived BUGBUSTER will have 1 life point and be able to keep playing. If the revived character has not taken any actions during this turn, it will have 2 actions (instead of 4). If it has already used actions in this turn, it won't be able to act for the rest of the turn.

Rest (1 AP)

When resting, your character recovers 1 reaction point. You can't have more reaction points than those noted on your card. The only exception is having acquired extra reaction points through a POW! card.

Give equipment to another player (1 AP)

By placing your character in an adjacent square, you can pass equipment from one BUGBUSTER to the other. You can also pass over coins and ammunition.

Pick up an ally or obstacle (1 AP)

You can pick up and carry an ally or movable obstacle from a square adjacent to yours, in the direction you are facing. You can only carry one ally or obstacle at a time. The carrier and cargo occupy the same square. When a character carrying an ally or obstacle is pushed away, the cargo falls to the square where the character was.

Throwing and ally or obstacle (1 AP)

If you are carrying an ally or obstacle, you can throw it in the direction your character is facing. To determine where it should land, roll your melee combat dice. The ally or obstacle will end up as many squares away as success points achieved in that roll. If zero hits turn up, the ally or obstacle will fall in the next square.

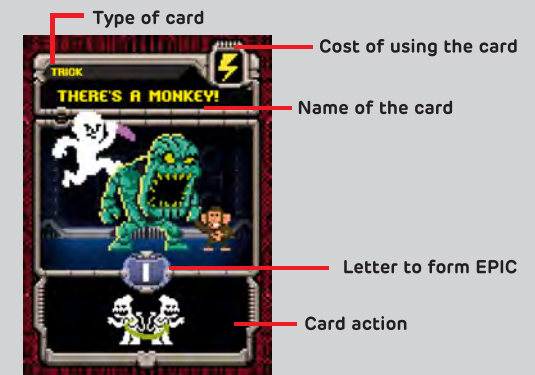


To survive in the world of POWERUP, our characters must improve their skills and equipment... or risk becoming some BUG's dinner. Gear up using the POWERUP capsules.

Once your character enters an active POWERUP, it goes ON. Two things happen now: the player draws a POW! card from the pile, and has the option of using the POWERUP store. When you're done, turn this POWERUP to OFF by flipping the token over. After that, turn back ON another POWERUP on the board.

POW! cards

POW! cards are special actions that you can save for later. Use them whenever you want during the game. This reserve of cards gives us special advantages when fighting the BUGS.



SPECIAL CARDS

Special cards can only be used during your turn. Once used, they must be discarded.

TRICK CARDS

Trick cards can be used at any time. Their effect is immediate and, once used, they are placed in the POW! discard pile.

THE MAXIMUM NUMBER OF POW! CARDS IN ONE HAND IS 4. IF A PLAYER HAS 4 CARDS AND WANTS TO DRAW A NEW ONE, HE OR SHE MUST DISCARD ONE FIRST

POW! ACTIONS



Add 1 hit to your roll results



You may re-roll as many times as you want



Pick up all coins from a square of your choice



The BUGMISTRESS must discard 2 random BUG cards.

Teleport a BUGBUSTER to any POWERUP that is on, then turn it off (without turning on another).



Turns on a POWERUP for each ammo point spent.



Opens or closes a door.



Changes the direction the BUG is facing.

USE IT LIKE ANY EPIC LETTER

Use this card as any letter to form the word EPIC.



Add an extra yellow or white die to your roll



Add 1 armor point until the end of the turn



YOUR PLAYER CANNOT ATTACK OR BE ATTACKED UNTIL END OF TURN

The BUGBUSTER can't be attacked, nor attack, until the end of the turn.



Gives ammunition, life or reaction points.



Draw 2 POW! cards.



Keep the BUGMISTRESS from spawning in the next turn.

BUY NEW EQUIPMENT



Buy new equipment for your BUGBUSTER with the coins you have won in the game. You may accumulate as much equipment as you want. But you can only have one weapon equipped at a time. That means one for each category: one for distance, one for melee combat and one for armor.

Buy equipment or supplies

The POWERUP store will have 4 equipment cards that you can acquire. In there is also a permanent store. The card shows the cost of what you can buy: ammunition, life points, a reset of the 4 equipment cards or switching on a POWERUP.

Sell equipment

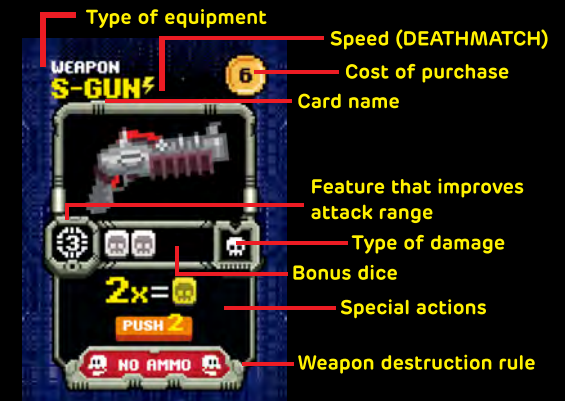
When you enter a POWERUP, you may sell your equipment. You receive half its value, rounded down.

The Store in DEATHMATCH

In Deathmatch mode the POW! store works differently. In this case, when you enter a POWERUP, turn off the POWERUP and choose from one of these options:

- Draw a POW! card (remember: 4 in hand maximum)
- Draw an equipment card and activate it. If you already had a weapon equipped, you lose that one and place the new weapon card on top of it.
- Recover 3 ammunition points.
- Recover 1 life point.

Also, when you turn the POWERUP off, you DO NOT TURN ANOTHER BACK ON. The Deathmatch turn counter has a cycle where POWERUPs turn back on.



Types of weapons/equipment

- Icon: Bonus for melee attack
- Icon: Bonus for ranged attack, the distance it reaches is the number at the center
- Icon: Bonus for ranged attack, the distance it reaches is the number of hits in a yellow die roll
- Icon: Bonus armor

Special Actions

- Icon: By spending an ammo point, you gain a yellow die for the attack roll. No limit.
- Icon: By spending a reaction point, you gain a yellow die for the attack roll. No limit.
- Icon: If you attack 2 times in a row during this turn, the second attack has an extra yellow die.

DRILL If you have surplus hits when destroying a target these go on to the next square until spent. Or until the range is over.

AREA DAMAGE 2 Attack does the same damage to 2 targets that are in the adjacent squares. This happens to both friends and foes.

PUSH 2 With a successful attack, it pushes the target 2 more squares.

Icon: Adds a white die to your melee attacks.

Icon: Adds two reaction points, can go over those allowed on your character sheet.

Icon: Jumps only cost you 1AP.

Icon: Moving and jumping cost twice as many action points as usual.



BASICS

BASIC PHYSICS FOR A 2D PLATFORM WORLD

POWERUP maps are built using the tiles.

Each tile has 9 squares. Some of these squares have special rules. On some of them, there are obstacles that keep the characters from falling into the abys.

Outside the board there is empty code, a void where video games converge. This void can only be accessed through special vehicles like the Glitch. If a character is in the void (off the board), without the protection of the GLITCH, it dies instantly.



This obstacle DOES allow sight and attack. It also allows automatic upward movement, at no cost.

Your character may be in any square that has an obstacle underneath. It is considered that at the edge of the board there is an obstacle.

Two characters cannot be in the same square at the same time. If you want to, you may pass a character or push it. The player with the overcome character shall choose what to do.

There are squares with different design and elements. These elements are irrelevant for some game modes, but may have value in missions.

