

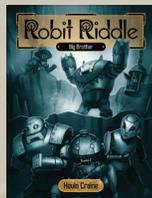
Robit Riddle

Rulebook

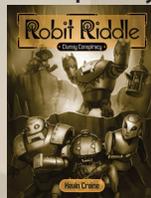
Components

3 Storybooks

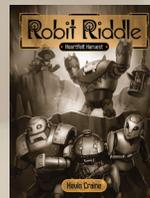
Big Brother



Clumsy Conspiracy



Heartfelt Harvest



6 Character Cards



4 Location Cards



18 Encounter Cards

6 Allies



6 Adversaries/Robots



6 Traps/Items



15 Story Tokens



45 Story Cue Cards



Bookmark



5 Encounter Dice



30 Initial Cue Cards



1 Story Die



Setup

(4 player layout show)

- 1 Select Characters for each player.** Read the character's background and morning intro on the back of the card. This information will help the player understand the character.

Share whatever information about the character or their relationship to other characters that is important for the group. This can be what is on the card or made up by the player.

Flip all Character Cards front side up. This side has their name/icon, action stats, and story cues.

- 2 Deal an Initial Cue Card to each character** displaying the story cue side face up.
- 3 Create a common pool of 6 Story Tokens.** These tokens will be spent to overcome encounters by placing them on open story cues.
- 4 Set extra Story Tokens within reach of the player(s).** Player(s) move tokens from here to the common pool by rolling gears on the Encounter Dice.
- 5 Place the 5 Encounter Dice within reach of the player(s).** These dice will be rolled by the leader during an encounter. There are three unique sides: Target, Miss, and Story Token.
- 6 Place the 1 Story Die within reach of the players.** Awarded to any player that tells an exceptional piece of story. There are four unique sides: Target, and the three action icons.
- 7 Place the Bookmark within reach of the player(s).** The bookmark may be used by any player as a quick jump back in the Storybook.
- 8 Group Encounter Cards by color/icon, then line them up so all names are showing.** Encounter Cards have their names sideways along the right edge of the card.

The Encounter Cards come in three types: foe, trap, or friend. These encounter types are signified by icons and the colors: red, purple, and green. These cards are drawn as player(s) have encounters in the Storybook.

The back of the encounter cards are bonuses player(s) may add to their group after an encounter. These bonuses include robots, friends, and items.

- 9 Group all Location Cards title side up so all names are showing.** This side shows the location name and story cues. These cards are drawn as player(s) go to locations in the Storybook.

The back of the Location Cards have brief description that should be read aloud to all player(s) when the location comes in play.



- 10** Make a stack of the Story Cue Cards ordered by their number. These cards are gained when the Storybook calls them out via the number on the front of the card.

The back of the story cue cards come in two types: green and red. The green cards help the subject they are assigned to while the red hinders them. Both types have the title of the card they should be assigned to and a story cue.

- 11** Choose one of the Storybooks and give it to the leader. The leader can be chosen by whomever has the best robot voice or any other method the player(s) agree to. The leader will rotate as the storybook directs.

The book will guide player(s) through the chosen adventure. There are several icons and text treatments that signify an action to take.

- 12** Have an open space where locations, encounters, and gained cards can be displayed when prompted by the Storybook.

Put unused Storybooks, Characters, and Initial Cues back in the box.

The collage shows various game elements:

- Character Cards (8):** A vertical stack of cards for 'DENT DING', 'JINGLE JABBER', 'NEIGH NIBBLER', 'QUACK QUEEN', 'RIBBIT ROBBOT', and 'ZIP ZAPPER'.
- Story Cue Cards (10):** A blue card with a gear icon and the number 10.
- Storybook Pages (9):** Pages titled 'WHIRRING WASTE', 'PATTERING PLANT', 'MOANING MINES', and 'LULLABY LAKE'.
- Character Card (1):** 'HUM HARUM' with a robot illustration.
- Story Cue Card (2):** A green card with a gear icon and the number 2.
- Character Card (1):** 'BEEP BEEPOP' with a robot illustration.
- Story Cue Card (2):** A green card with a gear icon and the number 2.
- Dice (3):** A group of yellow dice.
- Dice (5):** A group of black dice with symbols like 'X', '+', and a target.
- Dice (6):** A group of black dice with symbols like a target and a gear.

