AIM OF THE GAME

Welcome to ROBOWORLD, the planet where the future is built one card at a time!

In a distant region of the universe lies a planet waiting to be conquered. The great robot factions have discovered it and are ready to compete for control, sector by sector.

In ROBOWORLD, you will lead your own robot army in the race to colonise the planet. Every decision matters: you must expand your settlements, make the best use of the available space and hinder your opponents using advanced technologies and futuristic weapons.

Victory is not achieved through strength alone, but above all through the ability to plan ahead and adapt to changing circumstances. Only those who develop the best strategy will leave their mark on the planet.

Challenge your friends in ever-changing games or organise exciting tournaments, and discover who will become the true ruler of ROBOWORLD!

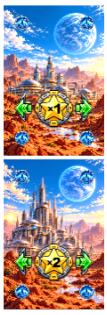
Each game can be played by 3 to 5 players (ages 6 to 99). Playing time: approximately 10 to 40 minutes.

SETUP

The box contains a total of 56 cards divided into three categories, identified by the symbols in their four corners (locations: city on a blue background – robots: robot on a yellow background – special: vortex on a grey background), a scoreboard, 5 differently coloured player tokens (one for each player – each colour corresponds to a robot faction) and these instructions.



Place the double-sided “Minor Settlement” and “Major Settlement” cards (Location Cards) on the table as shown in the example alongside.



Then give each player the token matching their colour (to be placed on space “0” of the scoreboard – this track shows the running total of points, which may sometimes drop below zero) and 6 of the 8 Robot Cards matching their token’s colour (only Robot Cards of a player’s own colour count towards their score). Remove the Robot Cards of all unused colours from the game.

Finally, shuffle the remaining cards and deal 4 cards to each player (5 cards if playing with 3 players). Each player adds these to their Robot Cards.

Any cards left undealt are removed from the game for the current round.

HOW TO PLAY

Players take turns in clockwise order.

During their turn, a player must place one of their cards horizontally on the table. They may choose to:

- **Play a Robot Card**, provided there is still room, with a maximum of 5 Robot Cards on each side of every Location Card.
- **Play a Location Card (a dividing wall)** next to any card already on the table. This closes off an area to be colonised, meaning no more robots can be added to that area, but opens a new area on the opposite side.
- **Play a Special Card**, if they have one in their hand, and follow its instructions:



Gamma Ray Weapon (card with a reddish background): eliminates* up to 3 adjacent Robot Cards placed on one side of a Location Card. The effect stops if it reaches another Location Card. You may start eliminating from the right, the left or the middle of the section. Then close up the remaining Robot Cards to fill any gaps. Tactical cost: this move costs 1 point, which must be deducted from the scoreboard.



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Delta Ray Weapon (card with a brownish background): eliminates* up to 3 alternating Robot Cards on one side of a Location Card (without passing any additional Location Card). Starting from either the right or the left, as chosen by the player, the 1st, 3rd and 5th Robot Cards are eliminated (if present). Then close up the remaining Robot Cards to fill any gaps.



Beta Ray Weapon (card with a greenish background): eliminates* up to 2 adjacent Robot Cards on one side of a Location Card (without passing any additional Location Card). You may choose to start from the right, the left or the middle. Then close up the remaining Robot Cards to fill any gaps.



Alpha Ray Weapon (card with a bluish background): eliminates* 1 Robot Card of your choice from anywhere on the table. Then close up the remaining Robot Cards to fill any gaps.



Dimensional Portal (card with a purple background): allows you to swap the positions of any 2 Robot Cards on the table, even if they belong to opposing factions or are located in different areas.



The turn then passes to the next player.

**Eliminated Robot Cards are removed from the game for the remainder of the current round.*

The round ends when all players have only 3 cards left in their hands. Only then are points calculated and added to the scores already accumulated on the scoreboard.

Important! At the end of each round, only ONE area is ever taken into account for scoring: the area containing the greatest number of Robot Cards overall (remember that an area can contain a maximum of 5 robots).

If two or more areas are tied for the highest number of Robot Cards, the player who took the last turn decides which of those areas will count towards the score.

Each Robot Card in the chosen area awards 1 point to its owner. However, the score is doubled if the area is directly adjacent to the Location Card representing the Major Settlement (x2).

It is recommended to play at least as many rounds as there are players, rotating the starting player so that each round begins (and ends) with a different player.

However, the game ends immediately if a player reaches or exceeds a total score of 12 points.

The player with the highest score is crowned the undisputed ruler of ROBOWORLD! In the event of a tie, players may share the victory or play an additional round to determine the winner.

Have fun!

Examples of card placement and area boundaries:

