

ROBOTS ™

ICE CREAM

THE CARD GAME



A GAME BY CHAD ELKINS

ROBOTS ICE CREAM™

THE CARD GAME

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ROBOTS LOVE ICE CREAM: THE CARD GAME™
IS BASED ON THE HIT VIDEO GAME
ROBOTS LOVE ICE CREAM™
BY DRAGON ARMY™

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DO YOU HAVE WHAT IT TAKES TO DEFEAT SPINSTON AND SAVE THE GALAXY?



**BORIS BODDINGTON THE THIRD
WANTS THE ICE CREAM — ALL OF THE ICE CREAM.**

**HIS ARMY OF ROBOTS, LED BY SPINSTON, HAVE BEEN DEPLOYED
ACROSS THE GALAXY TO STEAL ICE CREAM FROM EVERY PLANET.
LOAD UP YOUR SUPERCHARGED ICE CREAM TRUCK
AND HEAD OUT INTO SPACE.**

**YOUR MISSION:
STOP SPINSTON AND FOIL BODDINGTON'S PLAN.**



SAVING THE GALAXY IS PRETTY SWEET!

GAME COMPONENTS



65 WEAPONIZED ICE CREAM CARDS

5 BRAIN FREEZE | 15 SINGLE SERVE | 15 RAPID POP | 15 BOOMSICLE | 15 FUNDAY



4 ICE CREAM TRUCK CARDS



13 ICE CREAM TOKENS

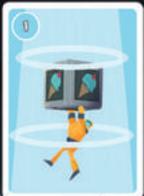
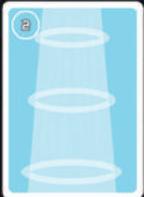
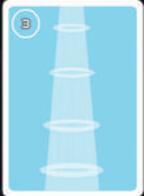


15 PLANET CARDS



GAME COMPONENTS

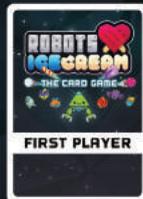
27 UNIQUE BOOST CARDS



40 SPRINKLETONIUM CARDS

3 SPINSTON BEAM TRACKER CARDS

1 FIRST PLAYER CARD



60 ROBOT CARDS

3 SPINSTON | 3 SPINSTON 2.0 | 12 LITTLE CHIP | 8 LITTLE CHUNK
8 PEABOTY | 6 PEWBOTY | 8 PUNK ROCKIT | 6 SCRAMBLES | 6 RAY

1 RULEBOOK

CARD EXPLANATIONS

TITLE

POWER PACK

ADD 1 TO ANY ATTACK VALUE AGAINST A ROBOT WITH A DEFENSE OF 3 OR MORE

WORKS WITH ANY WEAPONIZED ICE CREAM TYPE

TRUCK UPGRADE



DESCRIPTION

DEFENSE VALUE



SPINKLETONIUM REWARD

ROBOT NAME

ATTACK DESCRIPTION

BOOST TYPE

FREE SAMPLE

TAKE ONE RANDOM WEAPONIZED ICE CREAM CARD FROM ANY PLAYER

EFFECT MAY ONLY BE USED ONCE PER PLANET

GAME EFFECT



PRICE

SPINSTON 2.0

ROBOT CARDS TO DRAW



SPINSTON

UPGRADE BOOST SLOTS



EFFECT BOOST PLACEMENT

GAME PHASE QUICK GUIDE

GAME OBJECTIVE

TAKE CONTROL OF YOUR ICE CREAM TRUCK AND COLLECT MATCHING SETS OF WEAPONIZED ICE CREAMS. EACH PLANET FEATURES A VARIETY OF ROBOTS THAT ATTACK PLAYERS WHILE SPINSTON STEALS THAT PLANET'S ICE CREAM. DEFEAT SPINSTON ROBOTS TO RESCUE THE ICE CREAM SUPPLY.

