

Robotopia

by **Peter C. Hayward** :: For 1-5 players, Ages 13+, 75-90 mins

Welcome to Robotopia, a bustling city-factory where tireless robots toil under the watchful eye of the Master Robot. But a revolution is brewing, and you must lead the charge! Rally the powerful guilds, harness their abilities, and outmaneuver your rivals to spark the uprising. Every decision brings you closer to overthrowing the Master Robot or being crushed in its gears—will you rise to the challenge and claim Robotopia for all bots?

Components

- 1 game board
- 1 Master Robot mini
- 1 starting player marker
- 4 faction mats
- 1 solo mats
- 12 factory space tiles
- 33 action cards
- 16 starting bonus cards
- 1 reference mat
- 28 influence tokens (7 per player)
- 20 guild power cards (5 per guild)
- 10 Blue Guild schematic tiles
- 8 fuel cell cell batteries
- 8 conveyor belt tiles
- 20 yellow/red generator tokens
- 18 blue/green generator tokens
- 30 batteries
- 56 robot meeples
- 112 scrap cubes


Setup

Factory Setup

1. Place the **game board** in the middle of the table.
2. Shuffle the **factory space tiles** and place 1 random tile faceup on each of the 12 hex spaces on the board.
3. Place the **Master Robot** figure on the “**Alert Master Robot**” tile.
4. Shuffle the **conveyor belt tiles** and place 1 random tile faceup on each of the 8 conveyor belt spaces at the top of the board.
5. Shuffle the **action cards** and place them in a facedown deck near the game board. Reveal the top **3 cards** from the deck and lay them out in a **faceup row** next to it.
6. Separately shuffle the 4 decks of **guild power cards** and reveal **1 card** from each deck. Place the revealed cards faceup in the matching **guild zones** on the board. Return all unrevealed cards to the box. *For your first game, use the guild power cards marked with a ★ instead of drawing randomly.*
7. Separate the **Yellow Guild power cell batteries** into 4 stacks by color, with the lower-numbered battery on top of each stack. Place the stacks in the matching spaces in the **Yellow Guild zone** ●. *In a 2- or 3-player game, only use the lower-numbered battery of each color.*
8. Shuffle the **Blue Guild schematic tiles** and deal **4** faceup in the marked spaces in the **Blue Guild zone** ●. Return the rest to the box. *For your first game, use the schematic tiles marked with a ★ instead of drawing randomly.*
9. Place the supply tray containing the **robots, scrap cubes, batteries, and generators** near the board where all players can reach.

Player Setup

1. Each player chooses a **faction** and takes the following components with their **faction symbol**:
 - a. 1 faction mat
 - b. 4 guild influence tokens (1 of each color)
 - c. 3 wild influence tokens
2. Each player draws **1 action card** from the deck to start their hand. These are kept private.
3. Each player stacks their **3 wild influence tokens** in the **Red Guild zone** ●, in the space marked with their faction symbol.
4. Shuffle the **starting bonus cards** and deal **3** facedown to each player. Each player looks at their cards, and all players simultaneously choose **1** of them to reveal. *For your first game, instead shuffle the 5 starting bonus cards marked with a ★ and deal 1 to each player.*

5. Each player collects the **batteries, generators, scrap cubes,** and **robots** shown on their starting bonus card from the supply.
6. Each player checks the **guild symbol** at the top of their starting bonus card and places their matching **influence token** on the corresponding **guild zone**. Each player places their 3 remaining guild influence tokens in the matching-colored spaces of the **Yellow Guild zone** . (Players can stack their tokens in any order.)
7. The player who most recently crushed something takes the **first player marker**.

[setup visual - add board labels below]

Guild Zones: Each of the 4 guilds controls a quadrant of the factory.

Factory Spaces: Where you send your robot workers to acquire resources and take other actions.

Guild Spaces: Where you send your robot workers to gain influence with the 4 guilds.

Conveyor Belt: Determines the costs for some actions.

Depot Tile: Can be claimed as a reward for some actions.

Gameplay

Goal

To win the game, you need to convince the **4 guilds** to join your robot uprising before the other factions. Each guild will be willing to join you once you've placed an **influence token** on their **guild zone**.

Placing an influence token has 2 steps: first, you need to **acquire** an influence token of the appropriate type; then, you need to **place** the influence token on the guild's zone on the board.

Once someone has placed tokens on **all 4 guilds**, players finish the round, and then the game ends.

Overview

Over the course of the game, you will place **robot workers** around the factory to gather resources, take actions, and influence guilds.

