

It's a STEM-inspired, color matching, robot building race of invention! Compete to win the coveted Devol Prize in Robotics! Can you outwit the other scientists and be the first to successfully complete your robot? Let's get in the lab and find out!

<p>Best for Ages 8 and up</p>	<p>Made for two to five players</p>	<p>Takes about 20 minutes to play</p>
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**Game Parts: 85 Game Cards, Reminder Card & Rule Sheet**

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| <p><b>5 Robot Body Cards</b><br/>Green, Purple, Orange, Red &amp; Blue</p> <p><b>55 Part Cards</b><br/>11 Parts per color: 3 Heads, 4 Arms &amp; 4 Legs</p> <p><b>4 Rainbow Part Cards</b><br/>One Each: Arm, Leg, Head &amp; Any Part</p> | <p><b>21 Action Cards</b><br/>5 Dig in the Trash<br/>5 Robot Research<br/>3 Malfunction!<br/>3 Disassemble<br/>3 Reboot<br/>2 *ERROR*</p> |
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## Taking Turns

Each turn is made up of three phases

- 1 Build**  
You may either **ATTACH** a **PART CARD** to any robot (*Arm, Leg, Head, Any Part*), or **PLAY** an **ACTION CARD**. You may only do one: attach one part or play one action card, not both.
- 2 Discard**  
You may discard any number of **PART CARDS** from your hand as long as they are all the same color (*rainbow parts count as any color*). You may also discard any number of **ACTION CARDS** by themselves or in combination with part cards. If you have more than 5 cards in your hand, simply discard until you have 5.
- 3 Draw**  
You end your turn by drawing cards from the Lab until you have 5 cards in your hand. If you already have 5 cards, you are done and your turn is over. If the **LAB** runs out, shuffle the **TRASH**; it becomes the new **LAB**.

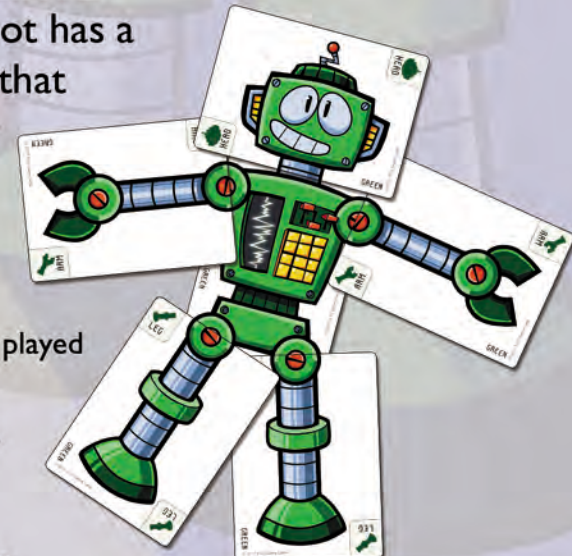
*Note: Do not shuffle the Trash until the Lab is empty AND a player is forced to draw a card.*

After your turn is over, play continues clockwise around the table.

## Winning the Game

You win when your Robot has a head, 2 arms, and 2 legs that match the color of your **ROBOT BODY**.

**Strategy Tip!**  
**BONUS ACTION** cards can be played at anytime - even in response to someone trying to win the game.

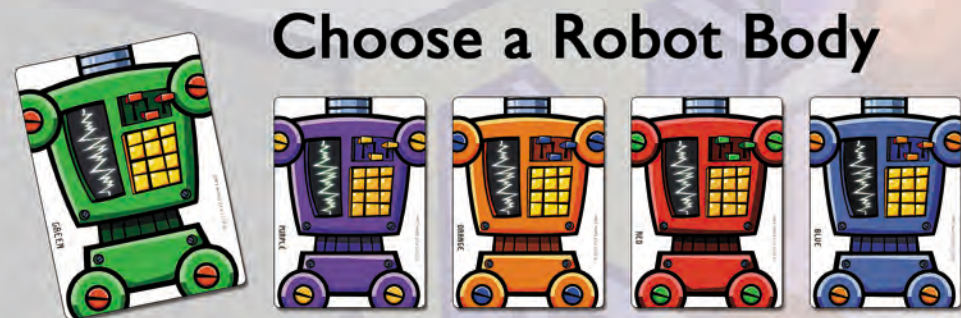


## Objective

Be the first to complete your robot by building two arms, two legs, and a head of one color.

## Setup

Each player chooses one **ROBOT BODY** and places it in front of them in clear view of all players. (*Put any unused robot bodies aside; they won't be needed for the rest of the game.*)