Getting Started

All robots in Tink Town have a special connection with their pet called a **robit**. Today all of the robits have gone missing!

Each player pretends that they are the robots searching for an answer to the riddle of the missing robits. In each storybook player(s) **will be able to find some of the missing robits but not all**. It is more important to find out why the robits have gone missing.

It is the job of each player to become a storyteller by acting as the characters they have selected and found along the way. The player(s) and the Storybooks will guide each other to form an incredible story!

The word "you" will be used in this game to mean all the characters, as in all of you. All of the characters are in this together.

You are now ready to begin your adventure the first player turns to the first page of the chosen storybook and begins reading. At the bottom of each page there will be icons which will tell the player(s) how to proceed.

Finishing the Game

The game ends when the player(s) reach an ending in the Storybook. Player(s) then total their points.

Each storybook tells different parts of the riddle. Playing through all the unique paths will prove challenging; choosing directions, having encounters, and rolling dice all affect the outcome of the story.

How many paths can you find through each Storybook? Will you solve the riddle of the missing robits?

Each storybook tells different parts of the riddle of the missing robots. In each play you have the chance at finding some of the robots but not all. Multiple plays with each storybook is how you will find out what has happened to the robots.

The selected storybook will guide the adventure. Several icons and text treatments signify different actions to take.

Headers

Location and Encounter Headers in the Storybook let the players know they need to find the matching card and add it to the play area.

New locations and encounters should replace any existing ones already in play. Return previous cards to their respective stacks.

When moving a Location or Encounter Card, also move any Story Cue Cards and Story Tokens associated with them.



Location Cards have a map icon. Take the Location Card that matches the name. **Turn it over and read the description aloud.** Then place in title side up in play area.



Encounter Cards with a robot icon. Take the encounter card that matches the name and icon. Place it in the open play area **without looking at the back.**

Footer

The footer displays the information and choices that must be made based on the icon to the right.

Page

The current page number is shown in the top right or left of each page. When following pages based on selections from the footer, these are the numbers you search for.

TINK TOWN

Tink Town is a quiet little place. Not much upsets the peace here. But this morning something is different. Your robot is not around.

Just about everyone has at least one pet robot. These companions have a special connection. This symbiotic relationship completes both robots and robots in unexplained ways.

While you can't have a conversation with your robot directly, you do understand each other. This link is a mystery, but you don't care as long as you have your robot.

Page

55

Location Header

MOANING MINES

There is a foul air that wisps around you, making you feel uneasy at every turn in the path. A cold shiver runs down your wires as you see buildings in the distance.

Encounter Header

NEIGH NIBBLER

Just as you shake off the last of your worries, a little robot comes up the path. He is so nervous that he bumps right into you and falls over. He rattles with fear as if he has seen a ghost.

Footer

4 / 3 / 5 - Turn to page 61
 2 / 1 / 3 - Turn to page 60
 X - Turn to page 62

Icon



Icon

Icons shown in the lower right corner describe what must happen on each page:

- Encounter:** The leader needs to resolve the current encounter card.
- Rotate Leader:** The leader selects one of the available choices then passes the Storybook to the next player.
- Determine State:** Turn to the page that answers the question above based on who or what is in the group.
- Choice:** The leader decides which page to turn to based on the choices shown.
- Continue:** The leader turns to the page shown, there is no choice on this page.
- End:** Players have reached the end of this story. Earn the Victory Points shown in the gear.

Encounter - Leader Action

An encounter is where player(s) will add to the story of their adventure by pretending they are the characters they are acting for. This happens in two phases: leader approach & team support. Encounters are signified by the encounter icon in the lower right of a page along with a breakout of actions.

The leader will be the player with the storybook. They will choose a character to initiate the action, roll some dice, and start the story telling for this encounter. This story telling is important as it will lead to the team support phase where the rest of the player(s) can help overcome the encounter.



Acting Character

The leader must first decide which character will initiate the encounter. They can select their character or any character that has joined the group since they started, but not one of the other players' characters.



Actions

Actions are where the story telling starts. The actions are listed on the characters card as three symbols.

Battery: Power or inner strength.

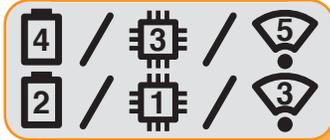
Processor: Intellect or wisdom.

Scanner: Communication or observation.

The value inside the icon is the character's ability in that action. This value determines how many encounter dice will be rolled.

Select an action the acting character will use to overcome the encounter. With the action selected and before rolling the encounter dice, the leader tells a story of how they are using the action to overcome the encounter.

Action Targets



The action target is the selected action's value in the footer of the page. The number of successes must equal or beat the action target.



If there are multiple targets the higher the number bested the better the outcome. **The leader does not have to choose the action target value they are attempting before rolling.**

Dice Roll



The leader rolls a number of encounter dice equal to the acting character's selected action value. Each die has the same faces which can have three different results.

Gain one Story Token to the common pool.

Miss

Success

Add up the number of successes and compare to the action target.

Bobby, the Leader, selects Beep as the **Acting Character**. Bobby then decides to use Beeps Processor as the **Action**.

"I know a safe path," says Beep trying to calm Neigh Nibbler.

Beep's actions' value is 4 so Bobby rolls 4 Encounter Dice. Resulting in 2 Successes, 1 Miss, and 1 Story Token.

Bobby's roll of 2 successes bests the lowest **Action Target** of 1, and one Story Token is added to the common pool.

• Encounter - Team Support •

Every character in the group is doing something, even if just “Watching in awe”. Players take turns adding to the story for each character in the group, excluding the Acting Character.

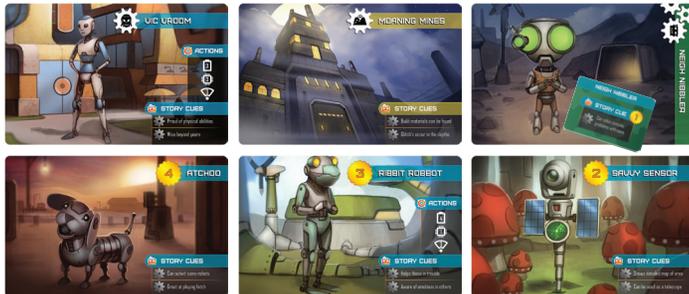


Story Cues

A player may add a success to the encounter while storytelling. This is done by incorporating a Story Cue into the story and spending a Story Token.

A Story Cue is a piece of information about the card they are attached to. Story Cues are helpful prompts to give players story ideas when giving team support.

The Story Cue can be associated with any large card currently in play. In play is defined as any characters, robots, allies, or items in the group. It also includes a location if the characters are currently at one. Finally if the current encounter has any Story Cue Cards associated with it they are also available.



Each large card with playable story cues can add one success per Encounter, limiting the Team Support successes by the number of large cards in play.

Story Cues are one use per game. They are gained via the storybook.

Story Tokens

After the player tells a piece of the story using a Story Cue, a Story Token is then taken from the common pool and placed on that Story Cue's gear signifying that it can't be used again for the rest of this adventure.

If there are no Story Tokens in the common pool, then a success can not be added to the encounter. Story Tokens are gained from rolling gears on the Encounter Dice.



Negative Story Cues

Story Cues with a red background are treated differently than other Story Cues. The card with these cues applied are unable to help in Team Support. Instead during an encounter they must do one of the following:

1. Tell a story about how the story cue has kept that card from contributing.
2. Spend a Story Token to the gear from the common pool and tell a story about how the Story Cue was resolved. This does not add a success, but does allow that card to be used in the future Team Support phases.

Finishing

Turn to the page displayed to the right of the highest bested action. If the groups successes are lower than all available selected action targets, turn to the page number next to the last line with the big “X” icon.

Bobby's roll is enough to overcome the encounter and go to the middle result. Now the rest of the players decide if they are going to add any successes during Team Support.

Diana uses Hum's "Knows more than most" Story Cue. Hum uses his staff in a circling motion as Neigh completely relaxes.

Diana spends a Story Token from the common pool to Hum's Story Cue, adding a success to the encounter.

Vic scans the path, Andrew explains, not adding to the successes since they already have enough.

Bobby wraps the encounter up saying, Atchoo gets mesmerized the moving staff, while Ribbit croaks, taking a short nap.

Overcoming the top Action Target Bobby turns to page 61.