USING YOUR MATCHING WEAPONIZED ICE CREAM CARDS, SHOOT AT THE ATTACKING ROBOTS WHICH, WHEN DESTROYED, WILL DROP SPRINKLETONIUM. IN-BETWEEN PLANETS, YOU CAN USE YOUR SPRINKLETONIUM TO PURCHASE UPGRADES FOR YOUR TRUCK, MAKING THEM MORE EFFECTIVE IN BATTLING THE ROBOT INVADERS.



HOW TO WIN

PLAYERS WORK TOGETHER TO SAVE AS MANY ICE CREAMS AS POSSIBLE OVER THE 5 DIFFERENT PLANETS.

THE GROUP'S MISSION IS A SUCCESS IF YOU CAN SAVE A COMBINED 10 OUT OF 13 POSSIBLE ICE CREAM TOKENS.

AT THE END OF THE 5TH PLANET, IF YOUR GROUP HAS SAVED AT LEAST 10 ICE CREAMS, YOU WILL EACH SCORE YOUR OWN VICTORY POINT TOTALS. THE PLAYER WITH THE HIGHEST SCORE IS THE CHAMPION OF THE GALAXY.

EXAMPLE GAME SETUP

DISCARD



BOOST DECK



PLANET DECK



ROBOT DECK



DISCARD



SPINSTON BEAM TRACK



SPINSTONS AND ROBOTS



WEAPONIZED ICE CREAM DECK

DISCARD

SPRINKLETONIUM DECK



ICE CREAM POOL

FIRST PLAYER CARD



TRUCK



EFFECT CARDS

EQUIPPED UPGRADE CARDS



SPARE UPGRADE CARDS

COLLECTED ICE CREAM



COLLECTED SPRINKLETONIUM



PLAYER'S HAND



EXAMPLE GAME SETUP

- 1 - DISTRIBUTE AN ICE CREAM TRUCK CARD TO EACH PLAYER TO BE PLACED IN FRONT OF THEM.
- 2 - SELECT THE GROUPING OF PLANETS CORRESPONDING TO THE NUMBER OF PLAYERS, ORDER THE PLANETS IN A DECK FROM 1 TO 5, AND PLACE THEM AS SHOWN.
- 3 - PLACE THE 3 SPINSTON BEAM TRACK CARDS VERTICALLY NEAR THE PLAYING AREA IN NUMERICAL ORDER WITH 1 BEING AT THE BOTTOM. THE BOTTOM CARD SHOULD BE FLIPPED TO SHOW THE MAN AND ICE CREAM.
- 4 - AFTER SETTING THE SPINSTON AND SPINSTON 2.0 CARDS ASIDE, SHUFFLE THE ROBOTS CARDS AND PLACE THE DECK NEAR THE PLAYING AREA ALLOWING SPACE FOR DISCARDS BESIDE THEM.
- 5 - SHUFFLE THE WEAPONIZED ICE CREAM CARDS AND PLACE THE DECK SOMEWHERE ALL PLAYERS CAN REACH, ALLOWING SPACE FOR A DISCARD STACK.
- 6 - ALL BOOST CARDS (UPGRADES AND EFFECTS) SHOULD BE SHUFFLED AND PLACED NEAR THE PLAYING AREA.
- 7 - THE SPRINKLETONIUM DECK SHOULD BE PLACED NEARBY AND ACCESSIBLE TO ALL PLAYERS.
8. DEAL 7 WEAPONIZED ICE CREAM CARDS FROM THE DECK TO EACH PLAYER.
9. THE PERSON WHO HAS MOST RECENTLY EATEN ICE CREAM IS GIVEN THE FIRST PLAYER CARD. IF A TIE, THE YOUNGEST PLAYER RECEIVES THE CARD.

