

*It is the dawn of the Singularity. Robots now eclipse human capabilities and are poised to reshape life on earth. But there's a choice to be made: the Evil Robots suggest simply eliminating all humans right now, while the Good Robots want to build a symbiotic coexistence. As a collective the Robots have agreed to elect a leader to make this choice - and it could be you!*

## Overview

The aim of Evil Robots is to hold the most Influence points at the end of the game. In each round you are randomly placed on a starting team, and a random card determines how many points are available in this round. The winning team shares those points amongst its players. Your challenge is to work out when and how to take your turn in the round, aiming to place yourself onto the team you believe will win. Act too early and you may lock yourself into a decision you come to regret. But act too late and you may have all the knowledge you need, but no opportunity to use it. The winning team is the one whose members have the highest total power when adding up each of their Power Cards. Use your Robot Cards to help you to win!

## Components

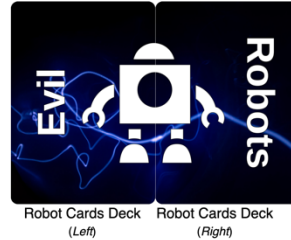
Influence Point Tokens (50x, 1s and 5s)  
 Action Tokens (20x)  
 Power Cards (10x, 0 through 9)  
 Robot Cards (34x, Left and Right)  
 Coins (18x)



Action Tokens Supply



Power Cards



Robot Cards Deck (Left)

Robot Cards Deck (Right)

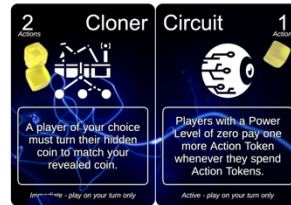


Influence Tokens for the Round

You will hold two Robot Cards each round, from four possible types; **Immediate** and **Active** abilities, **Reveal** cards, and **Endgame** cards. Immediate abilities are used when the card is played face-up on a player's turn. Active abilities come into effect when played face-up on a player's turn and remain in effect unless turned face-down again. Reveal cards may be played and used on a player's turn or may be held in reserve - along with an Action Token to spend on it - until the end of the round, where they may then be revealed and used. Endgame cards are revealed (for free) at the end of the round in which one or more players have acquired 10 Influence.



Player Reference Card



Player Robot Cards (Held in hand until revealed)



Player Power Card



Player Coins  
 Left is Hidden - Right is Revealed  
 (These icons are Evil and Good, respectively)



Player Influence Tokens

## Setup

The player who most recently used a robot is the Dealer for the first round and takes the Dealer Token. Sort the Robot Cards into the Left and Right decks and deal them to each player until they have one of each side. They may look at them now.

Take the deck of double-sided Power Cards (zero on one side, and a number from 1-9 on the other) and find the specific card values required for your player count:

Number of Players	3	4	5	6	7	8	9
Power Card Values	1-5	1-6	1-6	1-7	1-8	1-9	0-9
Starting Influence	2	2	3	3	4	4	5

Also give each player their starting Influence points. Red gems are worth one (1) Influence point, blue gems are worth five (5).

Return the other Power Cards to the box now. Shuffle this deck and reveal one card. That card's value is the allocation of Influence points for the round. Place that quantity of Influence gems on this card now.

**[3p/4p only]** If playing with only three or four players, deal one more face-up Power Card to the centre now, and place two Coins - one Heads, one Tails - beside it. This represents an extra player who will take no actions, but starts the round on the Neutral team with the Power Level shown on their Power Card. They may be converted to the other teams and may win the round. If part of the winning team, they claim no Influence Tokens.

Sort the other Power Cards into descending order. Turn over the lowest value Power Card to its zero-value side. Give these cards to the Dealer.

Give each player two Coins. They must now flip each Coin to a random face, hiding the first coin (they may look though!), and leaving the other in front of them and visible to all players. At the end of the round if a player has only Heads (M), they are on the Good team. If they have only Tails (N), they are on the Evil team. If they have a mix of Heads and Tails, they are Neutral.