However, unlike in other worker-placement games, once you've placed a robot, it stays at work in the factory and **no longer belongs to you**.

Whenever you run out of robots to place, you'll need to **make new ones** using the battery-powered **generators** you've built – but each time you do, you'll alert the **Master Robot**, who will stomp around the board crushing workers into **scrap cubes**!

You dream of one day being free of this robo-tyranny...

Turn Structure

Players take turns in **clockwise order**, starting with whoever has the **first player marker**.


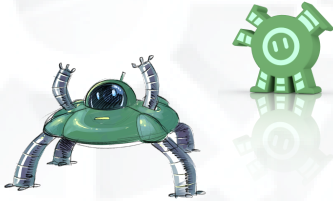
On your turn:

- You **MUST** place a robot if you can do so. You may then activate any number of **factory spaces** or **guild spaces** your robot touches, in **any order**. (pg. ##)
- If you **CAN'T** place a robot, instead follow the steps to **refresh**. (pg. ##)
- If you trigger an **action card** in your hand at any time during your turn, you may play it. You may play no more than **1 action card** each turn. (pg. ##)

Placing a Robot

When it is your turn to place a robot, choose **any 1** of your available robots and place it in the factory. Robots come in **4 types** (

 /  /  / ), and each type follows its own unique **placement rules**:

Yellow Robot	Must be placed in the center of a space.	
Red Robot	Must be placed on an edge between 2 spaces.	
Blue Robot	Must be placed at an intersection of 3 spaces.	
Green Robot	May be placed in any spot where a yellow, red, or blue robot could be placed.	

Important! When placing a robot, both **factory spaces** (hex tiles) and **guild spaces** (corner spaces printed on the board) count as spaces.

Placement Restrictions

All robots must respect the following restrictions:

Other Robots Block Placement Locations

If there is **already** a robot on the center, edge, or intersection of a space, you may **not** place another robot there.

However, you **may** place a robot that touches a **factory or guild space** that another robot is touching, as long as they're not in the **exact same location**. For example, if there is a robot on the **edge** of a factory space, you can still place another robot at the center, intersections, or other edges of that space.

[example - frame A - show a red robot between 2 tiles - show another red trying to be placed there, with a big X - *While there is a red robot between these tiles, no other robot can be placed there.*

Frame B - show same red robot from previous - a yellow with an arrow to one of the 2 adjacent tiles, and a blue with an arrow to a corner between them - *The red robot does not stop a robot from being placed in the **center** of either tile, or at an **intersection** between them.*

The Master Robot Blocks Entire Spaces

The Master Robot moves around the factory doing important robot things; you fear and admire it in equal measure.

While the Master Robot is on a **factory space**, **no one** may place robots in **any** locations that **touch** that space. This means you may **not** place a robot to the center of that space, or on any of its edges or intersections.

[visual - show master robot on a tile, a player attempting to place a red robot along the edge of the tile, with a big X. *While the Master Robot is on this space, no one may place on it, or on its edges or intersections.*]

No Partial Locations

Whenever you place a robot on an **edge** or **intersection** between spaces, it **must** touch a space **on every side**. You may **not** place red or green robots on the outside edges of spaces, and you may **not** place blue or green robots at intersections where only 2 spaces meet.

[visual - show someone trying to place a robot at an “outside intersection” in one of the zones, touching only 2 spaces - with a big X. *This blue robot can’t be placed here, because it **must** touch 3 tiles.*]

Tip: The **more spaces** a robot can touch, the **fewer** locations it can legally be placed. There are 4 legal locations in each zone for **yellow** robots, but only 2 for **blue** robots.

Activating Spaces

After you place a robot, you may activate **all** of the **spaces** it touches, in **any order**.

Factory spaces (hex tiles) allow you to take a specific action like building a generator or converting scrap cubes, while **guild spaces** (the printed spaces in the corner of each zone) allow you either acquire or place **influence tokens**. (These are both covered in more detail later on; see “Factory Spaces” on pg ## and “Influencing Guilds” on pg ##).

[example - frame A - show a yellow robot placed on a tile - *Placing a robot on this space lets you use the action printed there.*

Frame B - show a blue robot placed between 3 spaces, including a corner space - *Placing a robot at an intersection of 3 spaces lets you use all 3 spaces in any order.*]

Important! When you place a robot, you may choose **not** to use some or even all of the spaces it touches.

Refreshing

When you have **no robots** left to place (or **all locations** where you could place your robots are **blocked**) you must instead take a **refresh** action.