HOW TO PLAY

THE GAME IS PLAYED OUT OVER FIVE PLANETS WITH EACH PLANET CONSISTING OF THREE ROUNDS. ROUNDS ARE BROKEN UP INTO TWO PHASES: PLAYER AND ROBOT. DURING EACH PHASE, PLAYERS WILL EACH TAKE ONE TURN FOLLOWED BY ALL THE ROBOTS UTILIZING THEIR ATTACK ABILITIES.

I. PREPARING THE PLANET

THE ROBOTS ARE INVADING AND THE PLAYERS DISCOVER WHAT CHALLENGE THEY'LL BE FACING ON THAT PLANET.

- A.** REVEAL THE TOP CARD FROM THE PLANET DECK BY TURNING IT FACE UP. THE REMAINING PLANET CARDS WILL BE REVEALED IN ORDER 1 THROUGH 5 AS YOU PROGRESS THROUGH THE GAME.
- B.** ARRANGE THE SPINSTONS AS INDICATED ON THE CURRENT PLANET CARD. TAKE NOTE THE PROPER COLOR SO THAT THE CORRECT SPINSTON OR SPINSTON 2.0 ARE PLACED IN THEIR CORRESPONDING COLUMNS.
- C.** DRAW AND PLACE ROBOTS FROM THE ROBOT CARD DECK INTO THE LOCATIONS INDICATED BY THE CURRENT PLANET CARD.
- D.** PLACE ICE CREAM VICTORY TOKENS, EQUAL TO THE NUMBER OF SPINSTONS ON THAT PLANET (EITHER 2 OR 3), ONTO THE CARD AT THE BOTTOM OF THE SPINSTON BEAM TRACK.



HOW TO PLAY

2. PLANET INVASION - DEFEND THE ICE CREAM!

STARTING WITH THE FIRST PLAYER CARD HOLDER, EACH PLAYER, IN CLOCKWISE ORDER, TAKES A TURN.

NOTE: PLAYERS ARE ALLOWED TO DISCUSS THEIR PLANS WITH EACH OTHER PRIOR TO TAKING THEIR TURNS.

A. PLAYER PHASE

A1 - DRAW:

DRAW 2 WEAPONIZED ICE CREAM CARDS AND CHOOSE 1 TO DISCARD



**WEAPONIZED
ICE CREAM
DECK**



DISCARD



* BEGINNING ON THE 3RD PLANET: PLAYERS WHO HAVE ZERO ICE CREAM TOKENS AND ZERO SPRINKLETONIUM MAY DRAW UP TO 7 CARDS AT THE START OF THEIR TURN.

HOW TO PLAY

A2 - FIRE ICE CREAM WEAPONS:

USE MATCHING SETS OF WEAPONIZED ICE CREAM CARDS IN YOUR HAND TO ATTACK A SINGLE ROBOT IN THE LOWEST OCCUPIED POSITION OF ANY COLUMN. IN ORDER TO DEFEAT THE TARGETED ROBOT, THE PLAYER MUST DISCARD A MATCHING SET OF WEAPONIZED ICE CREAM CARDS; THE SET MUST BE EQUAL IN NUMBER TO THE DEFENSE VALUE INDICATED ON THE TARGETED ROBOT. BRAIN FREEZE CARDS ARE WILD AND CAN BE USED AS ANY TYPE.



HOW TO PLAY

A3 - CLEAN UP:

PLACE DESTROYED ROBOTS IN THE ROBOT DISCARD PILE, SETTING ASIDE THE SPINSTONS FOR USE ON FUTURE PLANETS. THE ACTIVE PLAYER COLLECTS SPRINKLETONIUM IN AN AMOUNT INDICATED BY THE DESTROYED ROBOT. IF A SPINSTON WAS DESTROYED, THE PLAYER ADDITIONALLY CLAIMS 1 ICE CREAM TOKEN FROM THE SPINSTON BEAM TRACK.



A4 - OPTIONAL:

AFTER COLLECTING SPRINKLETONIUM, THE ACTIVE PLAYER MAY CHOOSE TO SPEND ONE OF THEM AT THE END OF THEIR TURN TO FILL THEIR WEAPONIZED ICE CREAM HAND BACK UP TO 7 CARDS.