Depending on the chosen path through the storybook additional help may be gained. These items are represented by two different text treatments in the book. After reading the gained item, stop and resolve the them.

These gained items comes in two forms: story cues and one of either an item, ally, or robot.

Story Cues

The block quote surrounded by gears, one with a number in it, means to draw the corresponding Story Cue Card. Search the Story Cue Card stack for that number and draw the card.



Flip it over and **add it to the card listed at the top** of the Story Cue Card. If the card listed at the top is not currently in play **do not** bring it into play now. If at the top it says Acting Character, that means the character that lead the action.

Block quotes without a number means to take that action freely. An example would be "Clear any negative Story Cues" this means discard any story cues with a red background color. These apply to all characters currently in the group.

The gold gear with the number indicates the amount of end game victory points players have received by uncovering this card.

Robot, Ally, or Item

Bold text with a geared line under it with an upturned arrow means something was added to the party. Flip the current Encounter Card over to see what was gained. If the Encounter Card had any Story Cue Cards associated with it, those remain stay with the card.

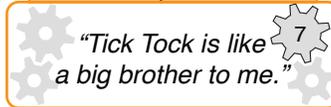


Depending on the type of encounter, the gained card may be either a Robot, Ally, or an Item. These new additions to the group can be used by any player.

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"There was an incident. Tick Tock Titan lost his job but everything has been kept quiet. It had something to do with the robots, but no one..."

Story Cues



"He teaches me all about the world. How to interact with the robots. I would do anything for him."

You explain your quest to find the missing robots.

After a long pause, he continues "I want to help find the robots and Tick Tock. I will join you..."

Robot, Ally, or Item

Ribbit Robbot joins your group.

"I know that Tick Tock has been seen around Moaning Mines since losing his job."

Which way would you like to head?

Lullaby Lake - Turn to page 54
Moaning Mines - Turn to page 55
Whirring Waste - Turn to page 56



Robots and Items have Story Cues that can be used by any player during Team Support. Allies have Story Cues and Actions. As such Allies can be used for Leader Approach or Team Support.

As with the Story Cues the gold gear with the number indicates the amount of end game victory points.

MEETING UP WITH FRIENDS

While checking Robot Park, you find some of your friends missing their robots. Realizing this is bigger than just you, you join forces and gather information.

A crowd passes you on their way to Pattering Plant in search of answers. Through all of the beeping you are able to collect a few useful bits of data.

One robot thought he had seen some robots heading into the depths of Moaning Mines. A second robot marked that a weird whining was coming from the abandoned Whirring Wastes. A young pair of robots had felt the ground shake near Lullaby Lake.

Bookmark



The bookmark is used as a quick jump back in the Storybook. Any player may spend a Story Token from the common pool back to the supply, then place the bookmark at the current page. It can only be placed at non-encounter pages.

At any time the current leader may go back to the bookmark and continue the story. Once an encounter is resolved or the bookmark is used, the bookmark is removed from the book.

The bookmark may be repositioned by spending another Story Token. It can be used as many times as the players like.

Story Die



Awarded to any player that tells an exceptional piece of the encounter's story. A player may award the die one time per game. The Story Die may only be awarded once per encounter. The die is immediately rolled after the awarding and the results are applied to the current encounter. After resolving the encounter the Story Die is returned to the common area till it is awarded again.

There are three possible outcomes of the story die when rolled.

1. **Success**, adds one success to the encounter.
2. **Not the Action Target**, nothing happens.
3. **Matches Action Target**, succeed highest outcome.

Scoring

Add up your victory points from the ending in the Storybook, Story Cue Cards, and gained Encounter Cards.

Score Chart

| | |
|--------------|-------------------|
| less than 10 | Beginner |
| 11 - 20 | Explorer |
| 21 - 30 | Adventurer |
| 31 + | Hero |

Solo Play Variant

In solo play, the Acting Character may use Team Support. Also Team Support is not limited to one use per encounter per character.

Thank You

I want to thank everyone that made this possible. Hopefully I will remember everyone, but if I don't... Thank you too.

My wife, for love, support, and understanding.

My sons, for inspiration, both this game and my life.

My mom, dad, & brothers, for helping me become me.

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You

You are amazing and special, and I want to thank you for supporting me.