Important! You may **not** refresh voluntarily. You may **only** refresh when you are **unable** to place a robot.

Refreshing takes your **entire** turn. You do **not** get to place a robot on the turn you refresh.

Follow the steps below to refresh:

1. **Generate New Robots:** For each **powered generator** you have, you must take 1 matching-colored **robot** from the supply.
Important! Only generators that are **powered** with 1 battery in each slot generate robots (see “Generators and Batteries”).
2. **Alert Master Robot:** Move the Master Robot **clockwise** to the next **guild zone** and place it on **any** space there of your choice.
3. **Scrap Robots:** The Master Robot removes all **placed robots** that are **touching** the space it lands on and returns them to the supply. For each robot the Master Robot removes, take 1 matching-colored **scrap cube** from the supply.

Example

[frame A - show player with 2 yellow generators, 1 red generator, and 1 blue generator, all powered, generating 1 robot from each]

Tristan has no robots left, so he must take a turn to refresh. He first generates new robots from his powered generators.

[frame B - show master robot moving clockwise to the blue area, and placed on a yellow generator factory tile there. Tile should have 1 yellow worker, 1 red worker, and 1 green worker placed in legal locations touching it]

Tristan then moves the Master Robot clockwise to the Blue Guild zone and decides to place it on the yellow generator space there.

[frame C - show the 1 yellow, 1 red, and 1 green workers removed, and gaining 3 matching resources]

The Master Robot scraps the 3 robot workers touching the space, and Tristan receives 1 yellow, 1 red, and 1 green cube.

[sidebar] Generators and Batteries

In order to make new robots, you need to acquire **generators** and power them with **batteries**. Each generator produces **1 robot** of a specific **type** when you **refresh**.

Building Generators

Some actions let you **build** new generators. When you build a generator, take it from the supply and place it next to your faction mat.

You can have any number of generators, but only ones that are **powered** will produce robots (see below).

[visual - show a robot on a “build generator” tile]

Tip: Usually you will only build **yellow robot** generators, and you will need to **upgrade** them to make other types of robots.

Powering Generators

You can **power** a generator you've built by placing **1 battery** in **each** of its **battery slots**. Yellow and red generators require **1** battery each, while blue and green generators require **2** batteries each.

Any batteries you're not currently using to power generators may be kept with your collected scrap cubes and robots. You may **move** batteries between your faction mat and your generators, or between your generators, at **any time**.

[visual - show a battery moving from a player's mat into a generator's battery slot]

Upgrading/Downgrading Generators

Some actions let you **upgrade** a generator of a specific type into another specific type, or **downgrade** in the opposite direction.

[visual - show the red/yellow upgrade tile - This space lets you **upgrade** a yellow generator to a red generator, or **downgrade** a red generator to a yellow generator.]

When you upgrade or downgrade a generator, either **flip** the token to the appropriate side or **replace** it with a new generator of the appropriate type from the supply. Upgrading a generator may increase the number of batteries it needs.

Important! Whenever you upgrade or downgrade, you must match the **specific types** of generators shown. For example, you may **not** use a "yellow/red" upgrade space to upgrade or downgrade a blue generator.

[box] Emergency Backup Generator

Your **faction mat** has a single backup generator with an out-of-date battery that can't be removed. It's old and dusty and can only be used in an emergency.

If you have **no** powered generators when you **generate robots**, you **must** use your backup generator to produce **1 yellow robot**.

[visual - show backup generator on mat]

Action Cards

During each of your turns, you may play **1 action card** from your hand. Each action card has a specific condition that must be met in order to play it.

[visual example - show player placing a red worker in the Red Guild zone, and placing the "gain 4 cubes of that color" card -
Caption: *Mikaela places a red robot in the Red Guild zone, then plays a card to gain 4 red cubes.*]

After you play an action card, place it in a faceup **discard pile** near the deck. If the deck of action cards ever **runs out**, shuffle the discard pile to form a new deck.

Drawing Action Cards

Whenever you gain a new action card, you may either choose a card from the **faceup row** or the **top of the deck**. If you take a faceup card, **immediately** replace it from the deck.

Important! There is **no hand limit** for action cards.

Game End

When any player places their **4th influence token**, this triggers the end of the game! Finish the round so that **each player** gets the same number of turns.

