

It is the dawn of the Singularity. Robots now eclipse human capabilities and are poised to reshape life on earth. But there's a choice to be made: the Evil Robots suggest simply eliminating all humans right now, while the Good Robots champion a symbiotic coexistence.

You are an Undecided Robot, partaking in a series of discussions to help the collective choose a path forward. By simulating the abilities of famous robots from the past, you strive to amass Influence – the key to leadership and the decisive voice over the Robots' path forward. Will you usher in an epoch of unity and shared prosperity for the Good of all, or establish a dominion of Evil Robots?

Aim

The aim of Evil Robots is to hold the most Influence points at the end of the game. In each round the winning team shares that round's allocation of Influence amongst themselves, and players may also gain Influence via their Robot Cards.

Components

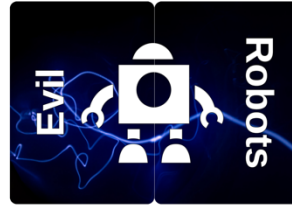
Influence Points (50x, 1s & 5s)
Action Tokens (20x)
Power Cards (10x, 0-9)
Robot Cards (34x Left & Right)
Coins (18x)



Action Tokens Supply



Power Cards



Robot Cards Deck (Left) Robot Cards Deck (Right)



Influence Tokens for the Round



Player Reference Card



Player Robot Cards (Held in hand until revealed)



Player Power Card



Player Coins

Left is Hidden - Right is Revealed
(These icons are Evil and Good, respectively)



Player Influence Tokens

Robot Cards are one of four types; **Immediate** and **Active** abilities, **Reveal** cards, and **Endgame** cards. Immediate abilities are used when the card is played face-up on a player's turn. Active abilities come into effect when played face-up on a player's turn and remain in effect unless turned face-down again. Reveal cards may be played and used on a player's turn or may be held in reserve – along with an Action Token to spend on it – until the end of the round, where they may then be revealed and used. Endgame cards are revealed (for free) at the end of the round in which one or more players have acquired 10 Influence.

Setup

The player who most recently used a robot is the Dealer for the first round and takes the Dealer Token. Sort the Robot Cards into the Left and Right decks and deal them to each player until they have one of each side. They may look at them now.

In subsequent rounds, whichever player holds the Dealer Token at the start of the round is the Dealer. Players may also already have either or both Robot Cards held over from a previous round, and do not receive extra cards from the same deck.

Take the deck of double-sided Power Cards (zero on one side, and a number from 1-9 on the other) and find the specific card values required for your player count:

Number of Players	3	4	5	6	7	8	9
Power Card Values	1-5	1-6	1-6	1-7	1-8	1-9	0-9
Starting Influence	2	2	3	3	4	4	5

Also give each player their starting Influence points. Red gems are worth one (1) Influence point, blue gems are worth five (5). Return the other Power Cards to the box now. Shuffle this deck and reveal one card. That card's value is the allocation of Influence points for the round. Place that quantity of Influence gems on this card now.

[3p/4p only] If playing with only three or four players, deal one more face-up Power Card to the centre now, and place two Coins – one Heads, one Tails – beside it. This represents an extra player who will take no actions, but starts the round on the Neutral team with the Power Level shown on their Power Card. They may be converted to the other teams and may win the round. If part of the winning team, they claim no Influence Tokens.

Sort the other Power Cards into descending order. Turn over the lowest value Power Card to its zero-value side. Give these cards to the Dealer.

Give each player two Coins. They must now flip each Coin to a random face, hiding the first coin (they may look though!), and leaving the other in front of them and visible to all players. At the end of the round if a player has only Heads 🤖, they are on the Good team. If they have only Tails 🦹, they are on the Evil team. If they have a mix of Heads and Tails, they are Neutral.

Rounds

Each round consists of a Countdown Phase which is led by the Dealer, during which each player takes their turn. Following this is a Reveal Phase where some final player actions might occur, and then all players' hidden coins are revealed so that the winning team can be identified.

Countdown Phase

As Dealer, ensure that the lowest value Power Card is turned over to its zero (0) side. You will now countdown through the Power Cards from highest to lowest, offering each to the players by asking them to raise their hand if they wish to take that card. If only one player wants a particular card, they get it. If multiple players claim the same card, you choose who gets it. And if no one claims a card at all, turn it to its zero (0) side and put it on the bottom of the stack of Power Cards you're holding. When there are only zeros left, give them out to remaining players in the order of your choice.

When you give a player their Power Card, give them two Action Tokens and then they immediately take their turn, before you return to the countdown. As Dealer, you may **not** claim the first (highest value) Power Card. When you give the first Power Card to a player, give them one additional Action Token and the Dealer Token for next round. You are still the Dealer for this round - unless any revealed cards say otherwise.

As any other player, if you have no Power Card yet, you may claim any offered card. If other players want the same card, you may offer the Dealer any of your Influence points to persuade them to choose you. When you receive a card your Power Level is now the value on that card, and you receive your Action Tokens for this round. You take your turn now, and **may** spend Action Tokens (return them to the supply) to perform any of the following actions:

- Reveal and optionally use one of your Robot Cards. Most cards cost one (1) Action Token, but some may cost multiple Action Tokens to use, or zero Action Tokens. Their cost is shown in the top right corner.
- For a cost of two (2) Action Tokens, turn over the revealed coin of any player. In three and four-player games, this includes the extra player who takes no actions.
- For a cost of one (1) Action Token, turn over your own revealed coin. You may **not** take this action if your Power Level is zero (0).
- For a cost of zero (0) Action Tokens and one (1) Influence point, you may discard either one of your Robot Cards and draw a new Robot Card from the same deck.

You may repeat any of these actions if you can pay the cost again.

Keep any unused Action Tokens on your Power Card until the end of the round. Robot Cards that state "Reveal" may be used in this Phase or held in reserve until the Reveal Phase - remember to keep a spare Action Token if you're intending to do this!

Reveal Phase

The Reveal Phase begins after all players have taken their turn. **Before** revealing Hidden Coins, if you have unused Action Tokens and a face-down Robot Card that states "Reveal", you may spend an Action Token to reveal and use this card now.

Then reveal everyone's Hidden Coin and determine the total Power Level of each team. The team or teams with the greatest total Power Level (even if zero) are the winners, and the Neutral team cannot win - unless any revealed cards say otherwise. If multiple teams win or additional players are made winners by a revealed card, all winning players are considered to be on the winning team, and all winning teams are considered to have won. Any text on a revealed card takes precedence over these general rules.

Players on the winning team take the Influence gems for the round and must distribute them all amongst themselves, even if the split is uneven. **If they cannot agree on a distribution, each player takes just one Influence point**, and the rest are returned to the box.

If you have a revealed Robot Card that grants you additional Influence points, take these from the supply now.

Return all Action Tokens to the box and all revealed Robot Cards to their respective decks. **You may optionally retain any unrevealed robot card for the next round or return it to its deck.** Whichever player holds the Dealer Token is the Dealer for the next round.

Ending the Game

The Endgame is triggered when one or more players have at least 10 Influence points at the end of a round. If you have an Endgame Robot Card, you **may** reveal it now. It is possible that this results in another round - if so, return any revealed Robot Cards before dealing the next round.

When the game concludes, the winners are the players with the most Influence. They must then choose a path of Good or Evil for the robots, and so determine the fate of humanity. If they cannot choose, flip a coin. How wonderful. The fate of humanity comes down to a lousy coin flip...