

Congratulations! You work for DYNAMIC DIAGNOSTICS! Your job is to help diagnose malfunctioning robots so they can be repaired and continue living their best life! Ask the robot to perform tasks it should be able to do and see what part of them isn't working just right, and then help them find the right Repair Center to go to! Hurry up though, you don't want them to break down and need to wait longer to seek help!

Required Materials:

- At least 2 players

Suggested Materials:

- A clipboard
- Lab coats
- Hard hats
- Medical License

How to Play:

One player volunteers to be the Malfunctioning Robot. All other players are members of the DYNAMIC DIAGNOSTICS Diagnostics Repair Team.

The Malfunctioning Robot decides, to themselves:

1. Your name
2. What type of robot they are/Where they work/What they do
3. How they move and interact with things
4. What part of them is malfunctioning

When all players are ready, the Malfunctioning Robot will tell the Diagnostics Repair Team Points #1 and #2.

The Diagnostics Repair Team can now ask the Malfunctioning Robot to perform up to 10 Actions, trying to figure out what part of them is malfunctioning. The Malfunctioning Robot must attempt to perform that task as best they can (miming the action like charades, don't hurt yourself), and if their malfunction would impair that action they should play into it.

If the Diagnostics Team cannot pinpoint what is wrong with the Robot before the 10th action, the Robot breaks down to be revisited later.

The Player who is the Malfunctioning Robot wants the Diagnostics Team to find its malfunction, but don't make it too easy.

If the Diagnostics Team correctly guesses what's malfunctioning, everyone gets a High Five and the robot is sent to the Proper Repair Center (as decided by the Diagnostics Team).

After a robot is either Diagnosed or Breaks Down, a new robot is brought out if there's time to play another round. Swap out the Malfunctioning Robot Player for Diagnostics Repair Team Player.