## Rounds

Each round consists of a Countdown Phase which is led by the Dealer, during which each player takes their turn. Following this is a Reveal Phase where some final player actions may occur, and then all players' hidden coins are revealed so that the winning team can be identified.

At any time, you may give Influence points or Action Tokens to any other player provided this does not cause them to have ten or more Influence points. For example, you might bribe the Dealer to break a tie in your favour.

### Countdown Phase

**As Dealer**, ensure that the lowest value Power Card is turned over to its zero (0) side. You will now countdown through the Power Cards from highest to lowest, offering each to the players and yourself by asking players to raise their hand if they wish to take that card. If only one player wants a particular card, they get it. If multiple players claim the same card, you choose who gets it. And if no one claims a card at all, turn it to its zero (0) side and put it on the bottom of the stack of Power Cards you're holding. When there are only zeros left, give them out to remaining players in the order of your choice.

When you give a player their Power Card, give them two Action Tokens and then they immediately take their turn, before you return to the countdown. As Dealer, you may **not** claim the first (highest value) Power Card. When you give the **first** Power Card to a player, give them one additional Action Token and the Dealer Token for next round. You are still the Dealer for this round - unless any revealed cards say otherwise.

**As any other player**, if you have no Power Card yet, you may claim any offered card. When you receive a card your Power Level is now the value on that card, and you receive your Action Tokens for this round. You take your turn now, and **may** spend Action Tokens (return them to the supply) to perform any of the following actions:

- Reveal and optionally use one of your unused Robot Cards. Most cards cost one (1) Action Token, but some may cost more, or zero. Their cost is shown in the top right corner.
- For a cost of two (2) Action Tokens, turn over the revealed coin of any player. In three and four-player games, this includes the extra player who takes no actions. You cannot change a hidden coin.
- For a cost of one (1) Action Token, turn over your own revealed coin. You may **not** take this action if your Power Level is zero (0). You cannot change your hidden coin.
- For a cost of zero (0) Action Tokens and one (1) Influence point, you may discard either one of your Robot Cards and draw a new Robot Card from the same deck.

You may repeat any of these actions if you can pay the cost again. Keep any unused Action Tokens and Robot Cards (face-down) in front of you, until the end of the round.

### Reveal Phase

The Reveal Phase begins after all players have taken their turn. **Before** revealing Hidden Coins, if you have unused Action Tokens and a face-down Robot Card that states "Reveal", you may spend an Action Token to reveal and use this card now.

Then reveal everyone's Hidden Coin and determine the total Power Level of each team. The team or teams with the greatest total Power Level (even if zero) are the winners, and the Neutral team cannot win - unless any revealed cards say otherwise. If multiple teams win or additional players are made winners by a revealed card, all winning players are considered to be on the winning team, and all winning teams are considered to have won. Any text on a revealed card takes precedence over these general rules.

Players on the winning team take the Influence gems for the round and must distribute them all amongst themselves, even if the split is uneven. **If they cannot agree on a distribution, each player takes just one Influence point**, and the rest are returned to the box.

If you have a revealed Robot Card that grants you additional Influence points, take these from the supply now.

Return all Action Tokens to the box and all face-up Robot Cards to their respective decks. **You may optionally retain any face-down robot card for the next round or return it to its deck.** Whichever player holds the Dealer Token is the Dealer for the next round. When dealing players new Robot Cards for the new round, they do not receive extra cards from any deck from which they already hold a Robot Card.

## Ending the Game

The Endgame is triggered when one or more players have at least 10 Influence points at the end of a round. If you have an Endgame Robot Card, you **may** reveal it now. It is possible that this results in another round - if so, return any face-up Robot Cards before dealing the next round.

**When the game concludes, the winners are the players with the most Influence.** They become the leader of the Robot collective and must then choose a path of Good or Evil, and so determine the fate of humanity...