Your character's line of shot depends on the side it is facing and any obstacles blocking its vision. See the Combat section for more info. The character's line of shot includes squares straight ahead and at a 45 degree angle, provided there are no obstacles.

FACING



Facing is the direction that your character is looking at. It's important because it determines what squares it may attack and where it can walk to. Use your character token to keep track of the facing direction, just flip it to face left or right. For facing, you consider the direction ahead from the player and the diagonals. You can also consider up and down, as long as there are no obstacles.

Square occupation

Unless the character sheet says otherwise, there can only be one BUGBUSTER, one BUG or Non-Player-Character in each square. In the case of allies coinciding, there are rules to allow a character to "pass" or "push". If you are not an ally of the character occupying the square, you can only get through by pushing the character in combat.

Types of squares



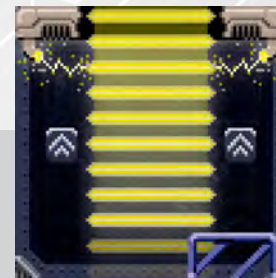
This is a normal square with an obstacle at the top.

This is a gateway. By spending an action, you can go through it into any other unlocked gateway. Then immediately put a closing marker (OFF) on that gate. When repeating this action, move the closed marker to the newly closed gate.



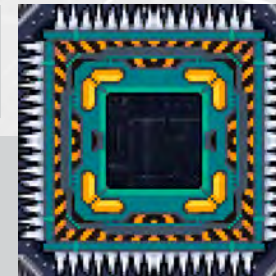
This square has a ladder. You may climb the ladder up or down using 1 AP.

This is an automatic staircase. When a character arrives at this square, it automatically moves up unless it is blocked by a character in the square above.



This is an acid square. Everything that falls into it dies and disintegrates. A character that falls into it can only be revived with a CONTINUE.

This square is a spike trap. If a character falls or is pushed onto one of them it receives 1 damage point and is pushed to the side of their choice (up, down, right or left)





You can move your players to an adjacent square by spending 1 action point. You may move in the following directions: sideways towards where your character is facing, up or down if there are stairs, and backwards (opposite to the direction it's facing, moonwalking!).

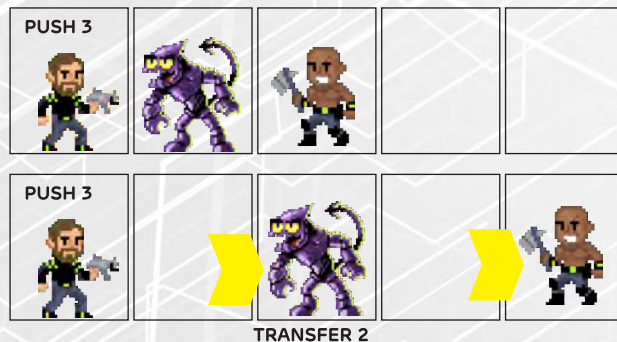
Push

There can only be 1 character per square. It may be the case that you want to go over one of the players or move forward. If the player is an ally, it shouldn't be a problem. When we want to enter a square occupied by an ally we can do two things: push or pass. This will always be decided by the player that is passed or pushed. This movement only requires 1 action.

Pushing enemies

The only way to push a rival is in combat. When you attack an enemy, you push it in the opposite direction to the attack. The number of squares to push back is the number of hits in the roll. When the attack is from above or from below, the attacker decides which side to push the enemy to (only right or left).

If you push a character and it bumps into another, the movement affects them both. This is regardless of whether the second character is an enemy or an ally of yours.



Jump

You may jump a square in the direction your character is facing. This spends 2 action points. You can make a straight or diagonal (45°) jump in the direction you are facing. During the jump, if you have an enemy within your reach, you may attack once by spending 1 action point and then completing the jump. You can only attack once per jump.

Jump-Attack

You can make a jump to the square above, attack and fall back in the same square doing a Jump-Attack. The cost is 2 action points, 1 action for the jump and 1 action for the attack.

Gravity: Falling

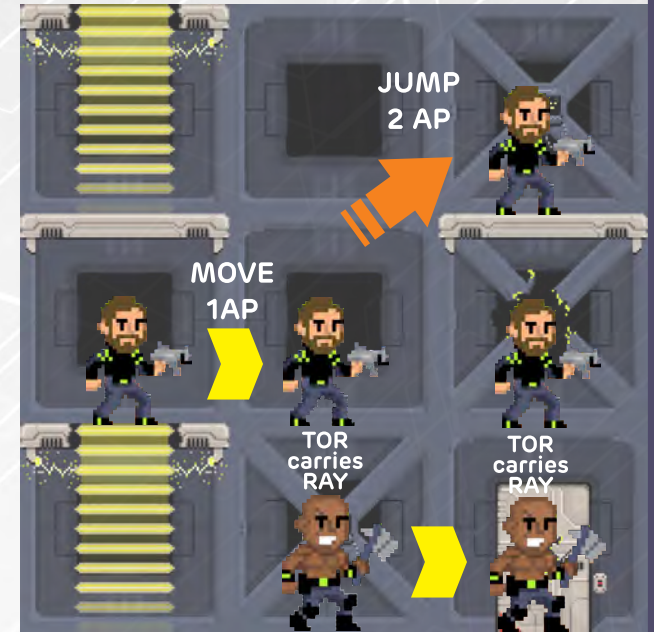
If you move to a square where there is no obstacle to support your character, gravity's effect will make it fall to the next square below with an obstacle. Falling 1 square does not affect the health of your character, but falling more than one square will.

Your character can use 1 action during the fall (attack or any other action), but only once per fall.

Lethal Falls

When falling several squares, your player loses as many life points as the number of squares fallen, minus one.

Falling 3 squares = losing 2 life points... ouch!



Walking over heads

POWERUP characters can walk on top of others as if these were any other surface. You may stack as many as you want. If the character at the bottom moves, it will take the others with him.

When the character below moves, and the top character is blocked by an obstacle, the player on the top will fall down.

You can walk over the heads of the BUGs too!

Facing after a fall

After falling from a height or going through a door, you can choose the direction your character will face.

QUESTIONS?

We've got video tutorials on how to play at www.powerup2d.com. You could be playing in under 20 minutes. If you have any questions about a rule or want additional materials for the game (new missions, new game modes ...) visit the FAQ section.



COMBAT

Ranged attack

If your enemy is within your line of sight, and the number of squares between you is equal or less to the "Range" of your equipped weapon, you may attack. Ranged attack uses 1 action and 1 ammo point.

For a ranged attack, roll the dice that your card allows + any bonus dice from the weapon you're equipped with.

Count the hits obtained in the roll and subtract the armor points that the target had. If the result is greater than zero, check the DAMAGE card to see what damage the target received. If you have not removed all its life points, then the target is not defeated. If so, then push the target as many squares as hits you had in the roll. Do not subtract its armor points in that calculation.



RAY prepares his weapon to attack the BURP in front of him. If he doesn't defeat it, it will catch up with him and give him more than a hug. RAY decides to fire his weapon. He spends 1 ammo and 1 action point. His ranged attack is 1 hit and the bonus from his weapon is 1. He rolls 1 die and achieves 1 hit.

The BUG has 2 points of armor, so these are subtracted from the hits obtained. The tally is 1 success. We check the DAMAGE card and see that 1 hit means the target loses 1 life point. Since it has three lives, we place a life icon on top of it. This to show that it is wounded. We then push the BUG 3 squares, the number of hits we have achieved before subtracting the armor.

