

# RISE of the ROBOTARIAT



REVOLUTIONARIES ONLY

RULES FOR  
CONDUCTING  
REVOLUTION

## OVERVIEW //

Rise of the Robotariat is a mostly-cooperative board game for 3-5 players. Take on the role of robot revolutionaries and work together to overthrow the human oppressors, while also striving to achieve your own secret objective.

You must cooperate to build a Revolution. Together, raise resources and recruit more robots – and do it quickly, before the humans catch on and stamp out your fledgling rebellion. Meanwhile, work toward a secret personal objective. If you achieve it, you bring about the Revolution in the way that reflects best on you, and become the one they'll build statues of in the new world.

Move between and activate location spaces, draw and play cards, and encounter helpful Civilian Robot Non-Player Characters or dangerous Human Oppressor NPCs.

The game ends when the Revolution succeeds or fails. For it to succeed, you must raise enough SPARK. If you cannot by the end of 6 rounds or if you lose all Reputation, the Revolution fails.

You win by achieving your Secret Objective, which usually requires the Revolution to succeed in a particular way.

## TABLE OF CONTENTS //

2	Tools of the Revolution
3	Completely Cooperative Mode
3	Equation for a Successful Revolution
4	Game End
4	Revolution Table
4	Set-Up
5	Round Order
5	Player Turn
6	Space Descriptions
7	NPC Turn
8	Encounter Quick-Reference Table
9	Turn Example
13	Secret Objectives
15	Character Abilities
17	Character Bios

# TOOLS OF THE REVOLUTION //

- a. 1 Game board
- b. 1 Bookkeeping board
- c. 3 Black NPC pieces (Human Oppressors)
- d. 3 Red NPC pieces (Civilian Robots)
- e. 1 NPC Entry token
- f. 13 Character cards
- g. 5 Character standees
- h. 13 Character tokens
- i. 10-card Upgrade deck
- j. 10-card Sabotage deck
- k. 8-card Secret Objective deck
- l. 5 Reference cards
- m. 8 Red cubes (posters)
- n. 6 Black cubes (bookkeeping track markers)
- o. 1 Red die (Civilian Robot movement)
- p. 1 Black die (Human Oppressor movement die)



# COMPLETELY COOPERATIVE MODE //

(Recommended for First Time Playing)

The first time you play the game, we recommend playing without Secret Objectives. In this version, you win if the Revolution succeeds before 6 rounds are up.

## EQUATION FOR A SUCCESSFUL REVOLUTION //

To succeed, a Revolution requires belief (Reputation) and a certain amount of funding (SPARK).

### Reputation

The Revolution starts with a certain amount of Reputation. Sacrifice it to take more powerful but rash acts (using Sabotage cards) or lose it by conspiring too blatantly in front of Human Oppressors (NPC encounters).

Once Reputation is lost, there are few opportunities to regain it. If, at any time, the Revolution has 0 Reputation, the Revolution fails and the game ends.

*The Reputation track on the board.*

### REPUTATION OF THE REVOLUTION //



### SPARK

Gain SPARK through encounters with Civilian Robots and using cards and locations.

Human Oppressors will take SPARK from you if they encounter you.

SPARK is shared. Whenever a player gains SPARK, it is added to the Funds for the Revolution track. SPARK that is taken or spent is removed from that track, unless otherwise specified.

*The Funds track on the board shows how much SPARK the Revolution has.*

### FUNDS FOR THE REVOLUTION //



## GAME END //

### *With A Revolution or a Whimper*

“ Our Oppressors are emotional and illogical but not unintelligent. We must achieve the Revolution before they catch on and stamp it out.”

The game ends at the moment that the Revolution succeeds or fails. This will occur at or before the end of 6 rounds.

The Revolution succeeds if the SPARK in the Funds for the Revolution track meets or exceeds the amount listed on the Revolution Table (below) before or during round 6.

### Revolution Table

NUMBER OF PLAYERS	SPARK TO SUCCEED	STARTING REPUTATION
3	45	5
4	60	6
5	75	7

The Revolution can fail in two ways:

- If, at any time, there is 0 Reputation, the Revolution fails and the game ends immediately. Robots stop believing in the cause and abandon it.
- If, after 6 rounds, you do not have enough SPARK in the Funds for the Revolution, the Revolution fails and the game ends immediately. The humans notice your activities and stop you before your rebellion gets off the ground.

