

#1: GAME SETUP

■ = robots; ● = coins; 👑 = crowns, ⚡ = batteries

Shuffle the Robots together to form a deck, and shuffle the Events together to form their own deck. Set out the 4 Actions: Research, Stockpile, Recharge, and Construct. Get all the ●, 👑, and ⚡ tokens ready.

All players start the game with 4 ■ from the deck, \$8 from the piles of tokens, and some Events. In a 2-player game, each player gets 3 Events; in a 3-4 player game, each player gets 2 Events. Randomly select a player to be in charge for the 1st turn.

#2: ROBOT DECK & DISCARD PILE

During setup, all the Robots are shuffled to form the deck. To draw a card (usually with Research), you take the deck's top 1 ■ and put it into your hand. You can have any number of cards in your hand.

The discard pile is empty at the start of the game. To discard a card, put 1 ■ into the discard pile. The discard pile is always face up, and so all discarded cards are revealed. You may look through the discard pile at any time. Most effects have you discard cards from your hand.

If you have to draw or discard cards from the deck, and you need more cards than are left in your deck, first shuffle the discard pile and put it under the deck, then continue. If there are still not enough cards, you work with however many cards are available.

#3: ROUNDS (pt 1) - EVENTS

During setup, all the Event cards are shuffled to form the deck. If you need to discard an Event, it goes to its own discard pile (separate from the discard pile for Robots). Events are face down until they get revealed for the 1st time, and then they are face up for the rest of the game.

At the start of each round, the player in charge (randomly selected at the start of the game) chooses one of their Events, turns it face up, and then everyone follows that Event's instructions. Afterwards, everyone takes their turn. You can keep choosing the same Event over and over.

#4: ROUNDS (pt 2) - ACTIONS

After resolving the chosen Event each round, you choose one of the 4 Actions to do. Everyone now plays simultaneously (although make sure everyone is done before continuing to the next round). Explore lets you draw 2 ■. Collect lets you gain \$4. Recharge lets you add a total of 2 ⚡; they can go on the same ■, or on different ones. Invent lets you play 1 ■ (see the Playing Cards section).

#5: ROUNDS (pt 3) - ROBOTS

After you complete your Action, you resolve all your  in play. To do so, remove 1  from it and do the Robot's instructions. If a Robot has multiple , you only remove 1  from it each turn. If a Robot has no , it won't do anything (unless you manage to add more  to it). If you play a new card during this part of your turn, you'll remove 1  from it to do its instructions.

When everyone has finished, the player sitting to the left of the current player in charge becomes in charge, meaning they get to be the one who chooses an Event. Continue this cycle until 12 rounds have passed.

#6: PLAYING CARDS

All players have a play area in front of them that holds cards they have played. Robots display their  cost in the upper left. To play a card, you reveal 1  from your hand, and then you pay that card's  cost. If you don't have enough  for a card, you will fail to play the card. If you do pay the  cost, put the card into your play area. Playing a card will cause you to add  to it, as listed at the top of the card's text. Playing cards is always optional. A card can have any number of  on it.

#7: TOKENS

Anything that cares about "your  care about the total number of  on all your cards in play.

There are both  and -1  tokens. You can lose 1  even if you have 0  tokens; if you do, take a -1  token.

You may look through the discard pile at any time, which means that all discarded cards are public. There is no need to keep the discard pile in a specific order. The number of cards a player has in hand is public. All tokens are public, and all cards in play are public, including how many  they have.

When you gain multiple amounts of , you may take the tokens in any combination. For example, when you gain \$4 from Stockpile, you can either take four \$1 tokens, or one \$2 and two \$1 token, and so on. At any time, you may swap your  tokens with different amounts of  tokens from their pile, as long as your total  ends up the same. You can do the same thing when paying/losing , and for  tokens. If any piles of tokens run out, either use a replacement, or have players reorganize their tokens.

#8: GAME END

The game lasts 12 rounds, meaning each player will get the same amount of opportunities to reveal an Event. In a 2-player game, each player will reveal an Event 6 times; in 3-player, 4 times; in 4-player, 3 times. After those 12 rounds, the game is over.

Robots display their  amount in the upper right. After each player has taken their turns, count up the amount of  you have. Calculate this by adding up all the  you have in play, and counting any  tokens you've taken. Your score can go negative. Any leftover  in your hand, , and  mean nothing. Whoever has the most  wins.