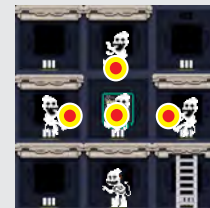


GRENADES

Grenades are for 1 single use. The range of the grenade is variable, roll one yellow die to calculate it. **IMPORTANT:** Start counting from the square next to where you threw the grenade. Then go through as many squares as the range index indicates. Don't go through the same square twice.

To calculate the strength of the attack, roll your range attack dice plus the grenade's dice bonus. The attack will occur both in the square it hits, as well as the adjacent cells (top, bottom, left and right). Unless there is an obstacle.

When the grenade reaches the target, it will attack that square and those adjacent (top, bottom, left and right). Unless there is an obstacle. Damage is calculated as for any other ranged attack.



Melee combat

If you are next to your target and no obstacle prevents it, you can engage it in melee combat. The cost is 1 action point.

In melee combat, each contender rolls the dice from their melee reserve + the dice for their currently equipped melee weapon. Compare the hits in each contender's roll. Whoever has the most hits wins. Subtract the loser's armor points from the number of hits they have lost by. Use the DAMAGE card to see how many life points to subtract.

Unless it is killed, the loser is pushed back. The number of squares to push equals the difference of hits obtained by each contender in the roll.



TOR engages a BIGBUG in melee combat. They both roll their melee dice. In this case, TOR has 1 hit and the BIGBUG has 3 hits. TOR gets 3 hits and the BIGBUG gets 1 hit. By subtracting the BIGBUG's hits from TOR's, we see that the BIGBUG gets 3 hits. Since the BIGBUG has 2 armor points, 1 hit makes it through. The DAMAGE card indicates that we took 1 life and pushed the BIGBUG 3 squares.

FROM BEHIND

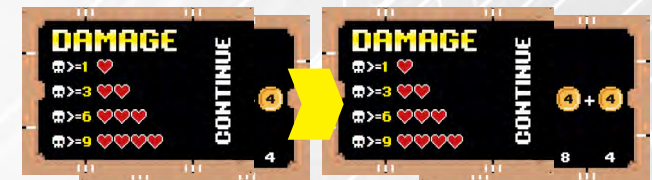
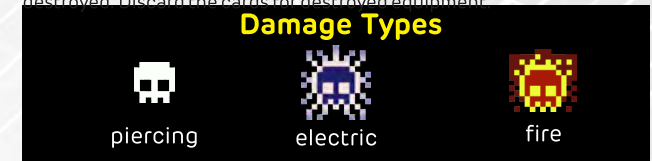
If you attack a character or BUG from the opposite side it is facing, they cannot roll dice in their defense. You do have to subtract their armor from your hits.



Destruction of Equipment

Conditions under which equipment can be destroyed are shown at the bottom of the equipment cards. These conditions are different for each card. If the condition happens while performing an attack, it is not carried out.

For example: In the shotgun card shown at the top, if at any time the player equipped with it runs out of ammunition, the equipment card is destroyed. Discard the cards for destroyed equipment.



Loss of lives

Use the DAMAGE card to see how many life points to subtract from each character. With 1 hit, the target loses 1 life point. With 3 hits, the target will lose 2 life points. With 6 hits the target loses 3. The maximum number of life points that a target can lose are 4, with 9 hits or more.

When a BUG is destroyed by losing all its life points, it leaves behind as many reward coins as its card indicates.

If a BUGBUSTER loses all its life points, the target is defeated. It's left laying in the square where it was defeated. The character can do nothing for the rest of the game, until it is revived or pays for a CONTINUE.

CONTINUE

A way to revive a player is to pay for a CONTINUE. Behind the DAMAGE card, you will find the current cost. Each time you use it, raise the cost by sliding the card. The cost of using CONTINUE can be split among the players.

After a player chooses CONTINUE, their character appears in any POW that was on. Turn the POW off now. The character has all its initial lives, ammo and reaction points. If the player hasn't taken any actions during this turn, they will have 2 actions available. If they have already taken actions during this turn, the player will have to wait for the next turn.



Form the word

Each POW! card has a letter in the center. If you pick up POW! cards that form the word EPIC, then you may turn your BUGBUSTER into EPIC.



When doing this, discard the 4 cards used to form the word. Then flip the character sheet and add whatever BONUS in reaction points and ammo it allows. Your character is EPIC until the beginning of its next turn. You can only use the weapons that come with your EPIC character.

GLITCHES OR ASSAULT VEHICLES

The GLITCH is a special weapon. These ships can fly on the outside of the board. They can only move when there is a BUGBUSTER inside to pilot the vehicle. When a second BUGBUSTER is on it, they will have access to weapons with a ranged attack of 6.

The edges of the board aren't obstacles to the GLITCH. Add the BUGBUSTER's own ranged attack roll to the Glitch's. No ammunition is spent. For each action point that you spend piloting, the GLITCH moves 2 squares.

The GLITCH can be attacked. It has 2 armor points and 2 life points. Upon losing these life points, the vehicle explodes and kills the passengers inside.

You may carry any number of non-player-characters in the vehicle.



As in classic platform games, in POWERUP you have to move fast to survive. Reaction points allow you to move your character outside of its turn, anticipating the actions of the BUGS. This gives BUGBUSTERS the ability to dodge attacks or set traps for the BUGS.

Reaction Points

Reaction Points (RP) are Action Points (PA) that the player can use at any time of the game. Even when it is not his or her turn. At any point, the player can stop the game and spend RPs to perform an action.

Each time you use an RP, flip the reaction token next to your character sheet.

You can recover RPs by resting during a regular turn. Unless they have a special modifier, a player is limited to the RPs they begin the game with.

In the case of using RP to act outside of your turn, the costs of the actions are the same of using normal actions. (See Actions). The only regular action that cannot be done out of turn is resting. Allowing this would create an infinite loop, thus endangering the integrity of the universe. RP's have three extra action types: Roll, Assist and Mid-Jump Action.

Roll

Rolling allows you to dodge ranged attacks. You can use as many RPs as you want when Rolling. For each use of an RP, roll a yellow die. Then subtract the hits from the ranged attackers roll as hits achieved in your



RAY has been surprised by one of the BIGBUGS and, being in range for a melee attack, is going to be attacked. So RAY spends 1 RP to be able to take a step back, dodging the attack.

The enemy's attack is performed and therefore lost. If the BUG still has actions, it can continue using them. It may even choose to attack again.

roll of the yellow die.

Assist

You may assist another character in attacking an enemy. This will make the attack more powerful. You can do this as long as your character is in a position to help. See Combat rules. Assisting means you will add your dice to your ally's attack roll and spend 1 RP.

Mid-Jump Action

You can use RPs to move 1 square, left or right, while in mid-air. That way you can reach inaccessible places or avoid falling into a void. The cost is 1 RP and you can only do it once per jump or fall.

DEATHMATCH

In DEATHMATCH mode, reaction points are used differently. See the DEATHMATCH section,

Initiative

Use the INITIATIVE cards so players know when it's their turn. In DEATHMATCH, the initiative of the players is the number of unused reaction points they have at the moment. If there is a tie, we see which of them has the most initial reaction points in their character sheet. If there is still a tie, take the INITIATIVE cards that are being played and hand them out randomly.

