



## ***RULES ERRATA***

*Updated May 2026*

- 1. You can't play an Environment from your hand! When drawing a Gadget Card to your hand (e.g., from a 4D printer or initial setup), if you draw an Environment Card, you should immediately discard it and draw another card. Repeat this process until you have drawn a Widget, Equipment, or Attack card.*
- 2. Placement Clarification: Remember that you can't place cards on Environment cards! If you have to use this edge case, you MUST place the card in one of the 4 orthogonally adjacent squares, if available. If not, then you should place it in one of the 4 diagonally adjacent squares. If all 8 squares are taken, then go 2 squares in an orthogonal direction, etc.*
- 3. Zombots cannot be damaged by any means. They can be affected by the various Movement cards, though.*
- 4. The Floor Malfunction card can land a player or Zombot token on top of a Sentry or Rubble card, if and only if both rolled locations happen to be Environment cards. From there, the rules apply as if the card were Placed on top of the character (See Edge Cases, page 16).*
- 5. In a 7 player setup, add 1 fewer Setup card to the deck than you would for a 6 player game. With 8 players, add 2 fewer.*
- 6. When the game is over, the winner may take a quick victory lap but then must return to the table to help clean up with everyone else. That's not our rule or anything; that's just common courtesy.*