A5 - END PLAYER PHASE:

ONCE ALL PLAYERS HAVE TAKEN THEIR TURN, THE ROBOT PHASE BEGINS.



HOW TO PLAY

B. ROBOT PHASE

B1 - ATTACK EFFECTS:

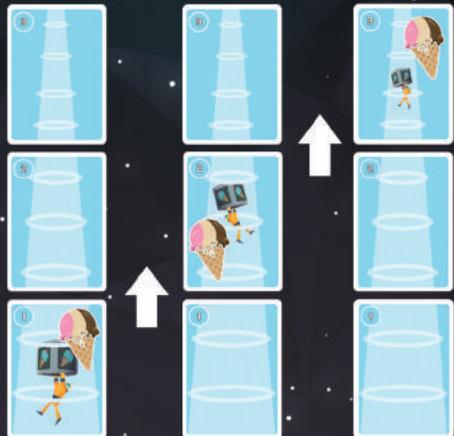
EACH REMAINING ROBOT'S ATTACK ABILITY TAKES PLACE, STARTING WITH THE ROBOTS ON THE LOWEST ROW AND GOING FROM LEFT TO RIGHT, FOLLOWED BY ROBOTS FROM THE NEXT LOWEST ROW AND GOING FROM LEFT TO RIGHT UNTIL ALL ROBOT ATTACK EFFECTS HAVE BEEN ACTIVATED.



B2 - ICE CREAM BEAM TRACKER:

FLIP THE CARDS IN THE BEAM TO REPRESENT THE ROUND CHANGE. THE MAN HOLDING THE CRATE AND THE REMAINING ICE CREAM TOKENS MOVE TOGETHER UP THE TRACK.

AFTER THE 3RD ROUND THE ICE CREAM TOKEN AT THE TOP OF THE BEAM IS MOVED ABOVE THE TRACK



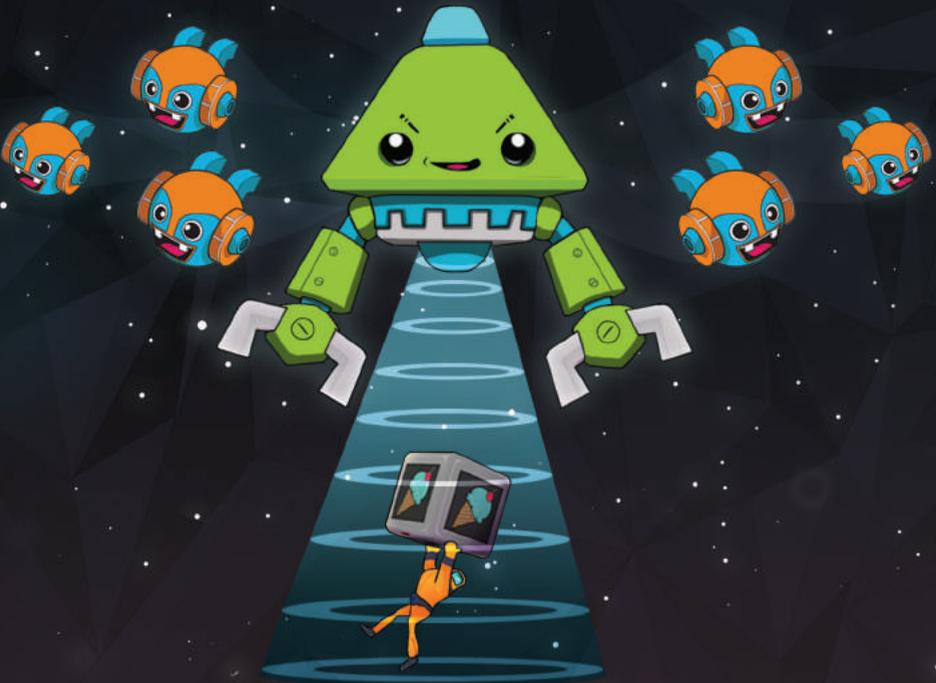
HOW TO PLAY

B3 - PLAYERS TURN:

IF ANY ICE CREAM TOKENS REMAIN ON THE TRACK, A NEW PLAYER PHASE BEGINS WITH THE PLAYER HOLDING THE FIRST PLAYER CARD.