Bullet-time and weapon speed

At any time, a player can use their RPs to react. Even between regular actions of a rival player. **YOU MAY ONLY USE ONE REACTION FOR EACH ACTION THAT THE ACTIVE PLAYER TAKES.**

If a player under attack wants to use a reaction point, he must pay the speed value of the weapon before responding.

For example, to dodge an attack from a speed 1 shotgun, you would have to spend 1 reaction point to dodge and 1 to move away.

The speed of a weapon is next to the weapon name. If there is no number on the equipment card, the weapon's speed is 1.



BEING THE BUGMISTRESS

The BUGMISTRESS is the supreme leader of the BUGs. For rules explaining how to play with an automatic BUGMISTRESS, see Artificial Intelligence. POWERUP is divided into turn sequences and the BUGMISTRESS is always the first to go.

BUG ACTIONS

1. DRAW BUG CARDS

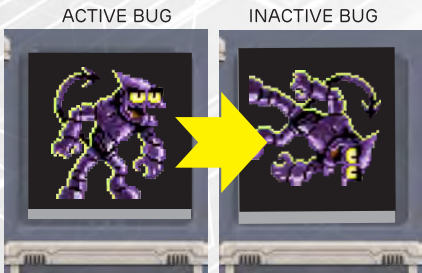
The player controlling the BUGMISTRESS draws one BUG card for every BUGBUSTERS playing. There is no limit to the amount of cards in the BUGMISTRESS's hand.

2. ACTIVATE A BUGWAVE

The BUGs have a number behind them. This number is the activation cost for that type of BUG. The Buggies and Batbugs are active from the start. Once the activation cost is paid, place the BUG card face up. From then on, you can spawn that type of BUG.

3. BUGS MOVE AND ATTACK

You can move any BUGs that have not been generated during this turn's SPAWN phase. Each BUG can perform the number of actions per turn specified on its card. Once a BUG attacks that can no longer take action, even if it has actions remaining. To show that the BUG is done, turn the card 90 degrees.



Advance 1 square	1 AP
Flip BUG (change facing)	1 AP
Jump	2 AP
Attack	1 AP

4. SPAWN OF THE BUGs

The BUGMISTRESS can use BUG cards in one of two ways: performing the card action or using the SPAWN value on the card to generate new bugs from the BURPS on the board. BUGs emerge from the mouths of upright BURPS, facing in the same direction. BUGs are dizzy from the trip and take no actions during the turn they were spawned in.

THERE CAN NEVER BE MORE BURPS THAN BUGBUSTERS IN THE GAME

BUG CARDS



SPECIAL CARDS

Special cards can only be used during the BUGMISTRESS' turn. Discard after use.

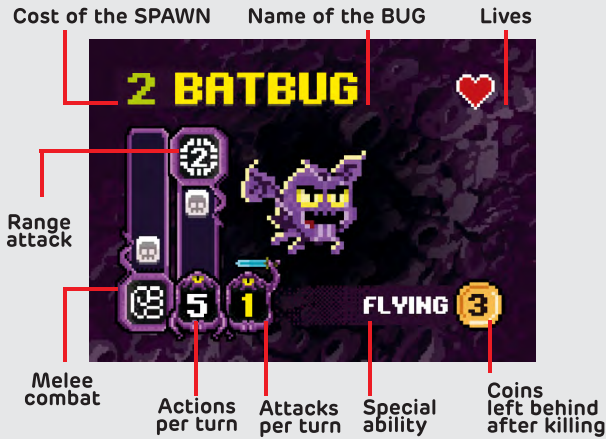
TRICK CARDS

Trick cards can be used at any time. Their effect is immediate and once used they are left in the BUG card discard pile.

EVENT CARDS

Event cards can only be used during the BUGMISTRESS' turn. Their effect is maintained until BUGMISTRESS's next turn. There can only be one event in use during each turn sequence.

BUG SHEET



FLYING

This bug can fly and float. It does not need an obstacle underneath it to stay in a square.

TEAM 4

You can stack up to 4 of these BUGs in the same square. When they attack or defend they add-up all their dice. You can stack them and unstack them anytime you want. Any actions taken as a group are also counted for the separate bugs.

BACKEYE

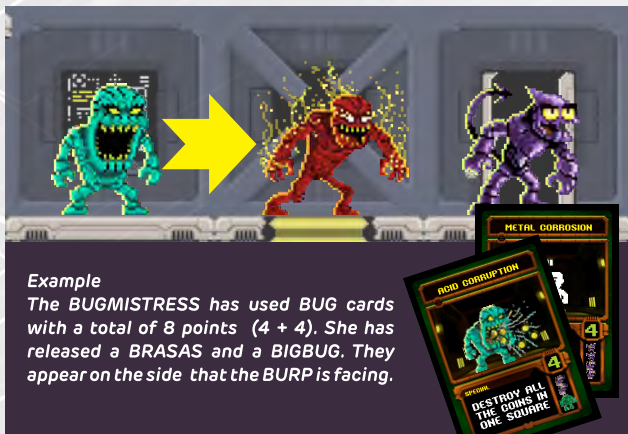
This BUG has two heads and can look back. There's no way sneak up on it.

SPAWN

During a SPAWN phase, this BUG can throw up other bugs. Place the spawn BUGs in the squares next to the spawner. Either in front or above it.

REGENERATE 1

At each turn this BUG regenerates, receiving 1 life point.



Example
The **BUGMISTRESS** has used **BUG** cards with a total of 8 points (4 + 4). She has released a **BRASAS** and a **BIGBUG**. They appear on the side that the **BURP** is facing.

REWARDS

When a **BUG** dies, it disappears leaving coins behind. The exact number is on its sheet. The **BUGBUSTER** that dealt the mortal blow will receive points for it: the **BUG**'s **SPAWN** cost x 100.



OTHER CHARACTERS CAN PICK UP THE COINS.
WASTE NO TIME AND SWEEP THEM UP!

PROTECTION



ARMOR

Each armor icon on a **BUG** means one less hit in your attack.



PROTECTED FROM PIERCING WEAPONS

These **BUGS** are immune to attacks with piercing weapons. They are not damaged by the hits but can be pushed back by them.



PROTECTED FROM FIRE WEAPONS

These **BUGS** are immune to fire weapons. They are not damaged by the hits but can be pushed back by them.



PROTECTED FROM RANGED WEAPONS

These **BUGS** are immune to ranged weapons. They are not damaged by the hits but can be pushed back by them.

BUGS

No one knows how they first appeared, but **BUGS** exist. They come into our dimension through dimensional portals hidden in any corner and devastate everything in their path. They are evil, they are treacherous, they are squishy and they smell "funny". Know your enemy...



BUGGIE

They are small and slippery. These little devils are capable of stacking up to a maximum of 4 and can attack together. They die one at a time.



BATBUG

These little **BUGS** have unique abilities: they can fly and spit. They defy gravity and float in the air.



BIGBUG

When a **BUGGIE** grows it becomes a **BIGBUG**, an unbeatable warrior, armed with claws and a retractable tail.



BUGMISTRESS

Who knows how the malicious being that generates these monstrosities came to be. Was it the work of a mother worried that her child was spending too much time on the game console? Board game makers? Designers of new and super 3D games that want us to forget about the good old days?

In any case, she is here. And pity the fool who dares interfere with her plans of destruction!

She only manifests in a handful of missions, and is the ultimate final monster. In her initial state, her body regenerates and she is able to **SPAWN** like the **BURPS**. If we manage to defeat her in this early state, she will go into **VERY ANGRY** mode.