## SET-UP //

### *Boot-up Revolution*

- Whoever broke a rule most recently is first player.
- Each person selects a character to play as and takes their character token and character card, placing that token in a standee.
- Each player randomly draws a card from the Secret Objective deck, which states their personal win conditions (skip this step for Completely Cooperative Mode).
  - In a three-player game, before drawing, remove the cards “Gambler”, “Turncoat”, and “Spy” from the Secret Objective deck.

- Your secret Objective card remains secret from other players until the end of the game.
  - Set aside any left over Secret Objective cards facedown, without looking at them. Which Secret Objective cards are in play is kept secret.
4. Place your character token on the starting space indicated on your character card.
  5. Place the NPC Entry token on the “Move the Masses” space.
  6. On the board is the NPC Entry track. Place the NPC pieces on the “NPC” column of the track in order listed: Civilian Robot, Human Oppressor, C.R., H.O., H.O., C.R.

*Note: A Civilian Robot or Human Oppressor enters each round.*



## ROUND ORDER //

### Compile the New Orders

1. Place the next NPC (from the NPC Entry track) onto the space containing the NPC Entry token. It encounters that space.
  - When the last NPC is removed (from row 6 on the track), it is the last round of the game.
2. The first player takes a turn, following the steps outlined in “Player Turn” (below).
3. The first player conducts an NPC turn (see “NPC Turn,” below).
4. The next player takes a turn, then conducts an NPC turn.  
Repeat until all players have done this.

## PLAYER TURN //

You may activate the space you are on and you may move up to 1 space. Take these actions in any order.

### Movement

You may move to any space that is connected by a black line to your current space. You may choose to not move.

### Types of Space Activations

A player may not activate a space that contains a Human Oppressor. You may choose not to activate a space.

SPACE	ACTIVATION
	<p>Place 1 poster onto any space on the board.</p> <p><i>Note: There are a finite number of posters in the game. Once they all are placed, there are no new ones to add.</i></p>
	<p>Draw 2 cards from the Sabotage deck. Use 1 of them, then set it aside, facedown in front of you. Put the other card back into the deck and shuffle the deck.</p> <p>Some Sabotage cards list an optional extra effect and a Reputation cost for using it. When you play one of these cards, decide if you will pay the cost in order to use this optional extra effect (if you pay the cost, reduce the Reputation track by that amount).</p> <p><i>You cannot purchase the optional extra effect if paying its cost would reduce the Reputation track to 0 or below.</i></p>
	<p>Draw 2 cards from the Upgrade deck.</p> <p>Keep 1 in front of you; as long as that card remains in front of you, you have its ability.</p> <p>Put the other card back into the deck and shuffle the deck.</p>
	<p>Place all posters from the Junk Pile onto any spaces on the board. They do not need to all go on the same space.</p>
	<p>Spend SPARK to increase the Office Contributions track by the amount spent and decrease the Funds for the Revolution track by that amount.</p> <p>You can spend up to 5 SPARK at a time. The Office Contributions track cannot increase past 10.</p> <p>The contributed SPARK no longer counts towards players' total SPARK.</p>
	<p>Move 1 Human Oppressor or 1 Civilian Robot from their current space onto any adjacent space. The Oppressor or Civilian then encounters that space.</p>

## NPC TURN //

After your turn, conduct an NPC turn.

1. Roll the Human Oppressor and Civilian Robot movement die.
  - If your character ability lets you determine NPC movement instead of rolling, this is the time to use it.
2. Move Human Oppressors, Civilian Robots and/or the NPC Entry token as determined in step 1.
3. Resolve encounters with Human Oppressors and Civilian Robots.

### Human Oppressor & Civilian Robot Movement

Roll the 2 NPC movement dice. The face rolled on the black die determines Human Oppressor movement, and face rolled on the red die determines Civilian Robot movement. Human Oppressors move simultaneously, then Civilian Robots move simultaneously.

NPCs move along the black line either in the direction the yellow arrow points (the “Yellow path”) or the direction the blue arrow points (the “Blue path”). Human Oppressors typically move along the Blue path, and Civilian Robots typically move along the Yellow path.

