

Robo Repair

Play time:15-40 minutes

Players: 2 - 4

Deck sizes:

Elements - 64:

4 decks with 16 cards each. Colour identifiable

Robo to repair - 8

Engineers - 16

Point tokens - 1 and 5 point variety

6 different Job tokens.

Backstory

You live in a world where robots have taken over the globe, they are not in control, but they are everywhere, and we are heavily dependent on them. One of the little jobs left for people are those of the engineers. Much like today's Olympic sports games, you are taking robo in "Build that bot!" - Home edition. You are on your own, you have a couple junkyard robo left to choose from, choose the most suitable ones for your skill set and repair them! You can build the bot only with robo that you have repaired yourself! Be the best!

Game modes

3 games modes: FFA(free-for-all), 2x2, Teamplay(4 players)*

In a FFA game mode to win/beat the rest, you must collect most specialist points.

In a 2x2 game mode, your team (composed of 2 players) must collect most specialist points to win.

In the Teamplay mode, together you must collect 5 robo in 3 rounds or less.

In 2x2, points do not multiply between players on the same team. Calculate them as you would normally for each player and add them up to get the team points total.

In Teamplay, points do not matter! Beat the buzzer, collectively fix 5 robo before the 3rd round finishes.

For FFA(4 players) , 2x2 and Teamplay modes:

Place 4 robos on the table from the shuffled deck as well as 4 Engineers whose job is to fix them, and like the good boys that you are, you fetch them the needed materials(elements)!

For 3 or less players use 3 robos and Engineers instead.

Setting up the field of play:

Order of play is determined by players. A round consists of each player exhausting their actions. A player must exhaust all their actions before the next player can start their turn.

Each player starts with 2 cards dealt from the deck, 1 or 2 starting skill points.

There are 4 starting locations, each having unique requirements with trigger effect depending on cards played at those locations.

Each player has 2 actions per turn and 4 options to choose from:

1 - Draw two cards, only at the beginning of your turn, only if you have no cards left to play, costs 2 actions. If a player has no cards left in their deck, they start using their discard pile.

2 - Play a face-up or face-down card - costs one action. If you place a face-up card of the required type you trigger the robo's special effect. If you place it face-down, this does not trigger any effect.

3 - Draw 1 card and discard one card - costs one action.

4 - You try to repair one of the four robo on the field - costs 2 actions:

You can add any number of cards from your hand, in combination with both face-up and face down cards already placed around the robo. Upon reveal of the face-down cards, the players that have placed the correct type of element get one point towards their points of no special type**.

All elements on the robo are discarded into their respective player's discard piles.

If you manage to fulfill all the requirements, you successfully repair the robo.

Collect the special points provided by the engineer at the task and change the robo with a new one from the deck of robo, placing this one on the bottom of the deck.

Game end

In all game modes the last round is when the 5th robo is fixed, the round continues until all players have finished their turns for that round.

For FFA and 2x2 game modes the winners are those with most special skill points collected.

For each point of the same type, multiply the total number of that type of point by itself. Do this for every type of point and add them up to find the total of your points.

Example:

If you have 3x Aerospace engineering and 2x Computer engineering, then:

3x Aerospace Engineering = $3*3 = 9$

And

2x Computer engineering = $2*2 = 4$

Therefore, your total of points is: $9 + 4 = 13$

Game pieces:

Point tokens

Elements: 4 types: wrench, washer, screws, battery

8 Robo cards with requirements and unique effects:

1. Draw 2 elements
2. Draw 3 elements and discard 2 cards
3. Discard any number of elements and draw that many +2
4. Look into a robo's hidden elements.
5. Steal an element from another player's hand.
6. Select an element from your discard pile to add to your hand.
7. Steal a face-up element from
8. Draw 4 elements, discard 3 of *them*, keep one.

Engineers:

6 Unique engineering skill points

6 engineers - 3 points each (2x one of each unique skill)

10 engineers - 2 points each

*Challenging mode

**They do not multiply

