Robot in Defense mode.

If the cards are of the same value, put both into play as Robots in Defense Mode.

If at any time a player has more than four Robots in play, they must immediately discard Robots until they have only four.

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Discard the card of the higher value.

Put the lower value card into play as a

Bullons ROBOTS
You need two cards to Build a Robot.
They must be of the same suit or the same value. One or both of the cards must be a

The active player may Build a Robot.

The active player must choose to put each of their Robots either in Defense mode (placed horizontally), or Attack Mode (held vertically).

The active player must draw a card from their Supply Pile. If they can't, they loose the game!

Aftermath, Recovery.

Player takes alternating turns, each with six phases in the fallowing order: Research, Program, Build, Combat, Discard,

SUANT

The player with the black cards draws five cards from their Supply Pile, and will take the first turn. The player with the red cards draws seven cards.

Each player shuffles their cards and places it face down on their right side. This is their Supply Pile.

The player who has the most charged cell phone picks the red or the black half of the deck. The other half goes to their opponent.

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There are three kinds of game objects. All are represented with a physical playing card, but they act differently because this is a game.

Number have their pip value. Ace has a value of one. Face cards have a value of nine. If you include them, jokers are face

Either player may count the cards in any player's Supply pile, discard pile, or hand. Each player may look through any discard pile.

The goal of Robots is to get rid of all cards from your opponent's Supply Pile. This is done by attacking with Robots.

NOTENDOCTION



Iwo opposing laboratories are locked in conflict! Each will use one half of a standard deck of playing cards to build robots, and wreck havoc on the other.

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CARD GRITTE FOR TWO PLAYERS

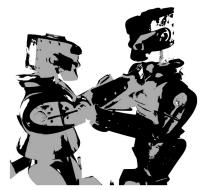
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ROBOT5

CARD GAME FOR TWO PLAYERS BY KITKAT DAMBECK

6RME VERSION 1-5

Two opposing laboratories are locked in conflict! Each will use one half of a standard deck of playing cards to build robots, and wreck havoc on the other.



INTRODUCTION

The goal of Robots is to get rid of all cards from your opponent's Supply Pile. This is done by attacking with Robots.

Either player may count the cards in any player's Supply pile, discard pile, or hand. Each player may look through any discard pile.

Number have their pip value. Ace has a value of one. Face cards have a value of nine. If you include them, jokers are face cards.

There are three kinds of game objects. All are represented with a physical playing card, but they act differently because this is a game.

SET UP

The player who has the most charged cell phone picks the red or the black half of the deck. The other half goes to their opponent.

Each player shuffles their cards and places it face down on their right side. This is their Supply Pile.

The player with the black cards draws five cards from their Supply Pile, and will take the first turn. The player with the red cards draws seven cards.

TURNS

Player takes alternating turns, each with six phases in the fallowing order: Research, Program, Build, Combat, Discard, Aftermath, Recovery.

THE RESERRCH PHASE

The active player must draw a card from their Supply Pile. If they can't, they loose the game!

THE PROGRAMMING PHASE

The active player must choose to put each of their Robots either in Defense mode (placed horizontally), or Attack Mode (held vertically).

THE BUILD PHASE

The active player may Build a Robot.

BUILDING ROBOTS

You need two cards to Build a Robot. They must be of the same suit or the same value. One or both of the cards must be a non-face card.

Discard the card of the higher value.

Put the lower value card into play as a Robot in Defense mode.

If the cards are of the same value, put both into play as Robots in Defense Mode.

If at any time a player has more than four Robots in play, they must immediately discard Robots until they have only four.

its pack, and two years wiser. Enjoy! during the pandemic, but I'm proud to say then. It was out of print for several years 2019. The game was a lot more complicated I first made Robots in high school, circa

21080A TUO8R



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THE COMBRT PHRSE

The active player choose a number of their Attack Mode Robots to attack the other player.

The defending player may assign their Defense Mode Robots to block the attacking Robots. One, and only one, Robot may Block each Attacking Robot.

THE DISCRED PHRSE

Skip this phase if there are no unblocked robots.

Add up the value of each of the unblocked Robots.

If the total is five or less, the defending player discards that many cards.

If the total is seven or more, they discard five cards.

If the total is exactly six, they discard eight cards.

The defending player discards cards from the top of their Supply Pile or from their hand, divided however they wish.

Either player may look at Damage cards. cards that damaged it under the Robot. When a Robot takes Damage, put the 398MR0

Damage cards. its card, minus the value of all its Value of

The value of a Robot is equal to the A Robot can attack you opponent. field.

Robots are always face up in the play 21080A

> Cards can be Built into Robots. (face down).

you), discard pile (face up), and Supply pile Can be in three zones: your hand (facing

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THE RETERMATH PHASE

Skip this phase if no blocking robots.

If a blocked Robot and the blocking Robot have an equal Value, both are discarded.

If one is of higher value than the other, place the lesser Robot's card as Damage under the greater robot. Discard any damage cards under the lesser Robot.

THE RECOVERY PHASE

Either player may discard one, and only one, face card. If they do, they return one or two non-face cards from their discard pile to their hand.

If both players wish to do this, active player goes first.

It both players wish to do this, active pile to their hand.

or two non-tace cards from their discard one, face card. If they do, they return one FILDER player may discard one, and only

THE RECOVERY PHRSE

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their Attack Mode Robots to attack the The active player choose a number of BSBH9 TR8MOD BHT

GLOSSERY

CBROS:

Can be in three zones: your hand (facing you), discard pile (face up), and Supply pile (face down).

Cards can be Built into Robots.

ROBOTS

Robots are always face up in the play field.

A Robot can attack you opponent.

The value of a Robot is equal to the Value of

its card, minus the value of all its Damage cards.

DRMR6E

When a Robot takes Damage, put the cards that damaged it under the Robot.

Either player may look at Damage cards.

THROK YOU FOR READING!

Scan the QR code or go to https://linktr.ee/kitkatmatbat! You'll find more zines, my socials, and more!



RBOUT ROBOTS

I first made Robots in high school, circa 2019. The game was a lot more complicated then. It was out of print for several years during the pandemic, but I'm proud to say its back, and two years wiser. Enjoy!