

Draft students. Build robots. Complete challenges. Game components: 108 poker-sized cards 30 dice in four colors 36 tokens 4 player boards 1 central board



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The Competition

A new robotic sport competition has been founded to help teenagers learn about engineering.

You are leading a brand new team, attempting to win their first season.

Recruit students to build and pilot robots, and one-up the competition in a variety of challenges

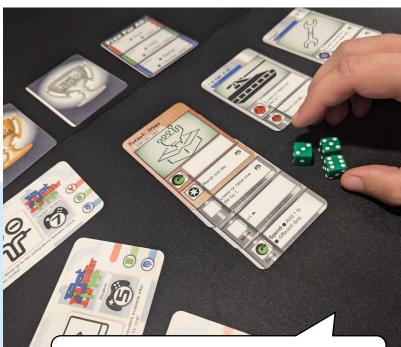
Key Mechanics

Layered engines. Build your team... to build your robots.

Highly customizable robots. Support a wide variety of play styles.

Special Worker Abilities. Combo your students' unique abilities with their teammates and their bots.

Dice Manipulation. Upgrade your bots with dice-modding abilities to target specific types of goals.



I could go all in on dice to brute force my points, or I could use more piloting power on abilities that help me fine-tune my bots for more control...

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Gameplay

1 RECRUIT YOUR TEAM

Expand your team by recruiting students, each with a unique ability. Do you choose students for their building power, their piloting expertise, or their special ability?

CUSTOMIZE YOUR BOTS

2

Construct customizable robots using a variety of parts. More dice can help you score big, but more abilities will give you better control over those dice.

ROLL AND MANIPULATE

Send your recruited students and constructed robots to specific challenge areas. Can your students pilot their robots well enough to win?