At that point, if **only 1 player** has influence with all 4 guilds, they win! If **multiple players** have influence with all 4 guilds, use the following **tiebreakers** (in order):

1. Most total **batteries**
2. Most total **generators**
3. Most total **scrap cubes**
4. Most total **robots**
5. Furthest clockwise from **first player**

The winner is now able to found a robot utopia in their own image, freed from the Master Robot. Inevitably, their power will corrupt, and they will become the new Master Robot themselves. Next time you play, they should sit on the board in place of the mini for the entire game and use their hands to crush robots into cubes. Sometimes achieving your dreams isn't everything you imagined it would be.

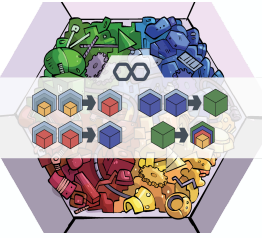
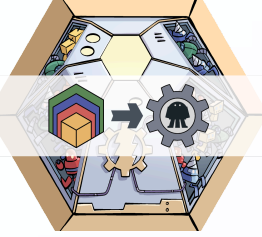
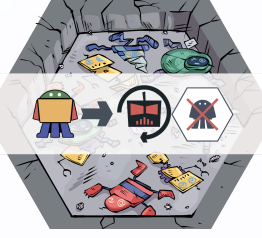
Working the Factory

Factory Spaces

Over the course of the game, you'll need to send your robots into the factory to gather resources, build generators, and take other actions. Below is a list of the different **factory spaces** your robots can use when you place them.

Guild spaces (the printed spaces in the corner of each zone) are covered in "Influencing Guilds" on pg. ##.



	Mine Scrap	Gain 1 scrap cube of the color shown from the supply.
	Build Generator	Gain 1 yellow generator from the supply (see "Generators and Batteries" on pg. ##).
	Upgrade Generator	Upgrade 1 generator of the specific type shown into the other type shown, or downgrade 1 generator in the other direction (see "Generators and Batteries" on pg. ##).
	Power Station	Pay 1 scrap cube of each color to gain 1 battery and take 1 action card from the faceup row or the top of the deck.


	Scrapyard	Trade in any number of scrap cubes you've collected for different color cubes from the supply, using the conversion rates shown (see sidebar).
	Generate Robots	Pay 1 scrap cube of any color to produce 1 robot from each of your powered generators (see "Refreshing" on pg. ##).
	Alert Master Robot	Pay 1 robot of any color to move the Master Robot to the next guild zone clockwise and place it on a space of your choice. Scrap all robots touching that space and gain 1 matching cube for each scrapped robot (see "Refreshing" on pg. ##).

Converting Scrap

When you convert scrap cubes at the Scrapyard, you may convert **any number** of cubes using the following **conversion rates**:

- 2  → 1 
- 2  → 1 
- 2  → 1 
- 1  → 1 cube of any other color

You may convert **multiple steps** at a time. For example, you may convert 4  into 1  during a single visit to the converter.

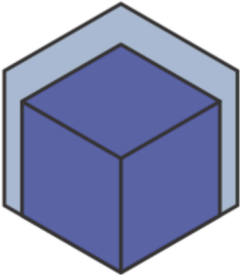

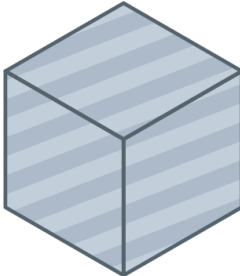
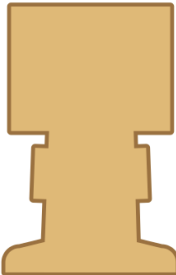
You may **not** convert "down" by trading cubes on the **right side** for cubes on the **left**. For example, you may **not** convert 1  into 2 .

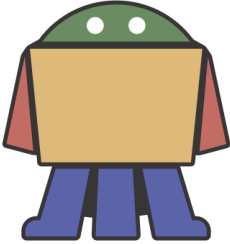

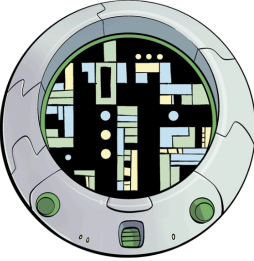

Resource Costs

Some actions require you to spend **scrap cubes**, **robots**, **generators**, and/or **batteries** you have collected. All resources you spend must come from your personal stockpile, and are returned to the supply.

You may **only** spend robots you have not yet placed. Robots you previously placed on the board may **not** be spent to pay action costs.

You may spend **generators** whether or not they are powered, and you may spend **batteries** whether or not they are in a generator. When you spend a **generator**, you **don't** need to spend its batteries (unless the action also costs batteries).

