

A game by
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ABOUT THE GAME

In Draw Bot, players take on the role of expert robot designers in the world-famous Draw Bot Factory.

But the competition is stiff!
Who will fulfill the customers' orders for robots the fastest?

In Draw Bot, everyone plays at the same time with the same roll of the dice. It comes down to cleverly combining the robot parts to complete a customer's order before anyone else - and become the greatest designer of the Factory!

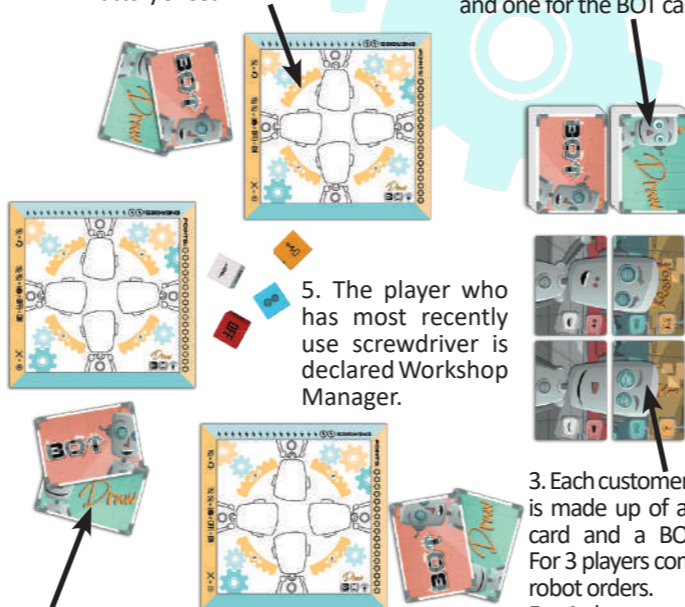
GOAL OF THE GAME

The players compete against each other to be the first to create four robots in the least amount of turns. They do this by successively drawing the individual parts that make up a robot's head (antennas, eyes, nose and mouth) according to the roll of the dice.

To score as many points as possible, players should not only finish the robots in accordance with a customer's order as quickly as possible, but also aim for originality and design a different robot each time.

SETUP

1. Each player takes a pen or a pencil (not provided) and a Factory Sheet.
2. Shuffle and make 2 draw piles, one for the DRAW cards and one for the BOT cards.



4. Each player receives a secret order made up of a DRAW card and a BOT card. This robot cannot be made by the other players and remains secret until constructed by the player who owns the secret order.

MANUFACTURING DICE



4 sides of the Manufacturing Dice represent the designs to be drawn on the robot.

The ON side lets players draw any design from the die.

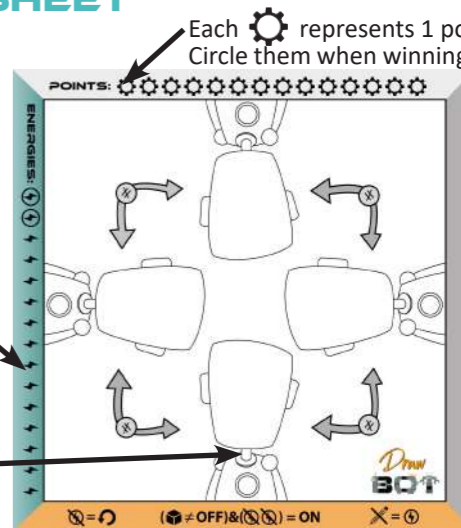
The OFF side blocks players from choosing the die.

FACTORY SHEET

Each ⚙️ represents 1 point. Circle them when winning them.

Each ⚡ represents one energy. Circle them when earning them and scratch them when spending them. At the beginning of the game, each player has two energies.

The factory consists of 4 workstations. The player can only draw on the robot in front of them.



0 GAME TURN

At the beginning of each turn, the player on the Workshop Manager's left becomes the new **Workshop Manager**. They then **roll the 4 dice** that determine the pieces available for robot manufacturing. **They choose one that only they can use.** This piece is in limited quantity, the Workshop Manager keeps it exclusively for themselves.

The other players can choose a die from the dice left. The same die can be chosen by multiple players. This reflects that these robot parts are available in larger quantities!


As soon as the Workshop Manager has chosen a die, all players choose one action:

DRAW :

The player draws the piece represented by the die on the head of the robot situated on the workstation in front of them.

OR

BOOST :

The player uses 2  then draws any piece of their choice from a die they chose on the head of the robot on the workstation in front of them.

OR



ACCUMULATE :
The player does not draw anything and circles 1 energy.


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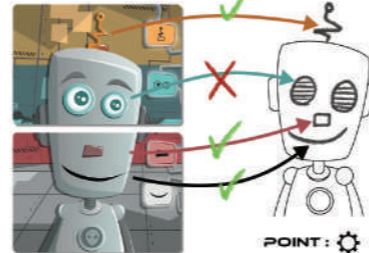
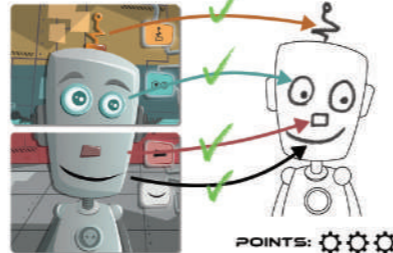



Before drawing, players can use 1  to TURN their Factory Sheet to access the workshop of their choice. The Factory Sheet can do ¼ or ½ turn.


0 CUSTOMERS' ORDERS

A Robot ordered by a customer is a goal given by the Factory Director to the designers. The first one **to finish each ordered robot scores 3** . The player circles the  on their Factory Sheet.

When a customer's order is fulfilled, the robot is removed and replaced with a new robot design. If a completed Robot does not correspond or no longer corresponds to a customer's order, it is worth only 1 .



Originality is the most important thing for the customers flocking to the Draw Bot Factory. If two players finish the same robot at the same time, this robot design is worth only 1 !


If a designer's secret order is completed, the robot is revealed to the other players. It is worth 3 . It is then removed but not replaced.

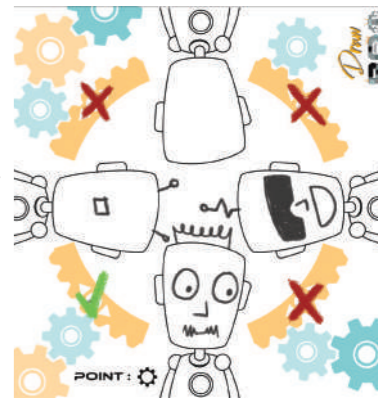
0 END OF THE GAME

The game ends the moment a player finishes his 4th Robot.

They circles 1 bonus  **for finishing first.** If two designers finish in the same turn, they both score 1 .

Players who still have energy left can use it to TURN and/or BOOST as many times as their energy reserves allow.

At the end of the game, **players score originality points.** Each player compares their four robots, including the unfinished ones. In pairs of robots - put side by side - having at least one symbol drawn AND having no symbol in common, the player scores 1 .



The player with the most  wins!

In case of a tie, the player who used less energy during the game wins. They have polluted less! In case of another tie, both players win!



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