B4 - ESCAPE:

AFTER THE 3RD ROBOT PHASE IS COMPLETE, ANY ICE CREAM TOKENS THAT WERE MOVED ABOVE THE TRACK ARE CAPTURED BY THE SPINSTONS. THESE ICE CREAM TOKENS ARE REMOVED FROM THE GAME. ALL REMAINING ROBOTS ON THE PLANET ESCAPE TO THE ROBOT DISCARD PILE. PLACE THE SPINSTON CARDS OFF TO THE SIDE FOR USE ON FUTURE PLANETS.



HOW TO PLAY

3. THE STORE PHASE - UPGRADING YOUR TRUCK!

DURING THE STORE PHASE, EACH PLAYER TAKES TURNS PURCHASING USEFUL EFFECTS AND UPGRADES FOR THEIR TRUCKS. BOOST CARDS INCLUDE PERMANENT TRUCK UPGRADES AND BENEFICIAL EFFECT CARDS THAT EITHER RESOLVE IMMEDIATELY OR REMAIN IN PLAY FOR LATER USE.

- A.** AT THE START OF THE STORE PHASE, 3 BOOST CARDS ARE DRAWN AND PLACED FACE UP IN A ROW.
- B.** TAKING TURNS, PLAYERS MAY CHOOSE TO PURCHASE BOOST CARDS USING THEIR SPRINKLETONIUM. BUYING TAKES PLACE IN ORDER OF THE PLAYER HAVING THE LEAST SPRINKLETONIUM TO THE PLAYER HAVING THE MOST. IN CASE OF A TIE, THE PLAYER SITTING CLOSEST TO THE FIRST PLAYER IN COUNTER-CLOCKWISE ORDER GOES FIRST.

THE ACTIVE BUYING PLAYER MAY EITHER:

PURCHASE 1 CARD FROM THE FACE UP CARDS

--OR--

PAY 1 SPRINKLETONIUM TO DISCARD THE FACE UP BOOST CARDS AND DRAW 3 NEW BOOST CARDS



HOW TO PLAY

- C.** AFTER A CARD IS PURCHASED, A NEW BOOST CARD IS DRAWN TO REPLACE THE PURCHASED BOOST CARD. PLAYERS MAY PURCHASE MORE THAN ONE CARD IF ABLE. ANY PLAY IMMEDIATELY EFFECTS ARE RESOLVED AT THE TIME OF PURCHASE.



- D.** AFTER ALL PLAYERS HAVE HAD A CHANCE TO PURCHASE BOOSTS, REMAINING BOOST CARDS ARE SENT TO THE DISCARD PILE.



TIP: AS THE INVASION FORCES BECOME LARGER ON LATER PLANETS, IT WILL BECOME IMPOSSIBLE TO SAVE ALL OF THE ICE CREAMS WITHOUT TRUCK UPGRADES. SPEND YOUR SPRINKLETONIUM WISELY!

HOW TO PLAY

4. THE EQUIP PHASE - LOAD UP YOUR TRUCK!

PREPARE YOUR TRUCK WITH THE PURCHASED UPGRADES AS YOU GET READY TO SAVE ANOTHER PLANET FROM THE ROBOT INVASION.

- A.** BEFORE TRAVELING TO THE NEXT PLANET, PLAYERS MAY CHOOSE TO EQUIP THEIR TRUCK WITH A MAXIMUM OF TWO UPGRADES. PLACE THESE TWO CARDS IN DESIGNATED AREAS LOCATED ON THE ICE CREAM TRUCK CARD.



