

Roboston

Rules



Overview

Roboston is a game of cooperation and competition, where 3-6 players work together to build a robot, which will be sent to complete one of many possible objectives (such as fighting another robot, rescuing a cat from a tree, or playing in a chess tournament). Meanwhile, each player has a hidden role with its own objective that doesn't always align with the interests of the team.

With a light ruleset and short turns, players must think strategically, make frequent risk assessments, and communicate openly while employing diplomacy to ensure success for both the robot and themselves!

The game has five **Phases**:

1. **Setup Phase**, where players select an **Objective**, are assigned hidden **Roles**, and the Robot's starting chassis is selected.
2. The **Build Phase**, representing the majority of gameplay, is where players take turns adding **Components**, **Parts**, and **Tools** to the Robot to prepare for the Objective Phase, while also taking actions to ensure their own success in the Resolution Phase.
3. **Launch Phase**, where one player may volunteer to make, or be forced to make, a **Heroic Sacrifice** in order to increase the Robot's chance for success.
4. **Objective Phase**, where the Robot is launched and the Objective is resolved. If the Robot fails, the game is over and everyone loses!
5. **Resolution Phase**, if the Robot is successful, the team wins! But the game isn't over yet! Each player reveals their hidden Role and resolves their individual Objective to score points. The player with the highest score wins!

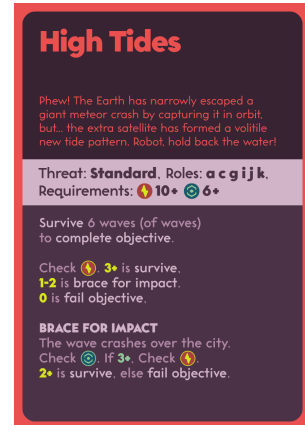
Setup Phase

Choose an Objective

Objective cards list the Task(s) that the completed Robot will attempt once the Build Phase is complete. Each Objective card lists instructions for running the Objective Phase, specific requirements for the Robot, a list of **Roles**, and a **Threat** category.

1. Shuffle the Objective deck and randomly draw an objective card. Place it face up on the table. Players may review the current Objective at any time.
2. Set the **Turn Counter** to the number of turns according to the Objective's Threat:

	<i>Emergency</i>	<i>Standard</i>	<i>Epic</i>
3 Players	6 Turns	12 Turns	20 Turns
4 Players	5 Turns	9 Turns	15 Turns
5 Players	4 Turns	8 Turns	12 Turns
6 Players	3 Turns	7 Turns	10 Turns



SIDEBAR: For first-time players, we recommend “High Tides” as a first Objective. Experienced players may also choose an Objective instead of drawing randomly... we promise not to tell.

Distribute Roles

Each player has a single unique Role with a secondary Objective, to be resolved *only* if the Robot completes its Objective. **Other than Project Leader, all Roles are hidden.**

1. The Objective card lists 6 Roles. Remove these from the Role deck.
2. Set aside the Project Leader card from these. Shuffle the remaining 5 Role cards, then place the Project Leader role back on top of the stack.
3. Starting from the top of this stack, **place one Role card per player** face down into a new stack **equal to the number of players**. Discard the remaining Role cards.
4. Shuffle the Role cards again, and then deal one to each player, face down.



Project Leader, step up!

The player who draws the Project Leader role handles administrative tasks for the team. Players cannot choose to be the leader, leadership is imposed upon them.

1. The Project Leader places their Role card face-up in front of them. All other players place their Role card face-down (or may keep it in their hand) until the Resolution Phase.
2. The Project Leader selects a **Torso** Robot Part and places it in the center of the play area. They may consult other players, but the choice is the Project Leader's to make.
3. The Project Leader shuffles the Component Deck and deals 5 Component cards to each player, including themselves. **There is no restriction on player communication, but players may not physically reveal their Component cards during play.**

Build Phase

Play proceeds clockwise, starting with the Project Leader.

Summary

All players *must* take **one** of these actions (detailed below) on their turn:

- **Install** a **Resource** or **Peripheral** Component from their hand onto the Robot.
- **Connect** a new Robot **Part** or **Tool** using a **Joint** Component from their hand.
- **Discard** 3 Component cards from their hand.

