

## Rules

Small accident happened at Tronliud4 planet and several robots was trapped inside the facility. Robots are severely damaged, and can't operate on their own. They are in close proximity, and could try to fix each other.

**To win game**, player should complete his own hidden objective.

### Fast rules

1. Prepare game
2. Start malfunctioning
3. Make turns
  1. Move repairkit
  2. Transfer malfunction card
  3. Get card discarded
4. Announce end of the game and winners.

### Game preparation

1. Place repair kits to the center of the table. There should be distance of few centimeters between them.
2. Place player tokens to the center of table around tokens, so furtherst token is not reachable for each player (if 4+ players).
3. First player (one, who was latest injured) take card and place it in front of him face up. Then next player clockwise do same, until everyone have 10 cards.
  1. Cards should form colored columns (1 color per column)
  2. Place first card closer to you. Next card of same color should go towards the center of the table.
  3. For each column, only closest card to the center of table is active. Other cards in column are in queue and not active.
4. Everyone take secret objective card look at it, and place it face down next to them. Players could look at that card at any time, but can't show it to anyone else.

5. Everyone apply malfunctions that is active on their cards. Malfunction should happened during whole game.
1. When someone break malfunction rules, he lost power, and become suspended.

**Game ends when any of the following happens:**

1. Nobody could make any action, and everyone loses.
2. More than half players are suspended, and everyone loses.
3. No more malfunction cards ends in the pile, and everyone loses.
4. One of the players complete objective, have at least 1 repair kit next ot him and announce that he win on his own turn.

First player starts.

**Play.**

1. Player move repair kit to one of the other player tokens. When any new connection between player tokens or repair kits happens, move phase ends.
  1. If player can't act or interact with gameboard for whatever reason, his turn ends.
2. If other player token form new connection, and currently 2 repair kits touching that token. Affected player should take new malfunction card and add to the top of the column.
3. If other player token form new connection, and only one kit is touching his token.
  1. Current player should remove one the active malfunction from affected player by taking that malfunction card to his own corresponding column.
  2. He could take only card that will go o one of the columns that have fewer cards.
  3. Affected player might (if he want and could) remove one of the active player malfunctions of his choice. He put removed card to the discard pile.
4. Turn ends, and next player to ther left of active player (clockwise continue).



## **Suspended player**

Player need to turn his back towards the game area, and can't interact with board or other players. He can't speak or make other sounds intentionally. Suspended player is allowed to use his arms to make any visuals he want to entertain remaining players.

Player resumed to game, when new reapiokit touches his token.

How to become suspended.

- Violate any of your own malfunctions.
- Touch any player tokens with your body parts.
- Make new connection that involve your own token.
- Try to use mouth to interact game board or cards.

## **Other notes**

Number fo repair kits per player:

players 3-4: 2 kits

players 5-7: 3 kits

players 8-10: 4 kits