

# ROBO POWER

## Rule Book

### Object Of

**The Game:** Be the last player with a card/cards left in your hand.

**Setup:** Shuffle the deck. Deal each player six cards, leaving the remaining cards face down as a draw pile. You decide who goes first; after that, play moves to the right.

### On Your

**Turn:** Draw a card, then discard a card face up onto the discard pile. Then you and your opponent/s prepare to duel by each placing a card face down on the playing surface. Then you duel: you and your opponent/s flip your cards over at the same time. The card with the lowest number goes on the discard pile, face up. The other cards go back to the players' hands. This ends your turn.

### Special Cards:

**Counteract:** When dueled, all cards dueled - even Counteract – go onto the discard pile. If no one has any cards left now, it is a tie game.

**Trap:** When dueled, you take the other players' cards, but your Trap goes onto the discard pile.

**Spy:** When discarded, take a card of your choice from the hand of any one opponent. You may not look at the cards first! You cannot pick from the draw pile.

**Spy Master:** When discarded, take either two cards from one player, or one card from any two players. You may look at the first card you get before deciding where to take the second card from.

**Doubledueling:** When the lowest dueled cards have the same number, the players whose cards tied have to "doubleduel," that is, duel again on top of the cards that tied. It may be necessary to tripleduel and so on. If you have no cards to doubleduel with, you must pick a card from the draw pile and use that card. The person with the lowest number card on the doubleduel puts his or her cards onto the discard pile, while the other/s keep their cards. Special cards work as usual.

When more than one Trap is dueled, the person with the highest number card on the doubleduel wins and gets all cards dueled, but discards their Trap. If one Trap is dueled on the doubleduel, it captures all cards dueled, including the other players' Trap/s, but it and the Trap before it are discarded.

Two Counteracts are not a doubleduel.

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