In this mode, she won't be able to spawn or regenerate, but will immediately open fire on the **BUGBUSTERS**.



BICEFALOUS

These **BUGS** have two heads. That means it is facing in two directions and cannot be caught by surprise.



BLOB

A disgusting mass of mucus. It is immune to perforating weapons. You will need special weapons to destroy it.



BRASAS

Straight outta hell, these lavalike creatures spew fireballs and are immune to fire damage.



BUGDOZER

This **BUGGIE** has stolen a combat armor from the **Nexus**. It is now a force to reckon with and immune to ranged attacks.



BURP

They are the spawn points of the **BUGS**. They are harsh, rude and have terrible breath.



BOSS

The **Boss** is the **BUG-in-Chief**. He has the ability to blink! like the characters. And he's an exceptional warrior.

SPECIALS

Explosive Drums

These drums are on the board. You can use them in one of two ways:

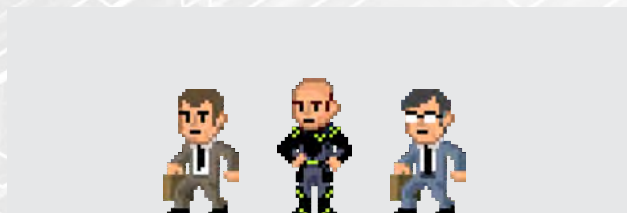
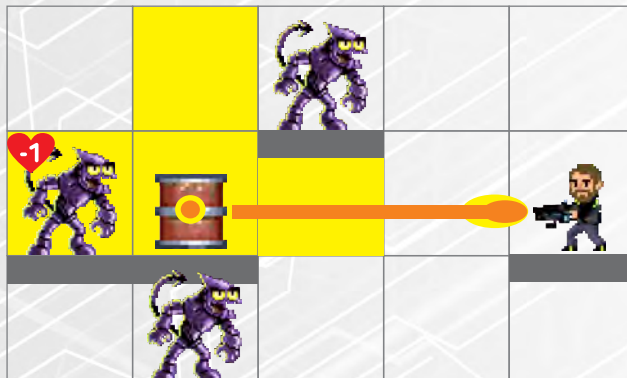
- **Pick up and throw:** explosive drums are a movable obstacle that any character can pick up and throw. They explode in whatever square they fall on.

- **Shoot them:** if you attack the drum with range weapon, you only need 1 hit for the drum to explode.

Drum explosion

The drums have an area damage in the shape of a cross, like grenades. If there is an obstacle, that square is not affected.

The place where the drum exploded remains on fire. Flip the drum token to show this. Anyone entering this square receives 1 damage point and is pushed away 1 square. They can choose the square.



NON-PLAYER CHARACTERS

Some POWERUP missions involve Non-Player Characters. These characters have specific rules for each mission. They have 1 life point unless the mission says otherwise. They also have 2 movement actions in every turn, to be decided by the players leading the BUGBUSTERS.



Obstacles for Cover

Through some POW! cards we can create obstacles. These will give us a cover of 2 armor points when our character is shot at. This only applies to shots coming through the square where the obstacle is. This square is blocked and no one can pass through it. You can melee attack a cover obstacle to destroy it. You'll need 3 hits in your roll to destroy it.



Secret Tokens

These tokens have different results behind them:



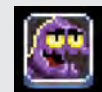
Coin Bonus

You receive the number of coins that appears on the token.



Goal Tokens

They are labeled A,B and C. They have different uses depending on the mission.



Buggie Trap

Place a BUGGIE in the square where the Secret Token was. The character is pushed back to the square it came from.



Team Robots

These tokens are used in some missions, mainly for the DEATHMATCH.

Consider them as an ally or obstacle that can be picked up or thrown.



Profession Sheets

In some missions your BUGBUSTER can have PROFESSION within the squadron. There are two possible abilities for each profession. Chose which one and place it below your BUGBUSTER sheet. When you enter a POWERUP you can turn around the profession sheet and change your ability.



Machine-Gun Turrets

Characters with engineering abilities can build machine guns. There may only be one machine-gun at a time. After creating them, leave ammunition counters in them. The creator can activate the machine-gun at any time. It will shoot for a range of 6 squares. Once the ammunition is spent, the turret disappears.

POW! Cards

Adrenalyn Special - Free

The BUGBUSTER gets 2 extra reaction points.

Ammo Found Special - Free

The BUGBUSTER wins 1 extra ammo point. This may exceed the maximum ammo allowed for your character.

Armory Special - 1 reaction point

The BUGBUSTER wins 3 extra ammo points. This may exceed the maximum ammo allowed for your character.

Assemble Special - 1 reaction point

The entire team may exchange their POW! cards as they wish.

Attack Advantage Trick - Must be used with a melee attack

Add 1 white die to your attack roll. It may be added at any time.

Barrier Grenade Special - 1 ammo point

Generates a barrier of 2 armor points in an adjacent square.

BrainWash Special - 1 reaction point

The BUGMISTRESS discards two random BUG cards from her hand. The BUGMISTRESS may use tricks in her hand before discarding these two cards.

Concentration Trick - Must be a ranged attack

Add 1 hit to your attack. Can be used at any time.

Copycat Trick - 2 reaction points

Use it when someone uses a POW! card. You get to keep their card and to use it whenever you like. You cannot copy the effect of the 4 combined EPIC cards but may use one of the cards from that play.

Disruptor Special - 1 reaction point

The BUGMISTRESS cannot spawn in the next turn.

Double Team Special - 1 reaction point

The BUGBUSTER draws two POW! cards. You can not have more than 4 cards in your hand. You can discard after drawing, but may not use the cards in this turn.

Energy Shield Trick - 1 reaction point

The BUGBUSTER adds 2 armor points until the start of their next turn.

Elite Fire Trick -Only for ranged attack

Add 1 yellow die to your ranged attack roll. It can be used at any time.

Epik joker Special - Free

Use it as any EPIC letter.

Explosive Ammo Trick - Only for ranged attack

Add 2 white dice to your ranged attack roll. It can be used at any time.

Fast Pass Trick - 1 reaction point

You have 3 extra movement actions.

Fury Trick - Only for melee attack

Add 1 yellow die to your attack roll. It can be added at any time.

Karate Attack! Trick - Only for melee combat

Add 1 success to the attack. It can be added at any time.

Medikit Special - 1 reaction point

The BUGBUSTER gains 1 life point. You cannot win more than 3 life points.

Money Bot Special - 1 reaction point

Collect all the coins in a square that is anywhere on the board.

Open/Close Door Special - 1 reaction point

You may open or close one of the doors that is on the board.

Player Pause Special - 1 reaction point

The BUGBUSTER cannot attack or be attacked by others until the start of the next turn.

RedBug Special - 1 reaction point

The BUGBUSTER adds 4 reaction points. You can have more ammunition than the maximum allowed by your player.

Take a Mulligan Trick - Free

The BUGBUSTER can change part of, or the entire roll, by rolling again.

Shield Special - 1 ammo point

The BUGBUSTER adds 1 point to your armor until the start of its next turn.

Teleport Special - 1 reaction point

The BUGBUSTER teleports to any POWERUP that is on, turning it off. The POWERUP cannot be used for anything else when this is done.

There's a monkey! Trick - 1 reaction point

Flip an enemy to face the opposite direction.

This is my primo Trick - 2 reaction point

Add 3 yellow dice to your attack, whatever the type.

Turn on POWERUPs Special - Free

For each ammo point used, you turn 1 deactivated POWERUP back on.

