

Robo Revolution by Judner Joly

Recommended Players (2-8)

Choose heroes to battle it out using generators to power abilities, summon bosses to help deal damage and ultimately eliminate the other team to win!

Set-Up

Recommended items/ resources:

- **Dice and/or paper** (to count health and boss pool energy) (you also would need dice to play the D.R.O.N.E.) preferably have a large pack of dice, **for max player count** you would need around **18 dice [16 d20s** (for health counting) and **2 regular 6 sided dice]**
- All of the **needed cards for the game** (you will likely need a **printer, printer paper, card sleeves, scissors**, and some **unused solid cards** that would fit into the card sleeves [e.x.: spare Magic or Yugioh cards that you aren't using])
- Some friends to play with :)
- Game instructions if you are playing with new players or are a new player yourself

How to get the cards

The cards are located on my portfolio website: <https://judner55.wixsite.com/website>

- Download and/or print the documents with the cards on them along with the quick start guide (this document)
- You will need to print some item cards multiple times to have the proper item card amount

Here are the card amounts (for the 'official' game modes at least)

12 Hero cards (x1 of each hero)

8 Boss cards (x1 of each boss)

16 Empty Generator Slot cards

Generators (24 total)

6 Default Generator cards

2 of every other generator card (example: 2 Power Generator cards, 2 Life Generator cards, etc.)

Item Cards (52 total)

4 Gen Draw cards

4 1-UP cards

4 Medkit cards (Heal 4)

2 Medkit cards (Heal 6)

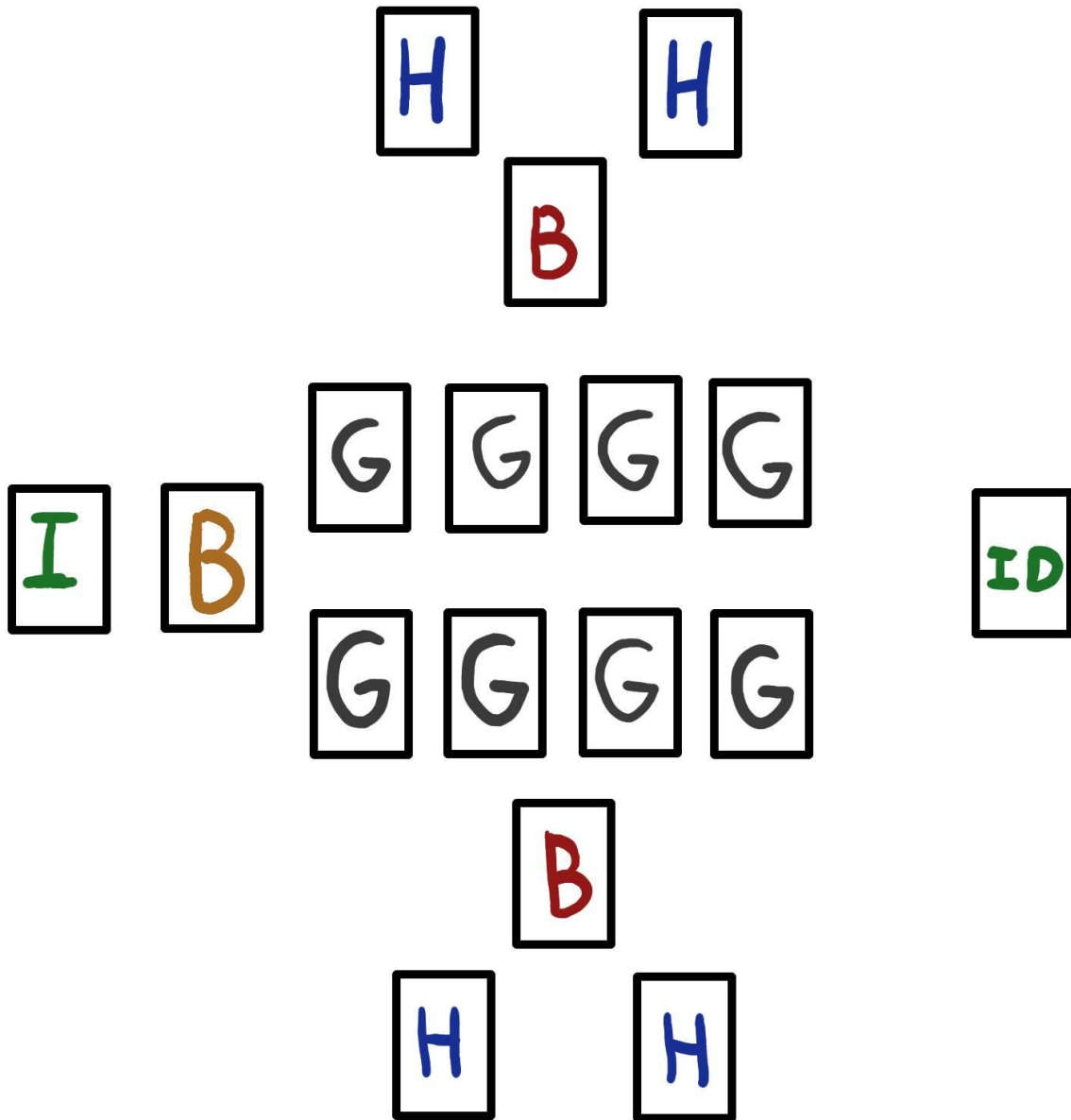
8 HP Hack cards

2 of every other type of item cards (example: 2 AK Cyber 7s, 2 Toolkits, etc.)