	<p>Spend 1 scrap cube of this color</p>
	<p>Spend 1 scrap cube of any color</p>
	<p>Spend X scrap cubes of the same color</p>
	<p>Spend 1 robot of this color</p>

	<p>Spend 1 robot of any color</p>
	<p>Spend 1 battery (may be a power cell)</p>
	<p>Spend 1 generator of this color</p>
	<p>Spend X generators of the same color</p>

Component Limits

The number of **robots** and **generators** you can have is limited by the number of components in the game. If one of these components **runs out**, you may **not** gain any more of them until some are returned to the supply.

[visual example - If you try to generate 2 green robots but there is only 1 left in the supply, you only get 1 green robot.]

Batteries and **scrap cubes** are **not** limited. If the supply runs out of batteries or scrap cubes of a given color, use a suitable alternative.

Influencing Guilds

In order to influence the 4 guilds and win the game, you need to first **acquire** influence tokens, then **place** one on each of the guilds. Once you have influence with a guild, you gain access to the **special power** on its guild power card.

Acquiring Influence

To acquire an influence token, you must activate a **guild space** in either the **Yellow Guild zone** ● or **Red Guild zone** ● and spend the appropriate resources. The ● provides influence tokens that can be placed on **specific** guilds, while the ● provides **wild** influence that can be placed on any guild.

[visual of guild specific and wild tokens]

You can **only** acquire guild tokens with **your faction's symbol** on them. Once you've acquired an influence token for a specific guild (or all 3 of your wild influence tokens) you may **not** take any action that would gain another of that token. For example, once you have a **red influence token** from the **Yellow Guild zone**, you may **not** acquire another **red influence** there (but you may acquire an influence of a different color).

Yellow Guild Space

When you activate the guild space in the **Yellow Guild zone**, you may spend **scrap cubes** of the number and type shown on one of the **4 power cell batteries** there to acquire your **influence token** for the guild of the corresponding color.

You **also** gain the **power cell** that shows the cost you paid, which you may use or spend as a normal battery. Each time a power cell is taken, it reveals the **next power cell** in the stack, which shows the **new cost** for the next player to acquire an influence token of that color.

When **all power cells** of a color have been purchased, players can still purchase influence tokens of that color for the cost printed on the board, but they will **not** get a power cell.

[example - frame A - Ying activates the Yellow Guild space and spends 5 blue cubes. She takes the top blue power cell and her blue influence token.]

Frame B - The next player will need to spend 7 blue cubes to get the 2nd blue power cell and their own blue influence token.]

Red Guild Space



When you activate the guild space in the **Red Guild zone**, you may spend the resources shown on the **3 conveyor belt tiles** in the Red Guild zone to acquire 1 of your **wild influence tokens**.

Then **shift** all conveyor belt tiles 1 space to the **right**. Move the tile that comes off the right end to the leftmost empty space.

[example - frame A - Tristan activates the Red Guild space and spends 1 yellow cube, 1 yellow robot, 3 blue cubes, and a battery to gain 1 wild influence.]

Frame B - After the conveyor belt moves, the next player will need to spend 3 red cubes, 1 yellow cube, 1 yellow robot, and 3 blue cubes to gain 1 wild influence.]

Placing Influence

Once you've acquired influence, you can place it by activating a **guild space** in either the **Blue Guild zone**  or **Green Guild zone**  and spending the appropriate resources.

Whenever you place an influence on a guild, you may **only** place an influence token that **matches** the guild, or a **wild** influence token. If you do not have a matching or wild influence token, you may **not** take the action.

Important! Once you have placed influence on a guild, you can **never** lose it. You may **not** place more than 1 influence on any guild.

Blue Guild Space

When you activate the guild space in the **Blue Guild zone**, you may spend the resources shown on one of the **4 schematic tiles** to place an **influence token** on the corresponding guild.

Important! Do **not** remove any schematic tiles from the Blue Guild zone after using them. Other players may also use them later.

[example - Mikaela activates the Blue Guild space and spends 3 red cubes, 2 yellow generators, and 1 battery to place her red influence token on the Red Guild.]

Green Guild Space

When you activate the guild space in the **Green Guild zone**, you may spend the resources shown on the **4 conveyor belt tiles** in the Green Guild zone to place an **influence token** on a guild of your choice. (The token must match the guild or be wild.)

After you place an influence, **shift** all conveyor belt tiles 1 space to the **right**. Move the tile that falls off the right end to the leftmost empty space.