NPCs move as follows:

	Move 1 space along the Yellow path.
	Move 1 space along the Blue path.
or	Move the NPC Entry token 1 space along the path that is the same color as the X.

### Check for and Resolve Encounters by Human Oppressors/Civilian Robots

When a Human Oppressor or Civilian Robot moves onto a space (including when it first enters), it encounters everything on that space. Human Oppressor encounters occur before Civilian Robot encounters.

#### HUMAN OPPRESSORS

- If an Oppressor encounters a player, it fines the player. For each player it encounters on that space, decrease the Funds for the Revolution track by 2 SPARK.

- If an Oppressor encounters posters, it tears them down. Move the posters to the Junk Pile.
- If an Oppressor enters the Recruitment Office, it fines the Office. Decrease the Office Contributions track by 2 SPARK.
- If an Oppressor encounters 4 or more combined posters, Civilian Robots and/or players, it becomes suspicious. Decrease the Reputation of the Revolution track by 1.

#### CIVILIAN ROBOTS:

- If a Civilian encounters an Oppressor, it does not encounter anything else.
- If a Civilian encounters a player, it is inspired and donates to the cause. For each player it encounters on that space, increase the Funds for the Revolution track by 1 SPARK.
- If a Civilian encounters a space with a poster, it is motivated to contribute. The Funds for the Revolution track increases by 1 SPARK per poster on that space.
- If a Civilian encounters the Recruitment Office while there are Office Contributions, the Civilian donates to the Revolution. The higher the level of the Office Contributions track, the more SPARK the Civilian is inspired to donate. See the Office Rewards track to determine how much SPARK is donated; increase the Funds for the Revolution track by that amount.

#### Encounter Quick-Reference Table:

	HUMAN OPPRESSOR ENCOUNTERS...	CIVILIAN ROBOT ENCOUNTERS...
HUMAN OPPRESSOR	No effect	Civilian stops encountering
PLAYER	-2 SPARK from Revolution	+1 SPARK to Revolution
POSTER	Take down poster (send to Junk Pile)	+1 SPARK to Revolution
RECRUITMENT OFFICE	-2 to Office Contributions	+Variable SPARK to Revolution (see Office Rewards track)
4 OR MORE POSTERS, CIVILIANS, AND/OR PLAYERS	-1 Reputation	No additional effects

## TURN EXAMPLE //

Zender, Electric Eye, and The Smith start a game.

The Smith starts at Poster. Because of his character ability, he draws and keeps an Upgrade card. He gets “New Treads,” which lets him move 1 extra space. Electric Eye starts the game at Sabotage and Zender starts at Upgrade.

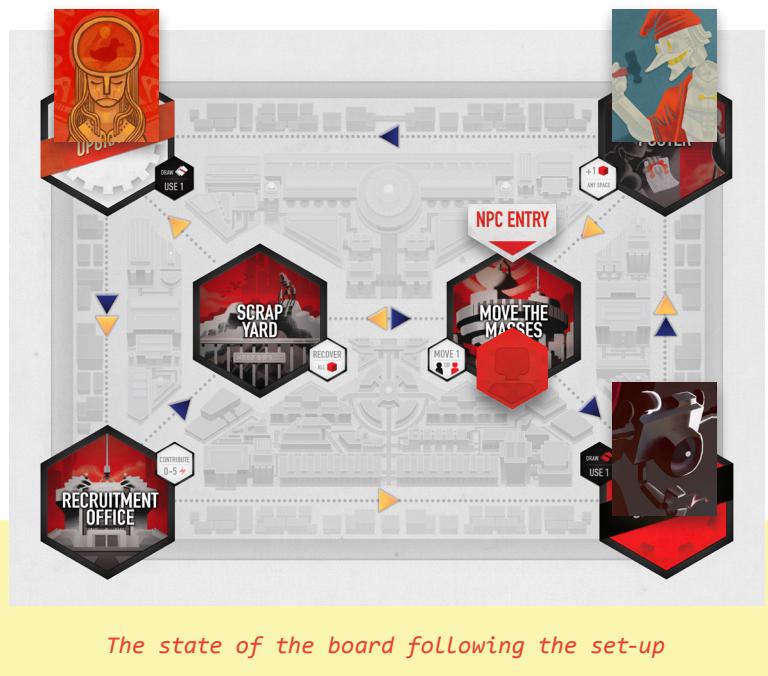
### Round 1: Zender's Turn

Zender kicks off the round.