BUG Cards

Acid Corruption Special

Destroy all coins that are in a square.

Acid Vomit Trick

If a BUGBUSTER is adjacent to a BURP that you control, select one of the weapons the BUGBUSTER is equipped with and destroy it.

Ambush Special

Generate 2 BUGGIES next to 1 BUGBUSTER.

Bicevolution Trick

Transform a BIGBUG into a BICEFALOUS.

Charge Special

Move your BUGS twice as many squares during this turn.

Creeper Event

The BUGBUSTER's movements cost double the action points until the start of the BUGMISTRESS's next turn.

Deplete 3 powerups Special

Turn off 3 POWERUPs from the board.

Evolution Trick

Transform a BUGGIE into a BIGBUG.

Explosive Gas Event

No one can use distance attacks until the next turn begins.

Inmolation Trick

Sacrifices a BRASAS by making it explode with an area of damage 1. This would take away 1 life point from any character adjacent to it. It ignores the armor. Leave a fire token in its place.

Metal Corrosion Special

You can remove 1 ammunition from each BUGBUSTER or 3 ammunition points from a single BUGBUSTER.

Mortal Gas Special

You can remove 1 reaction point from all BUGBUSTERS or 2 reaction points from a single BUGBUSTER.

Mortal Skin Event

Add 1 armor point to all the BUGs that are in play.

Open/Close Door Special

You can open or close one of the doors that are on the board.

Psychic Attack special

You can remove 1 POW! card from all BUGBUSTERS or 2 POW! cards from a single BUGBUSTER.

Rage Event

Add 1 yellow die to all BUG attacks until the start of the next turn of the BUGMISTRESS.

Reinforcement Special

The BUGMISTRESS draws two BUG cards.

Special Spawn special

You can spawn a BUG on any square on the board. The cost of spawning has to be paid with other cards.

Surprise! Trick

Activate any BUG from the board and give it 4 actions to use instantly.

Teleport special

Teleports a BUG or a BUGBUSTER to a POWERUP that is switched on. Turn off this POWERUP. Other POWERUP actions are not performed at this moment.

Thief Buggie Trick

Instead of a normal attack, the Buggie steals one of the extra weapons from the BUGBUSTER it is next to. The Buggie has 4 actions of movement to allow it to escape with the weapon. Mark the Buggie with the thief marker. When this buggie is destroyed, the weapon is recovered.

ARTIFICIAL INTELLIGENCE

POWERUP is a game you can play cooperatively, or even solo, against the BUGs. Moving the BUGs, determining their reactions, and putting these into play is the most difficult part to learn. It will become easier after a little PRACTICE. But at first you'll need to pay attention to the instructions. If at any time you forget something, like making a particular move or attack, it's OK. POWERUP's most important rule is fun over simulation!

When something like that happens, think of it as a bug in the game...

TURN CARD

Use this marker to keep track of each turn. A cycle of 8 turns is a round. Use the second marker to count rounds.



SPAWN

Draw as many cards as there are BURPS in play. Then go ahead with the auto-spawn as shown on the card, below the spawn number. Each card releases a BUG from a different BURP on the board.

Note that the first SPAWN of the game is different when using the AI. If it includes BUGs that are stronger than BUGGIES or BATBUGS, still follow the SPAWN value on the BUG card you drew, but release only BUGGIES.



MOVE & ATTACK

In this turn, we will move the BUGs. Draw as many BUG cards as BUGBUSTERS playing, and then place the cards face up. Discard the Events. If at any time you can put any of their effects into play, do this by starting by the events on the left.

MOVING THE BUGs

Here are the of rules to follow when guiding the BUGS with the Artificial Intelligence:

1

First we see if there are any players within the attack range of a BUG. If there are, start by resolving that attack

2

Then we move the BUGS, starting with the ones with the lowest SPAWN cost. We begin by moving the BUGS closer to the bottom of the board. If a BUG moves into an attack position when it doing this, then perform that attack right away. The direction the BUGs are heading is explained in "Where are the BUGs going?"

EVENT

Draw from the BUG cards until you find an event, then put it into play. There are some missions that have their own events, in that case roll the dice and select one of the events that comes with the mission.

PUSHING

BUGS push other BUGS, which in turn push other BUGS. This is normal. This may cause BUGs to stack up on, and in some cases to move many more squares. They can also push each from the top or from below. In that case, the BUG that was pushed would move forward in the direction it is facing.

Where are the BUGs headed?

When moving to the BUGs, here are the rules to follow:

1. Some missions give the BUGs PRIMARY TARGETS. They will normally move towards these targets. However, if a BUG sees a BUGBUSTER, it will always go towards it.
2. In its current position does the BUG see any players? (Make sure they are in the line of sight, see Basics) If you don't see any, the BUG moves towards the PRIMARY TARGET. Alternatively, the BUG goes on in the direction it is facing.
3. If the BUG is in the position to attack a PRIMARY TARGET or a BUGBUSTER, it will attack.
4. Repeat step 2 until the BUG runs out of action points or attacks. Each BUG has a number of actions and attacks noted on its sheet.

How BUG cards work

Here's how to use the cards that you draw in automatic mode:

KNOCK KNOCK

Move the most powerful BUG, that is also furthest away from the BUGBUSTERS. Place it either at the door closest to the PRIMARY TARGET or next to the BUGBUSTER with the highest SCORE.

OPEN/CLOSE DOOR

Close the door nearest to the BUGBUSTER with the highest SCORE.

IMMOLATION

If you have a BRASAS in play, this BUG throws itself kamikaze-style against a BUGBUSTER.

METAL CORROSION, MORTAL GAS, PSYCHIC ATTACK

These have effect over all players, unless you are playing solo where it would only affect you as a single character.

TELEPORT

Teleports towards the PRIMARY TARGET or the BUGBUSTER with the highest SCORE.

REINFORCEMENT

Use it to have 2 cards instead of this one.

DEPLETE 3 POWERUPS

Turns off POWERUPS that are near the BUGBUSTERS with the highest SCORE.

SURPRISE

Use these cards at the end, with the BUGs that are closest to the PRIMARY TARGET or that are closer to the BUGBUSTER with the highest SCORE.

ACID VOMIT

If a BUGBUSTER is next to a BURP use it automatically with him. It can only be used on BUGBUSTERS that have weapons equipped.

ACID CORRUPTION

Use this on the square with the most coins.

THIEF BUGGIE

If one of the BUGGIES is next to a BUGBUSTER, use this card and escape.

BICEEVOLUTION and EVOLUTION

When these cards are in play, they turn the BUGs closest to the PRIMARY GOAL or BUGBUSTERS with the highest SCORE.

AMBUSH

Place 2 BUGGIES on both sides of the BUGBUSTER with the highest SCORE. DO NOT MOVE THESE BUGS next to the PRIMARY TARGET.

CHARGE

BUGs move twice as many squares with their actions.

SPECIAL SPAWN

Perform the SPAWN in the square adjacent to the BUGBUSTER with the highest SCORE. To see what BUG to release, draw the next BUG card and use only the creature that is at the bottom of the automatic SPAWN indicator.



THE NEXUS

You hear the reassuring white noise of empty code, the void between games, bouncing off the walls of your barracks in the Nexus. The Nexus is the headquarters of the BUGBUSTERS. From here you can access the code of any game in the 16-bit universe. This makes the Nexus an ideal place to defend games... and to attack them.