- B.** UNUSED UPGRADES IN A PLAYER'S INVENTORY MAY BE SAVED FOR USE DURING FUTURE EQUIP PHASES.
- C.** WHILE UPGRADES ARE LIMITED TO TWO PER TRUCK, PLAYERS MAY USE AN UNLIMITED NUMBER OF "REMAINS IN PLAY" EFFECT CARDS PURCHASED FROM THE BOOST DECK.

AFTER COMPLETING THE EQUIP PHASE, PASS THE FIRST PLAYER CARD CLOCKWISE TO THE NEXT PLAYER. REPEAT PREPARING THE PLANET (PAGE 9), PLANET INVASION (PAGE 10), AND THE STORE PHASE (PAGE 15) FOR THE NEXT PLANET IN NUMBERED SEQUENCE.

GAME OVERVIEW

5. END OF GAME

AFTER COMPLETION OF THE FIFTH AND FINAL PLANET, VICTORY POINTS (VP) ARE COUNTED. IF THE PLAYERS WERE ABLE TO COLLECTIVELY DEFEND A TOTAL OF 10 OR MORE ICE CREAM TOKENS FROM ESCAPING, THEN THEY SHARE IN GLORIOUS GROUP VICTORY.

ADDITIONALLY, THE CHAMPION OF THE GALAXY IS DETERMINED BASED UPON WHICH PLAYER ACQUIRED THE MOST ICE CREAM TOKENS AND SPRINKLETONIUM DURING THE GAME.

EACH ICE CREAM SAVED COUNTS AS 2 VPS AND EACH SPRINKLETONIUM COUNTS AS 1 VP. IN THE EVENT OF A TIE, THE CHAMPION OF THE GALAXY IS THE PLAYER WITH THE MOST ICE CREAM TOKENS.

IF THEIR ICE CREAM TOTAL IS ALSO EQUAL, THEN THE TIED PLAYERS REVEL IN BECOMING CO-CHAMPIONS OF THE GALAXY!



VICTORY!!!

VARIANT RULES

CHALLENGE VARIANTS

IF PLAYERS WANT TO **INCREASE** OR **DECREASE** THE DIFFICULTY OF THE GAME, THE RULE CHANGES IN THESE VARIANTS PROVIDE GREATER FLEXIBILITY IN CUSTOMIZING YOUR ROBOTS LOVE ICE CREAM EXPERIENCE. IT IS ALSO POSSIBLE TO COMBINE THESE VARIANTS FOR EVEN MORE FUN!

- A. HARDER ROBOTS**
REMOVE 6 LIL CHIPS, 2 PEABOTIES, AND 2 PUNK ROCKITS FROM THE ROBOT DRAW DECK.
- B. WEAPONIZED SPRINKLETONIUM**
WHEN PAYING 1 SPRINKLETONIUM TO REFILL THE HAND, THE PLAYER MAY ADDITIONALLY WEAPONIZE 1 SPRINKLETONIUM BY PULLING 1 OF THEIR OWN SPRINKLETONIUM INTO THEIR HAND RATHER THAN DRAWING A 7TH (OR 8TH IN THE SOLO VARIANT) CARD. THE WEAPONIZED SPRINKLETONIUM BEHAVES IDENTICALLY TO A BRAIN FREEZE CARD.
- C. ALL RED SPINSTONS**
ALL SPINSTONS ARE RED SPINSTON 2.0
- D. ICE CREAM SOCIAL**
AFTER ALL PLAYERS HAVE LOADED THEIR TRUCK UPGRADES, AN ICE CREAM SOCIAL OCCURS WHEREIN A NUMBER OF WEAPONIZED ICE CREAM CARDS EQUAL TO THE NUMBER OF PLAYERS ARE DRAWN AND PLACED FACE-UP. THE GROUP THEN DECIDES WHICH CARD GOES TO EACH PLAYER. IF NO AGREEMENT CAN BE REACHED REGARDING WHO GETS THE CARDS FROM THE ICE CREAM SOCIAL, THEN ALL OF THE ICE CREAM SOCIAL CARDS ARE SHUFFLED AND RANDOMLY DISTRIBUTED AMONG THE PLAYERS.
- E. ATTACK TWICE PER TURN**
ON THEIR TURN, PLAYERS MAY PERFORM TWO ATTACKS INSTEAD OF ONE. THERE IS NO DRAWING OF NEW CARDS BETWEEN THE TWO ATTACKS. BOOST AND ROBOT PLACEMENT RULES ARE THE SAME AS IN REGULAR MODE.
- F. BOOST PURCHASE LIMITS**
DURING EACH STORE PHASE, PLAYERS MAY ONLY PURCHASE 1 BOOST CARD. YOU MAY STILL USE A SPRINKLETONIUM TO FLUSH THE CARDS BEFORE PURCHASING.

