



Auto Assembly 2013 Bot Shots Tournament

Running all weekend at Auto Assembly 2013 will be our first ever Bot Shots tournament! It will be open to everyone at the convention - attendees, dealers and guests alike - and anyone is welcome to take part no matter how young or old you are. The only people who won't be able to take part are the Auto Assembly committee themselves!

To take part, all you will need to do is bring a selection of your own Bot Shots toys along with you to the convention and then go along to our Games Room at any time during the weekend. Then just pick an opponent or two and our staff will do the rest and the overall winner will be announced and prizes will be awarded during the Closing Ceremony on Sunday afternoon.

Standard Bot Shot Rules

Each 'Bot has a rotating panel in it's chest with three symbols - Blaster, Fist and Sword and a number next to each. Without your opponent seeing, choose one of these and transform the figure into vehicle mode.

Both players crash their bots bumper first into each other and if both transform into robot mode then the symbols are checked to see who has won:

Blaster beats Fist
Fist beats Sword
Sword beats Blaster

If both have chosen the same symbol, then the one who has the highest number next to the symbol wins. If one Bot fails to transform, then it loses automatically. If neither transform, or the score is the same when symbols are identical (for example, if both players are using the same character), then it is declared a draw.

Auto Assembly Tournament Rules

The Auto Assembly Tournament has added a couple of extra elements to the game to allow us to run an effective tournament throughout the weekend...

Each player taking part in the tournament can bring an **unlimited** number of Bot Shots toys with them to the tournament. For each game against an opponent, they must select a team of **five** from their collection.

Each player will be provided with a "home" sheet where these Bots will be placed in numbered squares and prior to each round, a die will be rolled to determine which Bot will be used. If that Bot wins, it is returned to the sheet for the next round, if it loses it is eliminated from play. The game is won when one player has had all of their Bots eliminated.

In the event of a round being declared a draw then both Bots will be returned to the player's home sheet and the match will proceed to the next round.

When Can You Play?

The tournament will be running all weekend. There are no set times that you will need to report to the Games Room. As long as there are other players in the room, and one of our team or volunteers present to record the details of the match on our official scoring sheets, then you can jump right in and compete!

Tournament Scoring

Each player will be allowed to play a specific other player a **maximum** of two times each to ensure a fair balance in the overall scoring. Winning games will be recorded in a league table and the prizes will be awarded to the players who occupy the top three spots at the end of the weekend.

Two points will be awarded for each game won, as well as one point for each individual round won so there are a maximum of seven points available for each game winner. This scoring system has been developed specifically to ensure that overall match losers could still win a potentially valuable four points to keep them in the running for the prizes!

Prizes

We have not determined the actual prizes yet but these will be arranged closer to the convention. They will be awarded during the Closing Ceremony on Sunday afternoon so if you are taking part in the tournament, please try to be there for the Closing Ceremony to collect your prize.