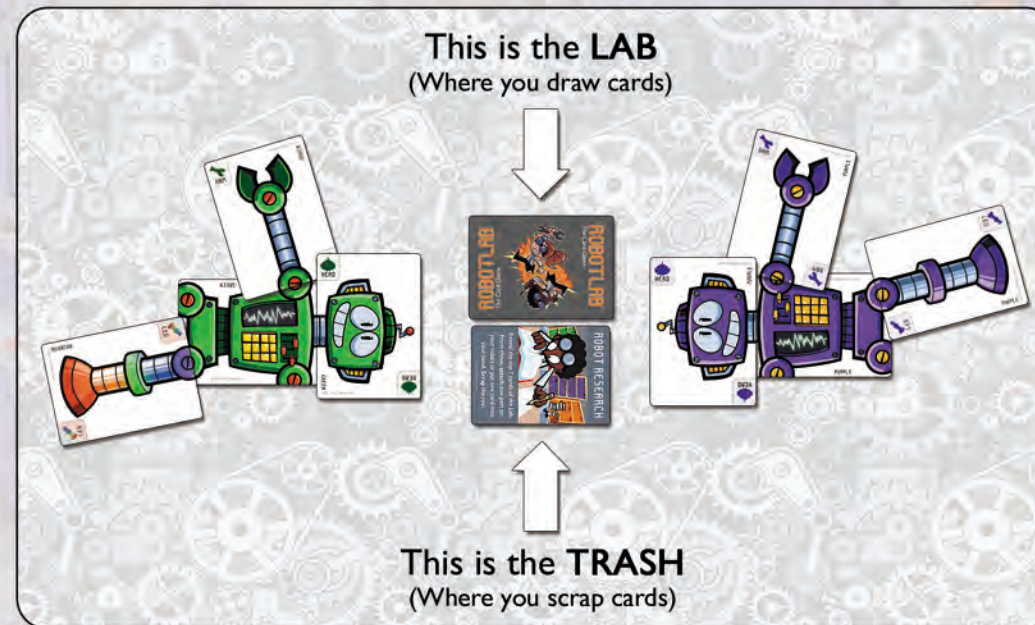


The color of each **ROBOT BODY** determines the color robot that each player is trying to build.

Shuffle the deck of cards and place it in the middle of the table, this is called the 'Lab'. As play progresses, a discard pile will be placed next to the Lab, this is called the 'Trash'.

## Gameplay Diagram

(This is how a 2-player game in-progress might look)



The first player is chosen at random.

**2 player game:** The 1st player draws 3 cards from the Lab. The 2nd player then draws 5.

**3-5 player game:** The 1st player draws 3 cards from the Lab. All other players draw 4, except for the **LAST** player who draws a full 5 cards

*Note: If you start the game with less than 5 cards in your opening hand, then skip the discard phase of your first turn.*



## Playing Actions

To play an **ACTION CARD**, all players affected perform the action on that card. Then place that card in the Trash.



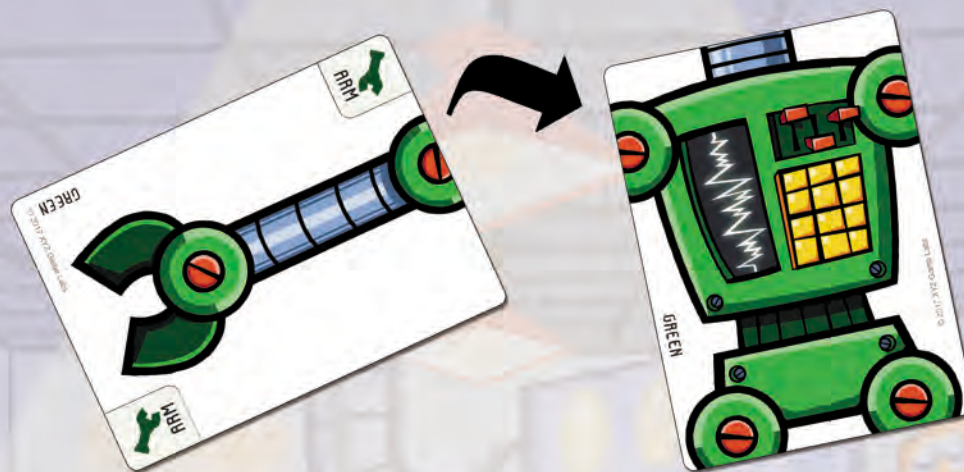
There are also **BONUS ACTION CARDS** that have an Orange Icon in the corner:



**BONUS ACTIONS** can be played at **ANY TIME**. During your turn or someone else's turn, when you draw them, or even as a reaction to someone else finishing their robot!

## Attaching Parts

To **ATTACH** a **PART CARD**, put the part on the correct area of a robot's body. Parts may be attached to any player's robot as long as that Robot doesn't already have a part in that spot.



**Note:** The deck has 4 **RAINBOW PARTS**. There is one each of **HEAD, ARM & LEG** as well as one **ANY PART** card. These can be played on **ANY COLOR ROBOT** and are considered to be the color of the robot they are attached to.

## GLOSSARY

**ATTACH** Place a Head, Arm or Leg part on the corresponding open space on any robot

**DETACH** Remove a Head, Arm or Leg part of your choice and put it in your hand

**SCRAP** Place card(s) into the Trash

**TRASH** The discard pile

**LAB** The draw pile

**REVEAL** All players may see these cards

## Other Notes

If this rules sheet and the rule text on a card contradict each other, always use the card's text. If you're unsure how a card works, it often helps to read the card aloud.

Robot **BODY** cards do not count as parts and can't be scrapped or detached.

Players may look at any or all of the cards in the **TRASH** at any time.

The cards in your hand are for your eyes only (don't show them to anyone).

**\*ERROR\*** can be used to stop any other card from being played, even another **\*ERROR\*** card.

### Disassemble & Malfunction!

If multiple players are tied for the most parts, then this effect happens to each of those players. Each player losing a part chooses which part to remove.

Example: If Susie plays a **Malfunction!** and has 3 parts (head, arm & leg) and Thomas also has 3 parts (arm & 2 legs), then both players will choose one part from their Robot to go into the Trash.

## Alternate Rules For Younger Players

For players who are younger than 8 or who want simplified gameplay, remove all **ACTION & BONUS ACTION** cards. On each **BUILD** phase a player may instead choose to **ATTACH** a part or **DETACH** a part.

Play proceeds as usual with players trying to build their chosen robot's color; first to 5 parts wins!

## Credits

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