



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



12+



2-4



60-75

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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...

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?

2

CUSTOMIZE YOUR BOTS

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.

3

ROLL AND MANIPULATE

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



Pitch video and more, at: msoucy.me/bot-builders/