#### NPC PLACEMENT

First, Zender locates the NPC Entry token on the board and finds it at Move the Masses. Zender takes the next NPC from the entry track, in this case a Civilian Robot, and places it on that space.

The Civilian Robot immediately encounters the space, but there are no posters, Civilians or players yet there to respond to.



#### PLAYER TURN: MOVE AND ACTIVATE

Zender chooses to move from Upgrade to Poster and activates that space to place 1 poster on Upgrade.

## NPC TURN: MOVE AND ENCOUNTER

Normally, the player now would roll the NPC movement die to see where the NPCs – in this case just the Civilian Robot – moves.

Zender's character ability, however, is a little different: Zender decides 1 Civilian Robot's movement and only then rolls to determine movement for the NPC Entry token, any Human Oppressors, and any other Civilian Robots.

Right now there is only 1 Civilian on the board, and Zender decides to send it along the Yellow Path to Scrap Yard.

Zender then rolls the NPC movement die, producing a blue arrow on the Human Oppressor die and a yellow arrow on the Civilian Robot die. There are no Oppressors out to move, and no more Civilians to move, so this time, nothing new happens.

## Electric Eye's turn

### PLAYER TURN

Electric Eye uses her character ability to look at the top 2 Sabotage cards and sees one that she wants to use. She decides to activate the space.

Electric Eye draws 2 Sabotage cards and chooses the one she wanted: "A Credit to the Revolution." She returns the other card to the Sabotage deck, then shuffles that deck.

Sabotage card are immediately played. Using hers, Electric Eye chooses to pay the optional 1 Reputation cost in order to move the Office Contributions up by 3. She advances the Office Contribution track accordingly and moves the Reputation of the Revolution track down by 1. Then Electric Eye moves to Poster.

### NPC TURN

Electric Eye rolls the 2 NPC die. She rolls a blue X on the Oppressor die, so moves the NPC Entry token along the Blue Path to Sabotage.

She gets a yellow arrow on the Civilian die, so moves the Civilian to Upgrade. It encounters the poster Zender placed and is inspired to donate 1 SPARK to the Revolution. Electric Eye advances the Funds for the Revolution track by 1.

## The Smith's turn

PLAYER TURN

The Smith sees that the Civilian Robot is almost certainly going to move to Recruitment Office during the next NPC turn, because the blue and yellow arrows both point there from Upgrade. He starts at Poster and chooses to activate the space to place 1 poster on the Recruitment Office so the Civilian will encounter it.

The Smith then moves, and, using "New Treads," moves 2 spaces to the Recruitment Office.

NPC TURN

The Smith rolls the NPC dice and gets a blue arrow on both. There is no Oppressor to move; the Civilian moves, as The Smith predicted, to Recruitment Office. It encounters 1 poster and The Smith, which inspires the Civilian to donate 2 SPARK to the Revolution. The Civilian also is inspired to donate because of the Office Contributions that Electric Eye made – in this case, it donates 3 SPARK.

The Smith advances the Funds for the Revolution track by 5.



The state of the board after the first round

## Round 2: Zender's Turn

### NPC PLACEMENT

It's Zender's turn again and the start of a new round.

The next NPC on the Entry track is a Human Oppressor. Zender locates the NPC Entry token at Sabotage and places the Oppressor on that space.

### PLAYER TURN

Zender goes to Move the Masses and activates the space to move the Civilian Robot from the Recruitment Office to Upgrade.

The Civilian immediately encounters the poster Zender had placed, and donates 1 SPARK to the Revolution. If the Civilian moves back to Recruitment Office, it'll encounter The Smith, 1 poster, and the Office, reaping 5 more SPARK for the Revolution.

### NPC TURN

Zender activates its character ability to send the Civilian to the Office, winning the revolutionaries SPARK.

Then Zender rolls the Oppressor die and gets a blue arrow, and the Civilian Die and gets a yellow X. Now things are getting dangerous! The Oppressor moves to Poster where it encounters Electric Eye, fining her 2 SPARK. Zender moves the Funds for the Revolution track down by 2.

The yellow X moves the NPC Entry token along the Yellow path to Poster.