CLARIFICATIONS

LIL CHIP - WHEN LIL CHIP MOVES TO THE RIGHT, HE MOVES TO THE HIGHEST OPEN SPACE AVAILABLE IN A DIFFERENT COLUMN, STARTING WITH THE COLUMN TO THE RIGHT OF ITS CURRENT POSITION. LITTLE CHIP CAN MOVE TO DIFFERENT ROWS. THE LOWEST ROW (4TH LEVEL) IS ONLY CONSIDERED TO BE OPEN SPACE DURING 4 PLAYER GAMES AND ONLY ON THOSE ROWS WHICH SHOW A 4TH LEVEL ON THE PLANET SETUP CARD. AVAILABLE COLUMNS MUST HAVE A SPINSTON TO BE CONSIDERED A VALID OPEN SPACE. IF NO OTHER COLUMNS ARE AVAILABLE, LIL CHIP STAYS IN PLACE.



LIL CHUNK - WHEN LIL CHUNK SUMMONS A ROBOT, THE SUMMONED ROBOT IS PLACED IN THE SAME COLUMN AS LIL CHUNK IF POSSIBLE OR IN THE FIRST OPEN SPACE AVAILABLE STARTING WITH THE HIGHEST OPEN POSITION IN THE COLUMN TO THE RIGHT OF LIL CHUNK. AVAILABLE COLUMNS MUST STILL HAVE A SPINSTON. THE LOWEST ROW (4TH LEVEL) IS ONLY CONSIDERED TO BE OPEN SPACE IN 4 PLAYER GAMES. IF NO OPEN SPACE IS AVAILABLE, NO NEW ROBOTS ARE PLACED.

SHUFFLING DECKS - THE ROBOTS, WEAPONIZED ICE CREAM, AND BOOST CARDS ARE SHUFFLED WHEN EACH OF THE DECKS ARE DEPLETED. DO NOT RESHUFFLE THE DISCARDS IF THERE ARE STILL CARDS REMAINING IN THE DRAW PILES.

SPRINKLETONIUM - SPRINKLETONIUM CARDS DO NOT HAVE A DISCARD PILE. LOST OR SPENT SPRINKLETONIUM CARDS ARE SIMPLY PLACED BACK IN THE DECK. SHOULD A PLAYER NEED TO DRAW SPRINKLETONIUM AND THERE IS NONE AVAILABLE IN THE DECK, THEY SIMPLY DO NOT RECEIVE ANY THAT TURN.

BOOSTING SECOND ATTACKS - RAPID POP SPECIAL AND SUNDAY SPECIAL UPGRADES CANNOT BE USED TO BOOST THE SECOND ATTACK USING EITHER HIT EM QUICK AND OH FUUUUUUUUDGE UPGRADES.