The Project Leader takes two additional actions *at the beginning* of their turn, in this order:

1. Decide whether to proceed to Launch Phase early, presuming that the Objective requirements have been met.
2. Reduce the Turn Counter by one. If already at 0, proceed immediately to Launch Phase.

Players end their turn by holding 5 Component cards in their hand, either by drawing from the Component deck, or by discarding excess cards (of their choosing) into the Discard pile.

Action: Install

A **Resource** or **Peripheral** Component card is placed on an empty **Component Slot**.

A **Resource** Component may only be placed in a Slot of a matching type (**Power**, **Plating**, or **Processing**). The Resource's value is added to the Robot's total for that Resource type.

A **Peripheral** Component may be placed in any empty Slot on the Robot.

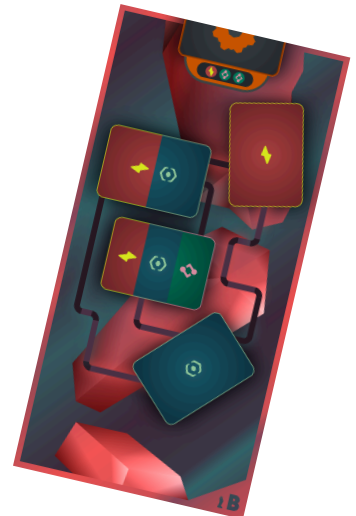
Action: Connect

The player connects a single Part or Tool to the Robot using a **Joint** Component, which is installed into a completed **Joint Slot** after Connecting the Part or Tool.

- Parts and Tools may only be placed if a complete Joint Slot can be formed. *For example, an Arm Part can't be attached to the hip of the Robot because it will not align correctly.*
- The Robot must be able to support the new Part or Tool with currently installed Resources. The "cost" is listed on each Part or Tool.
- The player flips over installed Resource Component cards to "pay" the costs to connect the Part or Tool. *Flipped cards remain in their Slots, but no longer add their value to the Robot.*

Action: Discard

The player discards 3 cards from their hand and places them face-up into the Discard pile.



Peripheral Component Descriptions

- **Slot Adapter:** When placed, this Slot remains empty and may hold any Resource type.
- **Repeater:** When placed, the value of connected Resource Components are doubled.
- **Reclaimer:** When placed, the player removes all connected Components from the Robot (regardless of whether they are flipped or not) and places them in their hand. (The player must still end their next turn with 5 cards by discarding any excess cards collected by the Reclaimer)
- **Redistributor:** When placed, the player removes all connected Components from the Robot (regardless of whether they are flipped or not) and gives them to *another* player to put in that player's hand (that player must still end their next turn with 5 cards, but may hold on to excess cards until then).
- **Recycler:** When placed, the player removes all connected Components from the Robot (regardless of whether they are flipped or not) and installs them all back onto the robot into a compatible slot.
- **Refresher:** When placed, the player unflips any connected Resource Components.

NOTE: A Slot is *connected* to another Slot on the Robot if there is a line drawn between them.

Tool Descriptions

- **A: Sword!:** In the Objective Phase, doubles the total Power value of the Robot.
- **B: Particle Beam!:** In the Objective Phase, for every Power check, use the combined value of the Power and Processing value of the Robot.
- **C: Bullhorn!:** In the Objective Phase, players may reroll any failed die rolls for each Processing check one time.
- **D: Flamethrower!:** Multiply the value of the Power or Plating Resource in this slot by 2.
- **E: Shield!:** Multiply the value of the Plating resource in this slot by 3.
- **F: Big Hammer!:** Multiply the value of the Power Resource in this slot by 2.
- **G: Scanner!:** Resources placed in these slots contribute to the Processing value of the Robot, regardless of their actual type.
- **H: Hyperspanner:** A Resource in this slot is Discarded (rather than Flipped) when used to pay for a Part or Tool, leaving the slot open to be used again.

Launch Phase

Now that the Robot is built, it's showtime! But first, the Project Leader, in consultation with the team, must assess the fitness of the Robot and its prospect for success. It may be necessary to make some hard choices.

There are no turns during the Launch Phase. It is an open discussion amongst the team. The topic: what are the odds that the Objective will be completed?

Heroic Sacrifice

At this time, any player other than the Project Leader may volunteer to make a **Heroic Sacrifice**.

