

BOT FACTORY

Each Round, Three Phases: • **Move Workers.** • **Perform Actions.** • **Maintenance.**

Turn Order: Turn Order is Left to Right, including Sandra.

PHASE 1 MOVE WORKERS:

- In turn order, each player moves their worker & stands it on a different, empty, Action Space.
- When Sandra is moved, she moves to the next available Action Space to her right, she must move to at least to the next Board, and wraps around if necessary.

PHASE 2 PERFORM ACTION:

- In turn order, each player may perform their worker's **action** and then lays the worker down.
- And may perform that board's **Executive Action**, before, during or after their main action.
- If **Sandra** is on the same Board, they must **pay 1 Speech token**, or pass (taking neither action)

Sandra: Takes her action for that board, then lays down.

First Round Exceptions:

- Starting with the 1st Player, proceeding clockwise, each player places on any empty space.
- Sandra does not move, and does not take an action.

ASSEMBLY BOARD:

Main Action: Build a Robot: Place Part Tiles up to what the Action Space allows. (On 1-3 space, must pay 1 Speech Token). *Parts don't have to be placed on the same Bot.*

- Immediately after placing each tile, **gain reward**, depending on how many parts bot now has.
 - If 1 or 2 Parts, Two Speech Tokens.
 - If 3 Parts, take a bot and place it on your matching Project Tile. *Cannot place 3rd tile of a Bot if you've no matching Project Tile.*
- Then, if you cover a **bonus icon**, you may spend 1 Speech Token to take a part from any Pile.
 - *Take before placing any other pieces, i.e. may place pieces you have only just acquired.*

End of the Game: After an Assembly action, if any colour has **zero Meeples** or if a players has completed **5 Bots**, the game will end at the end of this round.

Executive Action: Spend 1 Speech token to swap one of the **Spare Parts with** one of your Part Tiles, as often as you wish.

Sandra: Discard the **Spare Parts**. Refill each space from Parts Board, using Distributor token.

PART PRODUCTION BOARD

Main Action: Acquire Robot Parts: Use Movement Credits up to what the Action Space allows to rotate the wheel and/or take parts. (1-4 Space gives a Speech Token). Track credits used with the Reminder Cube.

- **Rotate the wheel clockwise 90° (i.e. 2 spaces)**, costs 1 Movement Credit.
 - If either of the top two spaces are empty, refill them with a top tile from any parts stack, (left first). *Don't move distribution marker. If necessary, shuffle discarded parts to form new stack.*
- **Take one of the bottom two Parts.** (costs 1 Movement Credit).
 - If the space has a bonus icon, you may spend 1 Speech token to place a Part Tile on the Assembly board.

Executive Action: Discard 3 of your Part tiles to take the top Part tile from any pile.

Sandra Refill all **empty Part spaces**, starting with Top Left and going clockwise. For each part, take from the Distributor Token's pile, then move it right.

PROJECT BOARD

Main Action: Acquire the Project Tiles needed to complete Robots: **Take 1/2 Project Tiles**. If taking a Project Tile from a space with a **Bonus icon**, Pay 1 Speech to place a Part Tile on the Assembly Board/Gain a Speech Token, as indicated.

Executive Action: Discard 2 of your Project Tiles to take 1 **Universal Part tile**.

Sandra: Discard the Project Tiles from the bottom of each column, slide down those remaining, then refill empty spaces.

FINANCE BOARD

Main Action: Adjust **Robot Value/Claim Contracts:** Spend Speech Tokens up to what the action space allows on increasing Bot Values and/or Reserving Contracts.

- **Robot Value:** Spend 1 Speech Token to increase value of a colour bot by 1 space. If it crosses a line, immediately take the indicated bonus.
 - *Speech tokens gained during the action may be used to pay for further actions.*
- **Reserve a Contract:** by spending the cost shown on the left of the row. Place one of these Speech Tokens on the highest free space on the Tile. *Return the rest to the supply.*
 - *You score VP if you construct the indicated Robot(s) by the end of the game.*

Sandra: Increase the value of the lowest valued bot by 1. If tied, increase all tied bots. If all tied, nothing happens.