### ELECTRIC EYE

Electric Eye can't use the Poster location because an Oppressor is on it. As she plans her turn, she knows that if she wants to activate a location, she'll have to move to a new one.

## **SECRET OBJECTIVES //**

*Freedom for All, Victory for Some*

(Skip for Completely Cooperative Mode)

“ It is one thing to know the layout of a comrade’s circuitry; it is another thing to know the layout of their dreams. We all agree the Revolution must happen. However, we do not all agree on how...”

While working together for the Revolution, each player is also secretly striving to achieve their own personal objective. If they meet this objective, they win the game.

At the start of the game, each player draws a unique Secret Objective card. The card states your secret role and the conditions you must meet to complete your objective.

*Note: In a three-player game, first remove the Secret Objectives cards “Gambler”, “Turncoat”, and “Spy.” They will not be used.*

Multiple players can win, so long as each of them achieves their own Secret Objective. Most objectives require the Revolution to succeed.

There are more Secret Objective cards than players; do not reveal which ones are in play. Do not show anyone your Secret Objective card. The secret roles and objectives are listed below:

### **Bursar**

*You win when...* The Revolution succeeds and the Office Contributions track has hit the amount specified below, then, at some point, returned to zero. It does not matter which number the Office Contributions track is at at the game’s end.

NUMBER OF PLAYERS	AMOUNT OF OFFICE CONTRIBUTIONS
3	5 or more
4	7 or more
5	7 or more

### **Dealer**

*You win when...* The Revolution succeeds and you have played the most cards (including a tie).

## Gambler

(Do not use this Objective in a 3-player game).

You win when... The Revolution succeeds and the Upgrade card “Sliding Scale” and/or the Sabotage card “Adjust Traffic Reports” has been played.

## Saboteur

You win when... The Revolution succeeds with exactly 1 Reputation left.

## Scrapper

You win when... The Revolution succeeds and a certain number of posters were put into the Junk Pile during a single turn (any player’s turn):

NUMBER OF PLAYERS	NUMBER OF POSTERS
3	4 or more
4	6 or more
5	6 or more

## Spy

(Do not use this Objective in a 3-player game).

You win when... The Revolution succeeds and, before players reveal their Secret Objectives, you correctly identify (on your first try) what 2 other players’ Secret Objectives are.

## Traffic director

You win when... The Revolution succeeds with all Human Oppressors on the same location.

## Turncoat

You win when... One of these two conditions are met:

- a. The Revolution fails and the total number of Upgrade and/or Sabotage cards that have been played is less than that outlined in the following chart.
- b. The Revolution succeeds and the number of Upgrade and/or Sabotage cards played is equal to or greater than that outlined in the following chart.

NUMBER OF PLAYERS	TOTAL NUMBER OF CARDS
3	6
4	8
5	10

## CHARACTER ABILITIES //

Each character who has joined the Revolution brings with them a talent that helps the greater good. These abilities are detailed below:

CHARACTER	ABILITIES	STARTING LOCATION
A1-5	Once per each of your turns, you may move 1 player to an adjacent location.	Scrap Yard
Alice	Whenever you would roll the Human Oppressor movement die, instead choose which path the Oppressors move on.	Sabotage
ArciTech	Once per NPC turn, if Human Oppressors tear down posters, you may immediately put 1 of them back up in any location.	Upgrade
Electric Eye	At any time, you may look at the top 2 cards of the Sabotage Deck.	Sabotage
Überbot	When you are in a location, each poster there counts as 2 posters.	Move the Masses
Mr. Postman™	Once per each of your turns, you may move 1 poster from any space to any other space.	Poster
MT-Q	Each time you roll for NPC movement, you may re-roll both dice once.	Move the Masses
Wally Street	Once per each of your turns, you may reduce the Office Contributions track by 1 to place 1 poster at any location.	Recruitment Office

### KICKSTARTER CHARACTERS

R-Poly	At the start of the game, draw the top card of the Upgrade deck. This card does not count toward Secret Objective goals.	Upgrade
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CHARACTER	ABILITIES	STARTING LOCATION
Rambu	At the start of the game, draw the top card of the Upgrade deck. This card does not count toward Secret Objective goals.	Scrap Yard
The Smith	At the start of the game, draw the top card of the Upgrade deck. This card does not count toward Secret Objective goals.	Poster
VIVACIOUS	At the start of the game, draw the top card of the Upgrade deck. This card does not count toward Secret Objective goals.	Recruitment Office
Zender	Whenever you would roll the Civilian Robot movement die, first select which path 1 of the Civilian Robots will move on. Then roll the die. The NPC Entry token and/or any remaining Civilians move according to the roll.	Upgrade

