ロボトリー

SUSUMU
KAWASAKI

Robotory

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Attention : Ne convient pas aux enfants de moins de 3 ans. Ce jeu contient des petites
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🇬🇧 **A game of strategy for two players**
Created by Susumi Kawasaki
**Game length: 15 minutes**

Two players maneuver three robots in an arena divided into
two camps. Victory will go to the one who has the greater
number in his camp when the energy runs out.

Material:

- 14 white energy discs, 14 black discs;
- 3 robots, one white, one black, one red;
- 1 game board;
- 1 set of rules.

Set-up:

- The first player is decided randomly.
- Place the game board between the players (see diagram). Each
player's camp is in front of them: light grey for the first player, dark
grey for their opponent.
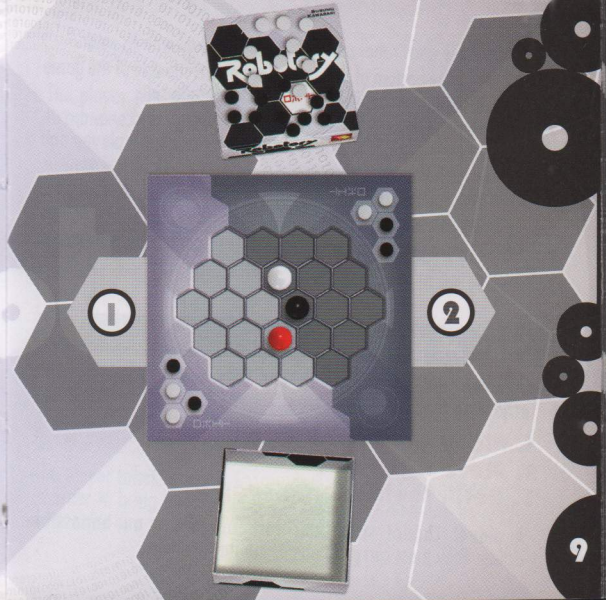
- Place each robot on the hexagon marked with its color.
- Put the bottom of the game box next to one side of the game board, and the lid face up on the opposite side.
- Each player takes two white energy discs and two black discs. These are placed in front of the player and form their initial supply.
- The remaining 20 discs are placed on the box lid, so that both players can see them.
- The first player (side light grey) begins. Each player takes an action in turn.

O·o A game turn:

A player must carry out one, and only one, of three possible actions on their turn:

I. Place an energy disc
2. Move a robot
3. Refill their energy supply

A player cannot skip their turn or choose an impossible action. They must carry out one of the three actions.

I. Place an energy disc

The player **takes a disc** from their supply and places it on any free hexagon on the board. This can be in their own camp or their opponent's. A hexagon is free if there is neither a robot or an energy disc on it.

2. Move a robot

- The player moves a robot onto an adjacent hexagon containing an energy disc. The energy disc is used up and put in the game box, out of play.
- The black robot can only use black energy, the white robot can only use white energy. The red robot can use both types.
- A player can move a robot more than one hexagon if there is sufficient energy available, but is not required to do so.

3. Refill the energy supply

The player takes as many energy discs as needed from the box top in order to bring their total up to 4 again. The discs can be all the same color or a mixture.

Examples of movement

The black robot is moved from A to B. All the energy discs used during movement are removed from the game.
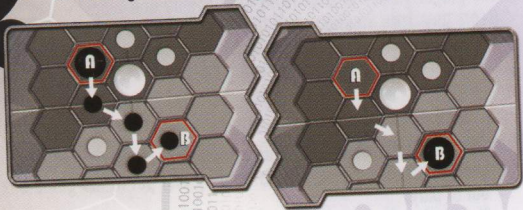
The red robot can use both black and white energy discs during movement.
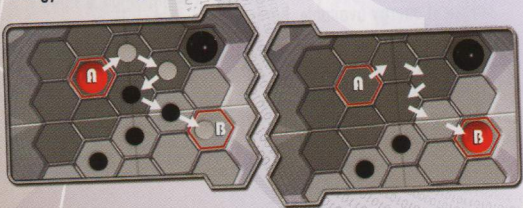
◯◦ End of the game:

The game ends **immediately** when one player takes the last energy disc off the box top.

The player having the most robots in their camp at that moment is the winner.