AT THE END OF YOUR TURN, discard back down to 5 Part and 5 Project tiles. May only discard unused project tiles and completed tiles are included in the count.

MAINTENANCE

Round ends once all players and Sandra have taken their action.

- Discard the parts of the **Assembled Bots**, then reduce their value by 1 on Finance Board.
- Discard all **Project tiles** from bottom row. Slide down those remaining and refill.

END OF THE GAME

- When there are **no more bots of 1 colour** on the Assembly board, or
- 1 player has completed **5 bots**

The game ends at the end of the round's Maintenance phase.

SCORING, each player:

- Gains VP for each of their **completed Bots**, equal to it's value on Finance Board.
- Assigns Bot Meeples to their claimed **Contracts**, gain the VP on the tile & the beside the row.
- 1 VP per pair of **Speech Tokens**.
- Lose the VP of each **incomplete claimed Contract**.
- Lose 1 VP per **remaining Part Tile**
- Lose 2 Vp per **incomplete Project Tile**.

If tied, tied player with most bots wins. Then speech tokens. Then shared.

OTHER RULES:

Distributor: Take a Part from the Pile below the Distributor token, then move the Distributor token right. *Wrapping around to the start if necessary.* If a pile is empty, reshuffle the discard. Distributor is used at Set-Up, and when Sandra refills the Spare Parts bin or Production Wheel.

When **taking a Part** because of bonus action, if one is empty you may reshuffle the discard, but you don't then have to take from that pile.

BOT FACTORY

Build Robots! Send your worker around the factory to acquire plans, parts and contracts, and then to put the Robot together. Keep a keen eye on what's available in the supply, where you can trigger bonuses to make the most of your turns, and making the most of turn order, (which is always from left to right of the factory floor.) Be ready to explain yourself to Sandra the supervisor, who's keeping a close eye on the assembly line!

SET UP:

1. Assembly Board: Place **Bot Meeples** and 2 random standard **Part Tiles**.

2. Part Production Board:

- Turn wheel so the **yellow lines line up** and there's a **bonus in the bottom right** output.
- Place the standard **Part Tiles** in face-up Piles.
- Place **Distribution Marker** above the pile matching the Left Spare Part Tile.
- Starting with the Distribution Marker Pile, and proceeding left to right, **place a tile** on the Left Top Space, then proceed clockwise.

3. Project Board:

- Deal a **Project Tile** to each space.
- Place the remaining Tiles in a **facedown pile** on their space.
- Place **Universal Part Tiles** on their spaces.

4. Finance Board:

- Place **4 Bot Value markers** on the starting space.
- Deal a random **Contract Tile** to each space.
- Place **Sandra** in the rightmost Action Space.

Each player: Takes a **Worker** and 1 Random **Project Tile**.

- First Player is the last person to buy a robot.
- Each player takes 1 **Speech Token** in their colour, the last player takes 2.
- In reverse order, each player **takes 1 Part Tile** from any pile.

SUMMARY

Assembly - Assemble Robots, complete robots you have project tiles for.

Project - Take Project Tiles, that allow you to complete Robots

Part Production - Acquire parts for Robots

Finance - Increase Value of Bots/Make promises to build, for VP.

ASSEMBLY BOARD:

Action: Place Parts and Gain Speech. (Most powerful costs Speech)

Executive: Pay Speech to Swap Parts

Bonus: Pay Speech to Take Part from Pile.

Sandra: Replace Spare Parts, using Distributor.

PARTS BOARD:

Action: Rotate (and refill (may shuffle in discard) and/or take a part. (Least powerful gives 1 Speech)

Executive: Swap 3 for 1 from Pile.

Bonus: Pay Speech, Place Part (gain rewards)

Sandra: Refill Empty Slots, using distributor.

PROJECT BOARD:

Action: Take Project Tiles.

Executive: Swap 2 for Universal Part

Bonus: Gain 1 Speech, Place 1 Part.

Sandra: Discard Bottom two Project Tiles, and refill.

FINANCE BOARD

Action: Pay Speech to Increase Value and/or Claim Contract

Bonus: Gain a Project Tile, Place 1 Part.

Sandra: Increase value of lowest bot(s).