

Bot-Builders

Install the loop. Survive the glitch. Reveal the bot.

OBJECTIVE

Build a face-up bot: one Sense, one Think, one Act, one Power, plus a Mission. When someone shouts BOT!, everyone else gets one last turn – install or discard only, no Glitches – then reveal. Highest score wins.

SETUP

- 1 Shuffle. Deal 4 cards each. Hands stay secret.
- 2 Rest is a face-down draw pile. Flip one card to start the discard.
- 3 Each player has an empty face-up bench – the robot they are building.

YOUR TURN

- 1 Draw 1: top of the draw pile, or the top of the discard.
- 2 Then do exactly one: INSTALL a part or Mission, GLITCH one opponent, or DISCARD 1.
- 3 Hand limit 5. If you have 6+, discard down to 5.

INSTALL

- 1 One slot per category: at most one Sense, Think, Act, Power, and Mission.
- 2 A second card in a filled slot replaces. The old card is discarded.
- 3 You cannot install a Glitch on your own bench.

GLITCHES

- 1 Read it aloud. The target does what it says, then discard the Glitch.
- 2 Empty named slots fizzle. You may not Glitch yourself.
- 3 After BOT!, last turns may not play Glitches.

ENDING THE ROUND

- 1 Full Bot = Sense + Think + Act + Power + a Mission.
- 2 Shout BOT! Everyone else gets one last turn, then stop. Last turns: install or discard only.
- 3 Or the draw pile is empty. Finish that turn, reveal together, add up the score.

HOW TO SCORE

- 1 +1 each installed part (Sense, Think, Act, Power).
- 2 +4 four-loop bonus (all four categories).
- 3 +2 you installed a Mission.
- 4 +3 mission match: both preferred categories are installed.
- 5 +3 Full Bot bonus. Perfect score is 16.
- 6 Ties: Full Bot, then four-loop, then the younger player.
- 7 Example: Camera + If/Then board + Drive wheels + Battery pack + Rescue rover = 16.

WHAT THE CARDS TEACH

- 1 Sense Perceptor – how the bot notices the world
- 2 Think Processor – how the bot decides
- 3 Act Actuator – how the bot moves or speaks
- 4 Power Energy – what keeps the loop running
- 5 Mission Why this bot exists. Match its two preferred categories for +3.
- 6 Glitch A real-world setback. Fix the loop and keep building.

VARIANTS

- 1 2 players – same rules. Glitches always hit the other person.
- 2 Solo – after your turn, flip the top card onto a dummy bench. Dummy installs if the slot is empty; else discards. Dummy never Glitches. Win with 10+.
- 3 Classroom – teams of 2 share a bench. After scoring: "My bot senses with __, thinks with __, acts with __, powered by __, because __."