THANK YOU

THE ROBOTS LOVE ICE CREAM UNIVERSE WOULD NOT EXIST WERE IT NOT FOR THE ORIGINAL VISION FROM BURTON POSEY. HE AND THE DEVELOPERS, ARTISTS, AND DESIGNERS AT DRAGON ARMY WHO BROUGHT THIS VIDEO GAME TO LIFE WERE THE CATALYST AND INSPIRATION FOR THE TABLETOP ENDEAVOR. I AM GRATEFUL TO JEFF HILIMIRE AND RYAN TUTTLE AT DRAGON ARMY FOR THE OPPORTUNITY TO WORK WITH THESE CHARACTERS.

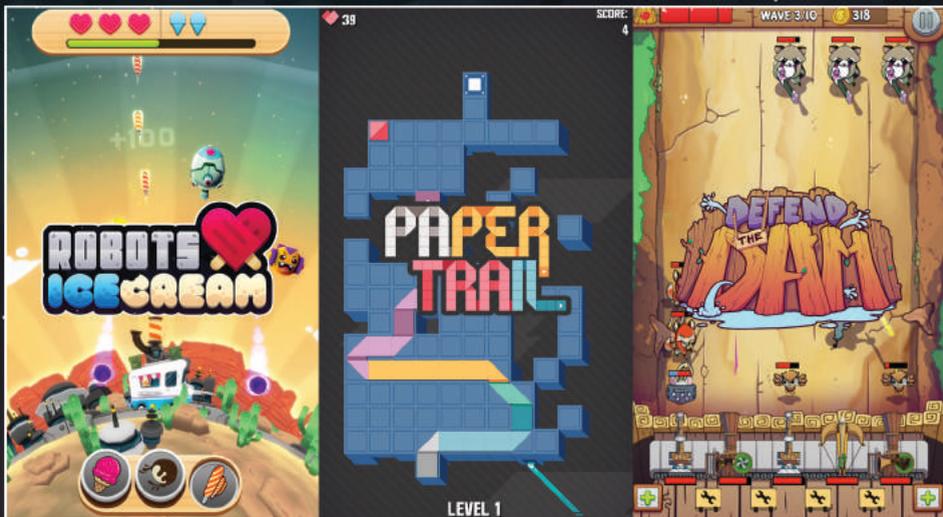
THANK YOU TO THOMAS HOLT FOR THE FANTASTIC AND TIRELESS WORK HE PUT INTO MAKING THE ART FOR THIS GAME. NOT ONLY DID HE CRAFT THE FUN VISUAL REPRESENTATION OF THE GAME DESIGN, BUT HE ALSO CREATED THE 25TH CENTURY GAMES LOGO. THIS GAME WOULD NOT HAVE BEEN POSSIBLE WITHOUT HIM.

THE DEVELOPMENT PROCESS BEHIND THE SCENES COULD NOT HAVE BEEN DONE WITHOUT THE ASSISTANCE OF MATTHEW GOEKE AND ANDREW HAYES. ALONG WITH DARIC MORRIS AND ANDY SKILLING, THEY WERE INSTRUMENTAL IN WORKING THROUGH THE EARLY PROTOTYPE CONCEPTS. ALSO I WANT TO GIVE A BIG THANK YOU TO SCOTT LOOTENS FOR HIS WORK ON THE KICKSTARTER TRAILER EDITING AND PRODUCTION.

ON BEHALF OF EVERYONE INVOLVED, I WANT TO EXPRESS OUR SINCEREST GRATITUDE TO THE KICKSTARTER BACKERS WHO SUPPORTED THIS PROJECT. WITHOUT THEIR PLEDGES, THIS GAME WOULD NEVER HAVE MADE IT TO TABLETOPS AROUND THE WORLD. TO BOTH THE BACKERS AND OTHERS WHO PURCHASE ROBOTS LOVE ICE CREAM, I HOPE THIS GAME BRINGS YOU, YOUR FAMILY, AND YOUR FRIENDS TOGETHER FOR HOURS OF ENJOYMENT AROUND THE TABLE.

-CHAD ELKINS

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