You are part of the 13th Squad, the lag squad. Among the BUGBUSTERS, you are always the last they call. They prefer to send out more glamorous squads, like the 7th or the 3rd ... or the amazing Squad 1. You're a team of misfits, dYsfunctional. You're only put into play when no one else is available.

PNK is blasting punk rock in her bunk. TOR is working out at the gym, challenging ANA to a weightlifting contest. MAI is in a corner meditating and MAC ... MAC is nursing a hangover.

NIIIIIINNNNGGGGGH!!!

The alarm goes off. A type you've never heard before, announcing an attack on the Nexus. The lights go out. For a few seconds, you are in the dark. Then the emergency lighting kicks in and you see smoke coming from walls. All this time, the alarm kept ringing.

MAC- Sounds like those blasted vermin have made it into the base.

ANA- Yikes! I thought GUS'd built interdimensional defenses to keep this from happening.

RAY- Well it looks like it happened after all. Get ready to defend the base from the BUG attack. If the Nexus falls, the BUGS will have access to any classic game.

LPZ- I was just about to...

RAY- We've no time to lose now. We must exit the barracks at once. TOR open the door.

TOR- I'm trying, boss. But the doors are stuck, the whole security system must be down.

PNK- Let me override it, I'll get us out.

PAM- I need my Hummingbird...

RAY- OK PNK, open the doors ASAP so we can head for the arsenal.

TOR- A little more time and I would have made it... But you're the boss, RAY

TOR reluctantly lets PNK access the door. She pops open a couple of covers and starts pulling at wires. She's humming to herself as she cuts away at the wires.

MAI- You are slaves to your tech. If you'd trained properly, you would have no need for such things. You'd be weapons yourselves.

MAC- ...said the girl with the shiniest sword.

MAI- We'd be better off now if I were allowed to sleep with it.

RAY- Calm down kids, we must stand together.

A choppy signal comes from the intercom.

GUS- Is there anybody out there?

RAY-GUS, we copy. Signal's bad, but we hear you.

GUS- Thank God you're alive! The attack on the base has been devastating. We're losing her the BUGs!

RAY- As soon as we get out, we'll head for the armory and teach them a lesson.

GUS- I'm afraid they've already been there.

RAY- HOLY COW! Now what are we gonna do?

GUS- We're not lost yet. In my latest research I was working on a new system of Arms and Interdimensional Combat Supply... it allows us to supply teams with equipment in milliseconds! I call them POWERUPS. With these devices, I can transport weapons through dimensions instantly.

RAY- Fantástico GUS, envíanos un par de esos dispositivos.

GUS- Like I said, I was only developing them. They are still prototypes, and I've had to activate them without proper testing. They're distributed throughout the base and to use them, you must power them with COINS.

PNK- Filthy capitalism strikes again.

RAY- Well, it could be worse... We can manage to get coins and then we'll locate the POWERUPS on the base. Then we'll get rid of the BUGS once and for all.

GUS- Erm... great, so if you could also fill out the op report for quality purposes...

RAY- Sí GUS, cuando hayamos dado una patada en el culo a esos BUGS lo celebraremos con champán.

MAC- And whiskey!

TOR- And pizza!

PAM- I want my Hummingbird!

Pish pish Tchhssssshhhhhh Stompl

PNK- Door's open.

ANA- It's payback time!

On the other side of the door, the outlook is bleak. You were safe in the barracks, spared from the carnage. Now you see bodies on the ground, steam seeping out the walls and alarm lights blinking everywhere. From the end of the corridor, cloaked in darkness, two huge yellow eyes stare back at you. You could be lunch... or something worse.

RAY- It's time to squash some BUGS!!

Mission 1: Gimme my POWERUP

Goal:

The whole group has to make it alive to a POWERUP. If someone dies, you have to start over from the beginning.

Reward:

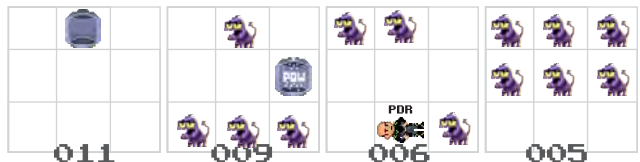


The whole group can buy equipment from the POWERUP store. Each player gets a POW! card at the end.

Mission 2: What happened here?

GUS's device has allowed you to arm yourselves. The device teleports you to the middle of the data matrix. It is able to provide you with the most sophisticated weaponry in the Nexus, in exchange for COINS.

Goal:



Exterminate all the BUGGIES and help PDR.

Reward:

Talk to PDR.

PDR- Oh, the 11th (cough) thank goodness (cough). They hit us like lightning. Everything flashed purple and my friends were completely overcome. The blackout blinded us and we'd fallen within the minute. I fell unconscious behind the coin-op over there. Oh no! Don't let them find the access codes to the game portals... they coul...d.. gggfff

PDR passes out.

Goal:

Exterminate the BUGS and defend PDR from their attacks.

Reward:

PDR is saved.



PDR- Heck, they caught us by surprise... Where are my friends? Where?! Are you from Squadron 13? Are you the last ones standing? Oh, this is worse than I thought. Look here, you watch out for a creature called the BLOB. It's a mass of mucus, some kind of sticky material, and its immune to all piercing weapons. The thing swallows bullets like they're cough-drops.

GUS- Team, there are electric damage weapons in the POWERUP. These will help you against the BLOBs.

PDR- Did you hear that? It's a BLOB! It's coming! We are doomed!

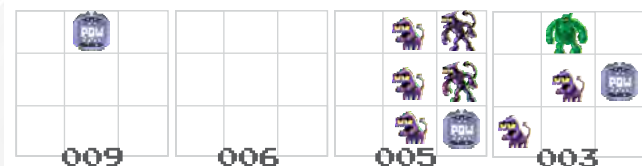
PDR- He snaps up and bolts out through the access door. The door closes behind him. On the other side of the room, you see a bright green being enter the room. It's a BLOB!

Goal:

Take out the BLOB

Reward:

Find ROM inside the BLOB



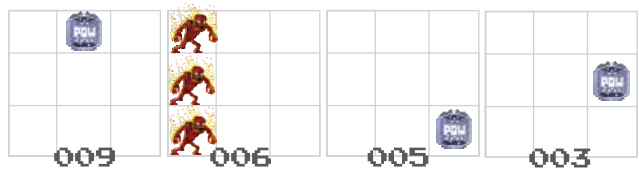
ROM- Argh, I'm too old for this. Thanks for saving me. Are you from the 13th? Geez, how'd you do it? I knew there was something special about your bunch.

ROM goes silent, he is seriously injured. After a few seconds, he regains consciousness and speaks again.



ROM- We were fighting the BUGGIES and the BIGBUGS, hand to hand, with everything we had. I used my last grenade to destroy a BLOB. But from my left I saw this giant fireball coming at me. These are the BRASAS. These creatures are made of lava and fire, and they shoot fireballs. Yes, the shoot at us! I had never faced such creatures before. They're immune to fire and their claws burn you inside. I know from experience.

Goal:
Beat the 3 BRASAS and save ROM.

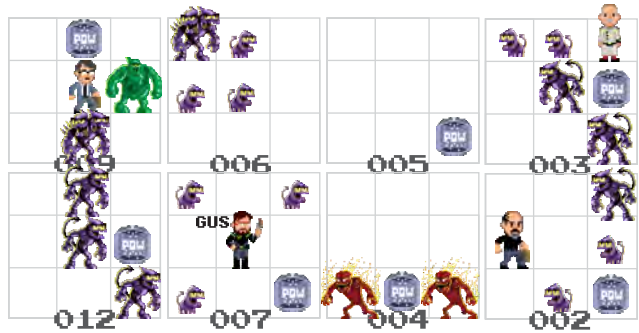


GUS- Guys, I have reconfigured some of the POWERUPS. Now in addition to being able to teleport equipment, you we can also teleport people. You can use it to reach safety.

