



A GAME BY
MICHELLE OLSON,
WILL PEARSON, AND
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4 PLAYERS



AGES 8+



30-45 MINUTES

INTRO

In the year 4000, four engineering students at the University of Robottery have one semester to build a giant robot using alien technology. Students collect robot parts from abandoned planets at the fringes of the galaxy. Throughout the semester, students collaborate in study groups... but be careful of having your work sabotaged!

At the end of the semester, students will enter these robots in a robot science fair, and five Professors will grade their entries according to their own criteria.

To win, you must gain the favor of the most Professors by meeting their criteria.

4 Core Cards



1 eight-sided die

78 Limb Cards



4 Planet Cards



1 turn counter



15 Prof. Cards



1 class calendar



CHOOSE YOUR CORE



Your Professors give each student the core of a robot to start with. These cores are represented by the Core Cards, each with its own symbol: this is your robot's torso, onto which you will add Limb Cards. Choose a Core Card to start with.

FIRST PLAYER

The students now elect a class president according to who has seen a movie or TV show with a robot in it last. This player will take the first turn and keep track of which semester week it is with the class calendar and turn counter.

CALENDAR			
1	2	3	4
5	6	7	8

SET UP THE TABLE

Shuffle the Professor Cards and place five (5) face up where all players can see them. These Professor Cards have listed on them criteria that they'll use to grade your robots at the end of the semester.



Place the four (4) Planet Cards on the table in a square formation.

Shuffle the Limb Card deck and deal six (6) cards into face down piles onto the Planet Cards.

This is what the table should look like!
Make sure you have space to set up

LIMB CARDS

Each Limb Card has a color (red, blue, green, or yellow) and a body part (Upper Arm, Lower Arm, Hand, Upper Leg, Lower Leg, Foot, or Head). There are three copies of each Limb Card in the deck (ex. three red hands)



PROFESSOR CARDS



Each Professor Card is worth a number of points, indicated by the **number of gears** on it. Each has a Qualification you must gain for them to consider your robot.

Each Professor also has a Preference they'd like to see in a robot. If two students meet a Professor's Qualification, but only one meets the Professor's Preference, that student solely gains the Professor's favor.

BUILD YOUR ROBOT



A Limb Card *must connect* to your core in an *anatomically correct* way to count towards Professors' criteria.

Ex. If a Lower Arm is not connected via an Upper Arm, it doesn't count and must be placed in your inventory

SETS

To form a full arm or leg (a complete limb), you need three Limb Cards.

Ex. For a leg set: Upper Leg, Lower Leg, Foot



To form a complete limb set, you must build an arm or leg made out of *one color*.



HEADS

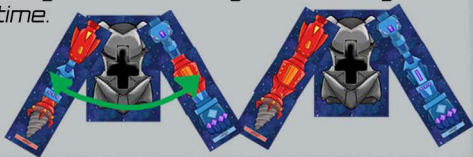


There are six (6) head cards, each with a rank of 1, 2, or 3. These numbers indicate the number of bonus points that your robot gets at the end of the game.

Head cards do not contribute to limb sets, and Professors do not count them as colored parts.

SWAP LIMB CARDS

You may swap two body parts of the same type on your robot or in you inventory at any time.



EXPLORATION PHASE

On a player's turn, they choose a planet to explore, look at all its cards, and may take *up to two cards* from that planet.



When a player looks through a face down pile, that area of the planet has now been discovered; reveal the planet's cards *for everyone to see* for the rest of the game.

When you take the last card on a planet, look at the top card of the Limb Card deck. If you want it, keep it. If you don't, place it face down on the planet. Then replenish the planet with six (6) Limb Cards total, *face down*. This is a new area of the planet for students to discover.

INVENTORY

If you cannot attach a Limb Card to your robot, place it in your inventory until you can. You may only have five cards in your inventory at any time. These cards must always be face up.

If your inventory is full, you may not take any more cards from planets. *At no time* may you discard any of your Limb Cards.

STUDY GROUP PHASE

At the end of every two (2) rounds, students return to the classroom and can trade parts they've collected with other students.

Study Groups will occur after everyone has finished rounds 2, 4, 6, and 8



Players may trade any number of items for any number of items with each other.

Ex. A player could trade 2 Limb Cards for 4 Limb Cards or 1 Limb Card for 0 Limb Cards

This phase ends when everyone agrees they are done trading.

SABOTAGE

During the Study Group Phase, *once per game*, students may also attempt to sabotage, or perform a forced swap.

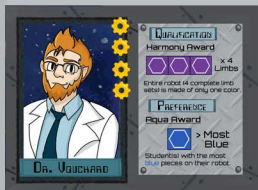
To sabotage, you must roll the die to see if you succeed without the professors catching you. Your odds of succeeding go down as the semester progresses and the deadline approaches!

STUDY GROUP	MUST ROLL
WEEK 2	2-8
WEEK 4	4-8
WEEK 6	6-8
WEEK 8	8

If you succeed in your attempt, choose a piece of another player's robot to take. Swap that piece with *the same kind of piece* in your robot or inventory. If you do not have a piece that matches, you *cannot* take that kind of piece.

JUDGING PHASE

The game ends when every student has completed the eight weeks of the semester and the last Study Group Phase. After this, the Professors will judge every player's robot



If two or more players have achieved the favor of the same amount of professors, a guest Professor appears to make the final call - draw one

new Professor Card and see which robot(s) this professor favors. Repeat this until a player has won.



CLASS NOTES



Professor Cards have different diagrams on them to describe what they're looking for in robots.



A robot limb made up of any color combination.



A robot limb made of three different colors.



(ex. 4 all-red limbs)

Robot limb sets made with pieces of one color. For multiple limbs, each limb **must** be the **same color**.



(ex. 2 all-red limbs, 2 all-blue limbs)

Like the last diagram, you must build limbs made of one color. However, multiple limbs **do not** need to be the same color



A robot with two of the same hand on it.



A robot with none of the depicted color.



> Most Yellow

The robot with the most of the depicted color.



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