

RAISING R·O·B·O·T·S



 **NEW
PET ROBOT
CARDS**

 **MORE
INVENTORS**

 **ENHANCED
GAMEPLAY**



 **NAUVOO
GAMES**

COMPONENTS



32 ROBOT CARDS



6 INVENTOR CARDS

Pets expansion cards are marked with this icon.



15 INVENTOR COMPONENTS



CHANGES TO SETUP

1. Before dealing any cards, shuffle the new Robot Cards and Inventor Cards into their respective decks.
2. Complete the rest of the Setup as normal.

PET ROBOT CARDS

Inventors use pets to help manage their growing collection of robots. Generally, Pet Robot Cards may activate other Robot Cards or provide variable benefits based on the placement of the Pet Robot Card.

IMPORTANT:
Robot Cards with this symbol can be assembled in any Phase Row.










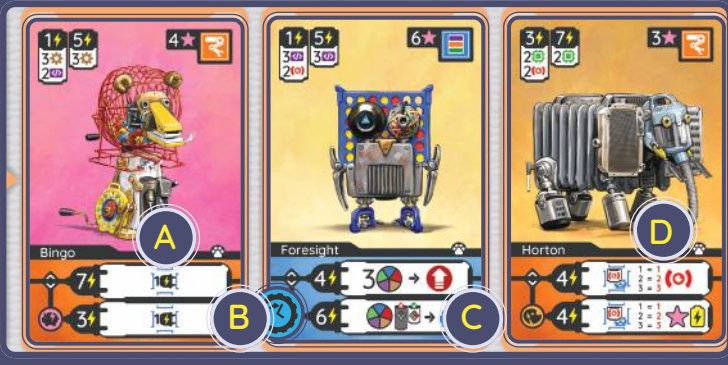
When assembled, these robots now count as a part of that Phase Row for activating the Robot and determining any effects or Class Objectives.



PET ROBOT EXAMPLE

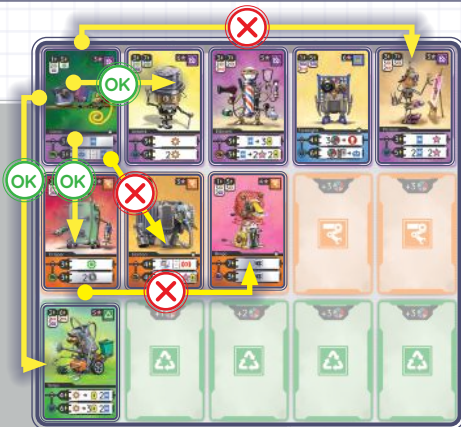
The player is activating Robots in the Fabricate Row with a Total Energy of 7.

- Use Bingo's  to activate Foresight, spending 3  to .
- Place an unlocked Speed Upgrade Token on Foresight.
- Spend 1 , 2 , and 2  (Extra Resource Cost) to assemble Horton (Upgraded Robot Action).
- Gain 1  for Horton's Basic Action (Don't count Horton).



ADJACENCY

You may wrap around the rows of your Play Area for orthogonal adjacency, but not your columns. In this way, a Robot in Design can be adjacent to Recycle, but robots in the first and last columns cannot be adjacent.



ICON INDEX



Activate any Robot Card that is **orthogonally adjacent**, ignoring Total Energy requirements. You may use the Upgraded Robot Action only if an Upgrade Token has been placed on the Robot.



Activate any Robot Card of your choice (ignoring Total Energy requirements) that is in the **same column/row** of your Play Area as this Robot. You may use the Upgraded Robot Action only if an Upgrade Token has been placed on the Robot.



1 = 1
2 = 2
3 = 3



For **each** Robot Card in your Play Area that is **orthogonally adjacent**, gain a matching number of resource(s) shown (max 3).



1 = 1
2 = 2
3 = 3



For **each** Robot Card in your Play Area that is **orthogonally adjacent AND** has the depicted resources in **any column** of its Assembly Cost, gain the matching number of the resource(s) shown (max 3).



1 = 1
2 = 2
3 = 3



For **each** Robot Card in your Play Area that is **orthogonally adjacent AND** has the depicted number of VPs printed on it, gain the resource(s) shown.



1 = 2
2 = 3
3 = 4



For each Robot Card in your Play Area that is **orthogonally adjacent AND** has the depicted energy amount in **any column** of its Assembly Cost, gain the resource(s) shown.



Assemble a Robot by paying its **cheaper Assembly Cost** (the one with the fewest resources). You must also pay any additional resources shown to the left of the arrow and any Extra Resource Costs on your Player Board.

CREDITS

Game Design & Development: Brett Sobol & Seth Van Orden

Illustration & Character Design: Howard McWilliam

Graphic Design & Cover Art: OwlGhost Studio



Contact@navoogames.com



/navoogames.com



@navoogames



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