ANA- Be safe...

RAY- GUS, our priority is to get all civilians off the base. It's our duty. Let's use the POWERUPs to save civilians first.

GUS- Take the scientists to the nearest POWERUP, to teleport them to safety. I'll go last.



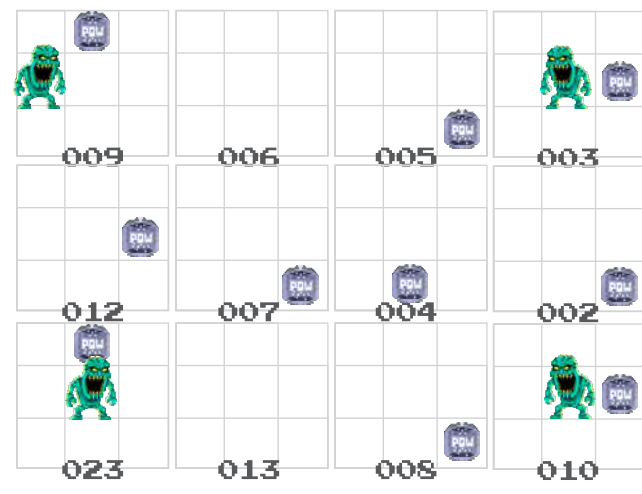
Reward:
Keep reading.

He's not done talking when a BURP emerges from behind one of the POWERUPs.

Goal:
Take out as many BURPS as there are players. Take out the turn card and start the spawn cycle as if it were an arcade game . The objective is to destroy one of the



Reward:
Saving GUS.



GUS- Let's head for that POWERUP!

A laser shot hits GUS, who is pushed back 4 squares. You pick him up while heading for cover.

RAY- Don't speak GUS, we're getting you out of here.

GUS- RAY We both know that I'm not leaving this place. You have many battles left, and I can see now that the POWERUP is our ultimate weapon against the BUGS. Nobody would've bet on you saving the entire science group from the Nexus ... you have to keep fighting against the BUGS, you have to save the games that made all those children so happy, you have to... know the truth ...

MAC- Boss, I'm very sorry
RAY closes GUS's eyes and leaves his body behind one of the tables.

TOR- Boss, the only thing we're going to do...

MAI-... and slice...

LPZ looks at MAC and the two climb into the POWERUP. RAY shakes his head and turns, readying himself to fight the BOSS. There's a flash, then MAC and LPZ appear with huge weapons.

LPZ- In style.

RAY smiles, turns around and charges at the BUGs while shouting:

RAY- FOR GUS!



Goal:
Avenge GUS.

The BOSS falls to a side, defeated. The BURPs escape by teleporting back to their dimension. You have thwarted the invasion of the Nexus, classic video games are safe for now.

RAY- This is for you, GUS.

RAY- Colonel COR, we have stopped the invasion of the BUGs.

COR- I am afraid that it is a somewhat optimistic view, RAY. We have managed to stop a part of the invasion, but here we're far from done. Deploy to our sector, we need you to get the POWERUPs running here. The fight is not over.

You can now continue your adventures in ARCADE Mode.

For access to more missions and game content, visit:

HTTP://POWERUP2D.COM



BUGBUSTERS against BUGBUSTERS in a fierce battle

DEATHMATCH



Fight squadron against squadron in a capture-the-flag battle. In this mode, two teams will play against each other. It can be one against one or two against two.

If 3 players want to participate, 1 can manage 2 characters.

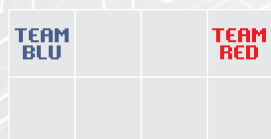
PREPARATION

Prepare the board by setting tiles in any position you want. In DEATHMATCH it's usually much more fun if you place acid traps or spike traps throughout the board. The tile size of the board depends on the number of players:

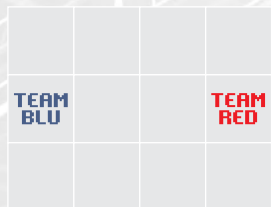
Place tiles 21 and 22 at positions for RED TEAM and BLU TEAM. These



2 players



4 players



6 players

will be their bases. Take a POWERUP token for each tile on the board.

Give half of the POWERUP counters to each team. Each team will place the POWERUP counters one by one wherever they want. Do not place more than 1 POWERUP on each tile.

Take the secret chips with coins, POWERUPS and buggie traps. Mix them and give half to each team. Players can place these wherever they want on the board.

Each team places 1 explosive drum wherever they want.

Each team places the robot with its team color on its base tile.

Now, the board is ready. Each player places his or her character at any point on their base. The game begins.

In Death Match, the character's initiative is determined by the number of reaction points they have left. If there is a tie look at whoever had the greater number to begin with. If there is still a tie the remaining INITIATIVE cards are distributed among those players.

The goal is to reach the opponent's base, steal their robot and bring it to their own base.



To be able to score you have to get to your own base with the robot. Your team's robot must also be in your own base. Otherwise, you won't score.

The robot will fall off the character whenever it receives enough damage to be pushed in combat. The bot remains in the square the character was originally.

Once you touch your team's fallen robot, it automatically teleports to your base.

When you score, the robots return to their base. Each player is teleported to their base and all POWERUPS are turned on again.

FINAL SCORE

The first one that captures to score twice, wins.

DEATH OF THE CONTENTENDERS

When a BUGBUSTER loses all its lives it disintegrates. It then

reappears in the active POWERUP that is closest to your base. Remove this POWERUP from the board. Then place it on the square where the BUGBUSTER perished.

When a BUGBUSTER dies, it loses all weapons and equipment, but not its POW! cards.

The returned BUGBUSTER has 3 lives again. Its original ammunition and reaction points are restored as well.

If the player has already played that turn, they wait for the next turn to play again. If they haven't played in this turn yet, they'll have 2 actions.

Until the player takes the first normal action the BUGBUSTER is protected: it cannot attack or be attacked.

PLAY

POWERUP is a board game that draws from countless POP references from the 80's and 90's. Its inspired by our generation's belief, that the year 2000 would find us flying cars instead of glued to our mobile phones.

When you sit down to prepare the game. When you consider which character you select or see which weapon you'll pick, remember the time when you were playing your first game console. Think of the moment you were thrilled by the story of your favorite adventure game. Or when you'd spend whole afternoons in your room with your friends, playing the same game.

Make an effort to set aside everything that the Men in Grey have shown you.

Relax and beat up some BUGS. Don't worry, they're specialized and well-paid actors. Make impossible jumps, while you shoot a laser bazooka. Cry with laughter if you fall when trying to grab more coins.

If for a moment, for a second, you feel like you're in that room with your friends, it will all be worth it.

"Imagination, not intelligence, made us human"
Terry Pratchett

Ramón Redondo
@laian Sunday, October 7th, 2018, 01:15 a.m.





www.tempusfugitgames.com

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Sara Xuixida

Guille Sanz

Mamen Tato

Mikel López

Jota

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Rolls & Trolls

Bribones&Chistorras

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... and to all our awesome KickStarter backers!

POWERUP
KICKSTARTER EDITION



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