



ROBOTS

CARD GAME FOR TWO PLAYERS

BY KITKAT DAMBECK

GAME 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.

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.

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.

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 cards.

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.

INTRODUCTION

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 following order: Research, Program, Build, Combat, Discard, Aftermath, Recovery.

THE RESEARCH PHASE

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

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THE COMBAT PHASE

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 DISCARD PHASE

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.

THE AFTERMATH 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.

GLOSSERY

CARDS:

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

ROBOTS

Cards can be Built into 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.

DAMAGE

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

Either player may look at Damage cards.

THANK YOU FOR READING!

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ABOUT 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!

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