In **total** there should be **112 cards**

Table Set-up

On Board = Active in-game (not in a pile)



H (H) = Hero Cards (on Board)

B (B) = Boss Cards (on Board)

B (B) = Boss Card Pile

G (G) = generator Cards/Slots (On Board)

I (i) = Item Pile [you draw generator cards from the item pile after the game start] (If the pile is too large you can split it up into two piles) (**Make sure each team draws 1 gen card before**)

ID (iD) = Item Discard Pile

Empty Generator Slots

Empty Generator Slot cards will go where the generator cards should be On-Board at the start of the game (as signified in the table set-up Page). In order to place a generator within an empty generator slot, you must attack it enough to make it's HP 0 and you must have a generator card to replace it.

Energy and Generators

Energy is what you use to activate abilities, use some item cards, and pool to call in a boss card for your team. At the start of the round, everyone starts out with 5 energy, in order to gain more energy you need to have generator cards generating energy for your team. Generators will generate their energy at the beginning of your turn, to calculate how much energy each person on your team gains, count how much energy each of your generators generate. Each person gets the total amount that your generators generate (if your generators give a total of 8 energy, each person on your team gains 8 energy).

Match Start

- Each person chooses their Hero cards, [for a more competitive experience you could implement a pick and ban phase where each person bans 1 card, and then everyone selects out of the remaining Hero card pool].
 - There are 6 recommended team combinations:
 - 1v1,
 - 2v2,
 - 3v3,
 - 2v2v2,
 - 4v4,
 - 2v2v2v2 (you could even have a single person control multiple hero cards! It's a lot to keep track of though so it's recommended to control 1 per person if you have more than 4 hero cards being used)
- Shuffle the item card pile, boss card pile, and generator card pile (do not include empty generator slots in any of these piles). Each team will draw a single generator card (designate it to anyone on your team) and then shuffle the rest of the generator cards into the shuffled item card pile. [If the pile becomes too large to stand on it's own, you can split it up into separate piles, just keep track]
- Everyone draws 3 cards from the item pile to keep in their hand (you may reveal your hand to teammates)
- Make sure the board is set up properly, and then choose which team goes first. Everyone gains 5 energy for free on their first turn of the game.
 - The first turn starts!

Turn Phases

There are 4 phases to a team's turn

(do not progress until everyone on your team is ready to progress to the next phase)

Draw Phase – Item Phase – Attack Phase – Pooling Phase

Draw Phase

- Each team member draws 1 card from the item pile. (the max card amount in a single player's hand is 5, if you have over 5 cards in your hand you must discard cards until you reach a maximum of 5 cards. You may choose not to draw an item card)
- If you haven't incorporated the energy generated from your generators yet this turn, do that now. Energy from your last turn is discarded right before this.

Item Phase

- Each team member may use their item cards **or** place a generator if applicable
- You may show your hand to your teammates, some [Not all] cards may even be used on your teammates such as the gift card.
- You may only use one item card, unless you place a generator. You may discard.

Attack Phase

- Each team member may choose to attack, use an ability, or skip the attack phase with your hero and/ or boss cards.
- You cannot attack and use an ability unless told otherwise.

Pooling Phase

- If you have no energy left skip this phase. After this phase, it's next team's turn.
- Your team may designate the rest of your energy this turn to the boss pool, once enough energy is in the boss pool you may draw a boss card for your team. The energy within the Boss Pool carries over to the next turns until you draw a boss card [You cannot take energy out of the boss pool]. -Energy amounts for boss pools:
 - 1v1 game = 9 energy
 - 2v2 game = 12 energy
 - 3v3 game = 15 energy
 - 2v2v2 game = 12 energy
 - 2v2v2v2 game = 12 energy
 - 4v4 game = 18 energy
- If a boss is on the way, you cannot insert energy into the boss pool until the boss arrives on board. Once You draw a boss card the boss pool energy resets to zero.
- You can summon multiple bosses in a game, but basically one at a time

Some Other Rules N Advice

Instant Items/ Abilities

- Abilities or Items that are instant gain priority before anything else, and can be activated at any time. Even if it isn't your turn.
- If multiple Instant abilities or Items are used, the one used the latest gains priority

Cooldowns

- Abilities cannot be used if they are on cooldown (unless a card tells you otherwise)
- Cooldowns go into effect

Bosses

- Each boss has an arrival time, the arrival time is how long (how many turns) it takes for them to get onto the board and be usable
- You can designate anyone on your team to control the boss card, or you can as a team coordinate using the boss card (which is recommended)

Energy

- Energy (other than the energy within the boss pool) does not carry over to other turns (energy from the last turn is discarded at the start of your next turn).

Reasoning: Some instant abilities may need energy, but maintaining energy throughout the turns is not intended, so the leftover energy will linger throughout the other team's turn. At the beginning of your next turn, the energy is discarded if unused.

- Most cards and abilities require energy, managing it is important
- Each character card has its own energy pool, even bosses. (If you spend energy, it affects only the cards you control) (using energy on items removes that same amount of energy from the hero cards you control, not bosses though)

Attacking

- There are two types of attacks, "ATK" power and "ability" power. There are some defenses against these different types.
- Each Character card has basic ATK power that dictates how powerful its default attack is. (The attack action)
- You cannot attack if you use an ability and vice versa, unless told otherwise, or unless instant.

Discarding

- Players may reshuffle the Item discard pile into the item card pile. As long as everyone agrees you can do this at any time.
- Discarded/ Destroyed generators go into the Item discard pile.