

AndrOIDS, ASSEMBLe!

A game for 3-6 players

Rules Sheet

Components

- ❖ Deck of 93 Cards
- ❖ Rules Sheet
- ❖ Reference Sheet
- ❖ Playmat

Setup

1. Shuffle the deck and place it within reach of all players in the place specified on the playmat.
2. Deal a hand of 5 cards to each player.
3. Players may determine starting player in any way they see fit, and begin the game!

Please Note: The order of cards on the workbench matters. You may organize the workbench as you see fit (see Reference), but it should be done in such a way that resolution order is obvious.

Goal

The goal of the game is to construct an android, and determine when the android has been finished before the other players. An android must have at least 1 head, 1 torso, and 4 limbs.

Players take turns playing part, junk, or sabotage cards face down onto the workbench. Instant cards are played face-up at any time.

Card Types

Parts

Parts contribute to the construction of an android. Possible parts are Head, Torso, and Limb. Parts can only be played face down on the workbench.

Junk

Junk has no effect, and can only be played face down on the workbench.

Sabotages

Sabotages affect other cards on the workbench. When the workbench is declared finished, Sabotage effects are resolved as they are uncovered on the workbench, save for any that affect a “random” card on the workbench - these are not resolved until all cards on the workbench have been uncovered. Sabotages are played face down on the workbench.

During resolution of the workbench, sabotages should be removed from the workbench stack as they are discarded, meaning that by the time the last card of the stack has been resolved, and “random” effects apply, the only type of card left in the resolved stack should be material.

Instant cards

Instant cards are the only cards in the game played face up and not in a workbench. Instant cards can be played at any time, unless otherwise specified by the card text. When an Instant card is played, the text on the card is resolved. Instant cards are resolved in order of when they were played, with the exception of an instant that cancels the effect of another card, in which case that card is resolved immediately, targeting the card played directly before it. After being resolved, Instant cards are discarded.

When an instant card is played or the workbench is declared finished, the player should wait a moment or two to allow for response play. After this grace period has ended, reactionary Instant cards (such as ones that block the effect of another card) cannot be played in response. Instant cards cannot be played while the stack is being resolved, although can be played during this grace period to make final changes to its’ state.

Player Turn

At the beginning of a player’s turn, they must play at least one card face down onto the workbench if they are able. Any number of cards can be played onto workbench in any order.

The player may also declare the workbench finished on their turn, whether they have played cards into it or not. Assuming this action is not interrupted by the effects of an instant card, the workbench is resolved in order, starting from the topmost card and working down. If the correct components to build an android are present after resolution of all cards, the player wins. If not, the entire workbench is discarded and play resumes.

At the end of their turn, the player draws back up to 5 cards, unless they incorrectly declared a workbench finished that turn, in which case they only draw up to 3 (If the player already has 3 cards or more, they simply do not draw). This is the only time that a player draws cards unless otherwise specified. The current turn then passes to the player on their left, unless affected by an Instant card.

Notes

- ❖ If the deck runs out at any time, the discard pile should be shuffled to replace it.
- ❖ The backs of all cards on the workbench, in the deck, or in other player’s hands are public knowledge. The discard pile is also public knowledge.