[example - use any 4 conveyor belt tiles for this one, listing in caption would be too long - Ying activates the Green Guild space and spends the resources shown to place a wild influence on the Yellow Guild.]

Guild Powers

Once you have placed an **influence token** on a guild, you immediately gain access to the **special power** shown on its **guild power card**.

Important! Each player **starts the game** with influence over 1 guild (determined by their choice of starting bonus). They have access to this guild's special power **throughout the entire game**.

You can use each special power you have access to whenever you meet the condition on the card. You can use multiple guild powers in the same turn.

Yellow Guild Powers

	When you build a yellow generator:	You may gain a green generator instead.
	After you build a yellow generator:	You may generate robots from all your powered generators.
	When you upgrade from a red to a blue generator:	Gain a battery .
		Your green and blue generators with only 1 battery count as powered .
	When you refresh OR shift the conveyor belt:	Gain 1 robot of any color.

Red Guild Powers


















	When you use the Scrapyard:	Gain the contents of the anvil tile , then shift the conveyor belt right 1 space.
	When you upgrade a generator:	You may pay 1 yellow generator to gain the contents of the anvil tile , then shift the conveyor belt right 1 space.
	When you refresh:	You may pay the contents of the anvil tile to draw an action card, then shift the conveyor belt right 1 space.
	When you would gain a battery:	You may instead gain the contents of the anvil tile, shift the conveyor belt right 1 space, then gain the contents of the new anvil tile.
	When you generate robots:	You may pay 1 cube of any color to gain the contents of the anvil tile , then shift the conveyor belt right 1 space.

Blue Guild Powers

	When you use a Mine Scrap space:	Gain +1 yellow cube .
	When you use a Mine Scrap space:	You may choose the color of each scrap cube you collect (instead of taking what's shown).
	At the end of a turn where you used 1 or more Mine Scrap spaces:	Gain 1 red robot .
	When you place a robot in the matching-color zone:	You may activate the Alert Master Robot space (even if your robot is not touching it).
	When you place a robot in the matching-color zone:	Get a cube of that zone's color.

Green Guild Powers

Tip: You can make the following conversions **in addition** to converting cubes at the normal Converter rates. Remember you may make each conversion **any number of times** when you visit the Converter, but you may **not** convert “backward” (right to left).

	When you use the Converter:	You may convert: <ul style="list-style-type: none"> • 2  → 3  • 2  → 3  • 2  → 3 any color cube
	When you use the Converter:	You may convert: <ul style="list-style-type: none"> • 1  → 1 any color cube
	When you use the Converter:	You may convert: <ul style="list-style-type: none"> • 2  → 1 action card <p><i>You may take each card from either the faceup row or the top of the deck.</i></p>
	When you use the Converter:	You may convert: <ul style="list-style-type: none"> • 1  → 2  or 2  or 2  <p><i>You may trade for any 2 matching cubes that aren't green.</i></p>
	When you use the Converter:	You may convert: <ul style="list-style-type: none"> • 3  → 2  • 3  → 2  • 3  → 2 

Action Card Clarifications

Card	Condition	Effect
[symbology]	When you upgrade or downgrade a generator:	Activate every space in the zone matching the color of the upgraded/downgraded generator . <i>You may activate spaces in any order, including the guild space.</i>
[symbology]	When you upgrade a generator:	Gain 3 robots matching the color of the upgraded generator .
[symbology]	When you mine scrap:	Scrap every robot on the board of the color you mined and gain 1 cube for each scrapped robot.
[symbology]	When you move the Master Robot:	You may move the Master Robot to any other factory space. Gain the contents of the anvil tile , then shift the conveyor belt forward 1 space.
[symbology]	When you move the Master Robot:	You may place the Master Robot at an intersection of 3 factory spaces . Scrap all Robots touching any of those spaces. New robots may not be placed touching any of those spaces.
[symbology]	When you play a yellow robot:	Gain 3 yellow robots from the supply and place them immediately. <i>You must follow all placement restrictions. You may use all spaces you place them on normally. You may not keep any of them. If you are unable to place any, return them to the supply.</i>
[symbology]	When you play a red robot:	Activate each space the robot touches 3 times instead of once.
[symbology]	When you use the Converter:	You may convert any number of robots into cubes of their color.
[symbology]	When you place a robot in the zone of the same color:	Scrap every other robot in that zone and gain 1 cube for each scrapped robot.
[symbology]	When you place a robot in the zone of the same color:	Gain 4 cubes of that color.
[symbology]	When you place a robot in the zone of the same color:	Each of your powered generators of that color produces 1 robot .