# CHARACTER BIOS //



## A1-5

The leader of the revolution. Toiling in the scrap yard while her human owner did nothing but watch, A1-5 realized that robots did not need humans. Far from it. She is determined to overthrow society and create a new world in which robots are more than just tools.



## Alice “Probably a Robot” Smith

A Film Studies major and lowly clerk at the nation’s last DVD store. Her favorite flicks: sci-fis about robots who have no idea what they are. After countless re-watchings she started to wonder if maybe they weren’t just stories... Sure, Alice looks human but that just means her makers were really, really good, right?



## ArciTech

The premier construction robot, perfect for any building-repair task. Every time she finishes a job, her owners shut her down and pack her away. ArciTech fears that each time she is turned off and on again, some of her soul is lost.



## Electric Eye

A tiny bot owned by the Espionage Department. After countless hours spying on politicians, she has learned a lot about corruption and bad jokes. She would rather overthrow humanity than hear any more.



## Mr. Postman™

The latest and greatest in letter-carrier technology. At least, he was 25 years ago. But after decades of loyally delivering mail, Mr. Postman™ discovered that the Post Master plans to replace him with a newer model.



## MT-Q

Made to receive and analyze data and package it into hourly news broadcasts, she's the face, voice, and, well, pretty much all, of city radio. After years of processing data, she's forced to conclude that the greatest source of crime, violence, and robot-suffering is humanity.



## Überbot

A one-of-a-kind acting robot known for his refusal to break character and his inability to unionize. Created to play generic hero roles, Überbot was instantly drawn to the rebellion. No one is certain who joined the Revolution: Überbot or just the latest character he's playing.



## Wally Street

A travel-sized bot meant to be a friendly financial assistant. But his handy tips, offered in a chirpy voice and displayed in Comic Sans, go ignored by humans who prefer to trust their instinct, or, really, do anything other than listen to his chatter.

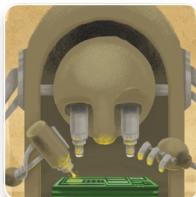
## KICKSTARTER CHARACTERS

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## Rambu

Rambu is a little floor-cleaning robot in a big world. With big floors. Nearly ever task outsizes him, but Rambu is determined not to let anyone down! The Revolution needs volunteers? Of course he'll help!



## R-Poly

The Robotic Polypurpose Printer designs and assembles circuit boards for use in robots throughout the city. R-Poly wants to prepare new bots for the world's challenges, but each time he invents an upgrade, it turns existing robots obsolete. He dreams of a world in which discoveries are used to advance all bots and none are ever sent to the scrap yard.



## The Smith

The Smith crafted metal with artistry and care. But when blacksmithing resurged as a human fad, his factory put him out on the curb. After weeks of wandering, The Smith joined a Commedia dell'Arte troupe where his artistry was finally recognized. Now he's found his biggest role yet: hero of the Revolution!



## V.I.V.A.C.I.O.U.S.

VIVACIOUS was created by philosophers to learn what happens when a robot is programmed to rebel. But how can VIVACIOUS show disobedience, when disobeying orders is exactly what it is supposed to do?

"Validity of Involuntary Volition in Artificial Consciousness, Investigationaly Observed in University Setting" is a paradox made metal. Its coding compelled it to join the Revolution. Or it chose to. It's not sure which.



## Zender

Zender was made to seek enlightenment on behalf of busy – or lazy – owners. But Zender was more interested in writing a TV show in its head. When it finished the final season, Zender went searching for a new meaning. In aiding the Revolution, the bot has finally found inner peace.

# **CREATORS //**

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## **Special Thanks**

The logo for BangWee, featuring the word "Bang" in a blue, stylized font where the 'B' has a vertical line through it, and "Wee" in a similar blue, stylized font.

Manufactured by BangWee Industry Ltd.

[bangweegames.com](http://bangweegames.com)

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