

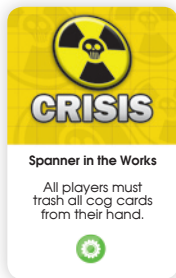
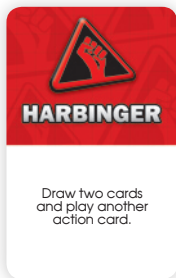
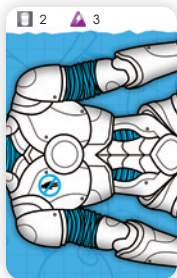
capek

CREATED BY SHEM PHILLIPS

Goal

To be the first player to successfully build their robot.
For 2 - 4 players.

Cards



24 Robot parts, 60 Components, 18 Action cards, 6 Crisis cards.

Setup

Separate the 6 crisis cards from the other card types. Randomly remove 1 of the crisis cards (excluding Recycling Day) from the game entirely.

Shuffle all robot parts, components and action cards into 1 deck. Deal 3 cards to each player.

Shuffle the crisis cards back in with the rest of the cards. Place them in the center of the table to form a draw pile.

Draw 3 cards from the top of the pile to form 3 recycling piles. Allow space next to the draw pile for a trash pile.

Randomly decide on a starting player.

Playing the game

Each player has their turn, followed by the player to their left.

On their turn, players can make only 1 of the following actions:

1. Draw cards
2. Play an action card
3. Build a robot part

After taking their action, players must recycle 1 card from their hand (discard to any of the recycling piles). Some action cards allow players to avoid recycling.

If a player manages to play all the cards out of their hand, they draw 3 more cards, and recycle 1.

Draw
pile



Trash
pile



Recycling
piles

1. Draw Cards - When drawing cards, players draw 3 of any combination from the recycling piles or the draw pile. Players can only draw from the top of each recycling pile.

2. Play an action card - When playing an action card, it is discarded to the trash pile (with the exception of Saboteur and Protector). Players do not have to take all actions mentioned on their card. Some action cards allow players to avoid recycling. However, they can still recycle if they choose.

3. Build a robot part - To build a robot part, players must collect all the required components. Robots are made up of 4 parts; head, torso, legs, feet. The robot part is placed in front of the player, and all components required to build the part are trashed. Players need to build a complete robot to win the game. Players cannot build more than 1 of the same part.

Crisis Cards

Crisis cards enter the game when players draw cards. When a player draws a crisis card, they do not take it into their hand.

The crisis card must be placed on any 1 of the recycling piles. This is chosen by the player drawing the card.

After placing the crisis card, the player continues drawing cards. Players still draw the full amount of cards, not including the crisis card.

Crises are triggered when players recycle cards on top of them. When a crisis card is triggered, the crisis takes place and all the cards in that recycling pile are trashed.

When a crisis card is placed on top of another crisis, both crises are triggered together.



Saboteur

When played, the Saboteur action card is placed next to an opponent's robot part. The targeted player has 2 turns to pay their saboteur. The amount to be paid is 1 of each component type used to build the targeted robot part. Payment is made directly to the attacking player. If a saboteur cannot be paid the robot part and sabotage card are trashed.

End of the game

The game ends immediately after 1 player completes their robot. There are no ties.

Credits

Game concept and design by Shem Phillips. Illustrated by Sam Phillips. Made in New Zealand.

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