A player who makes a Heroic Sacrifice hands their Role card to the Project Leader, who leaves it face down in front of them, *to be revealed only at the end of the game*. In exchange, the sacrificed player is now the **Reluctant Hero** and given the matching Role card.

The Reluctant Hero now reveals the contents of their hand, adding the value of the Resource Components in their hand to the Robot. Peripheral and Joint Components do not have any effect.

SIDEBAR: *Hero role.*

Only one player may make a Heroic Sacrifice. If more than one player volunteers, the Project Leader decides between them.

If no player volunteers to make a Heroic Sacrifice, the Project Leader may, at their discretion, order a single team member to sacrifice themselves. The burden of leadership.

Objective Phase

To resolve the Objective, the Robot must complete **Tasks** according to the instructions on the Objective card. This is an automated process, no choices are made by players.

SIDEBAR: The Project Leader tracks values and rolls **Objective Dice** on behalf of the Robot, but if they wish, the Reluctant Hero may roll the Objective Dice on behalf of the Robot instead.

Requirements

Objectives list criteria which must be met before the Robot can attempt the Objective's Tasks. These may be a minimum (or maximum) Resource value, a certain configuration of Parts and/or Tools, or another criteria. If the Robot does not meet all listed requirements **at the start of the Launch Phase**, the Robot automatically fails the Objective and the game is over.

SIDEBAR: Resource values that change during the Launch Phase as a result of a Heroic Sacrifice do not impact whether an Objective's Requirements have been met.

Tasks/Checks

A Task often involves rolling **Objective Dice** equal to a Resource value on the Robot. This is a **Check** against that Resource. A Check requires a certain number of **Success** rolls equal or greater (eg: "5+"), equal or fewer (eg: "5-"), or within a range of values to complete the Task.

SIDEBAR: An Objective Die is a six-sided die which is blank on four of its sides and has a success icon on its other two sides.

Tasks may instead require a roll based on other criteria. Follow the instructions on the Objective card.

If the Robot completes all Tasks as outlined, the team wins and moves to the Resolution Phase. If the Robot fails, the team loses and the game is over.

Resolution Phase


Now that the Robot has returned victorious, it is now time to see who *really* won the game.

- Each player lays their Role card face-up in front of them, as well as their hand of Component Cards.
- Role cards contain Tasks similar to Objective cards. A Role's Objective is to have more successes than any other team member. Each player completes their Task(s) by rolling the number of Objective Dice indicated on their Role card.
- The player with the highest number of successes wins the game.


Caffeinated Beluga

A shipment of coffee beans sank in the harbor, and now the local whale population is staying up all night which isn't good for them. Robot, tuck them in!

Threat: **Standard**. Roles: **a c d e k r**.
Requirements:  /  **2+**  **2+**  **2+**

Pacify 3 whales to complete objective. For each, choose sing to sleep or tucker out, then check . **3+** is choice, else other.

SING TO SLEEP

Check . **2+** is pacify, else fail objective.

TUCKER OUT

Check . **2+** is pacify, else fail objective.

Components

- **Rulebook**
- **Two-sided reference card (x2? x4?)**
 - Robot Parts/Tools cost chart
 - Build Phase actions / other rules
- **Component Deck (72 cards)**
 - 16 Power cards: 1 (x8), 3 (x4), -1 (x2), -3 (x2)
 - 16 Plating cards: 1(x8), 3(x4), -1 (x2), -3 (x2)
 - 16 Processing cards: 1 (x8), 3 (x4), -1 (x2), -3 (x2)
 - 12 Peripheral cards: Slot Adaptor(x3), Recycler (x3), Reclaimer(x2), Redistributor(x2), Repeater(x1), Refresher (x1)
 - 12 Joint cards
- **Role Deck**
- **Objective Deck**
- **Robot Parts/Tools**
 - Torso i Torso A / Torso B
 - Torso ii Torso C / Torso D
 - Head i Head A / Head B
 - Head ii Head C / Head D
 - Arm i Arm A / Arm C
 - Arm ii Arm B / Arm D
 - Leg i Leg A / Leg C
 - Leg ii Leg B / Leg D
 - Tool i Tool A / Tool B
 - Tool ii Tool C / Tool D
 - Tool iii Tool E / Tool F
 - Tool vi Tool G / Tool H
- **Objective Dice (x16)**