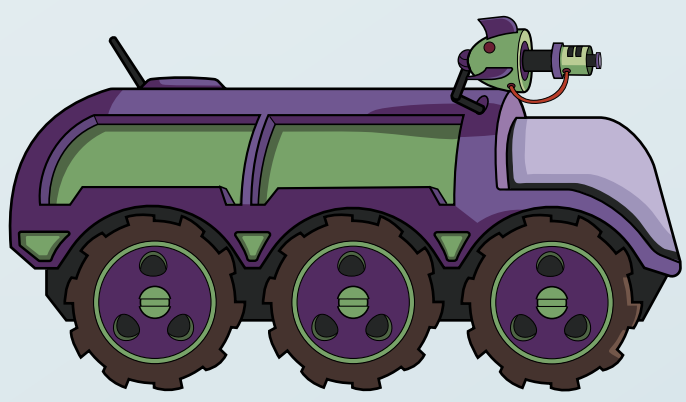
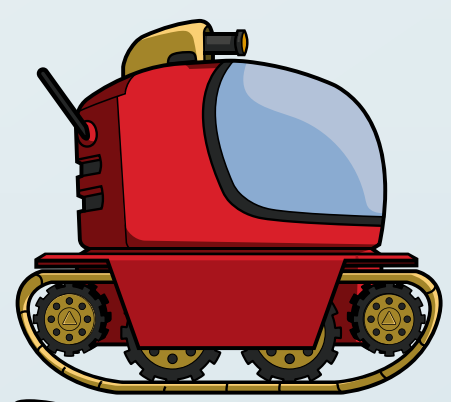
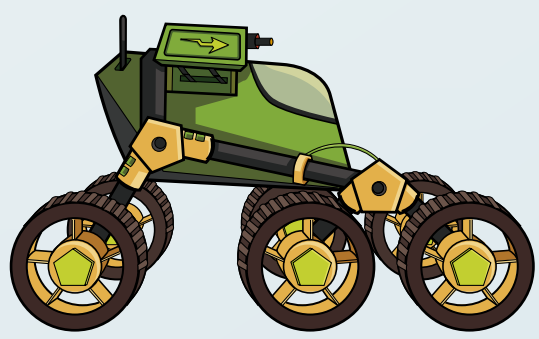


2-4 6+ 30-60 MIN

WITBOTS

CODING A RESCUE

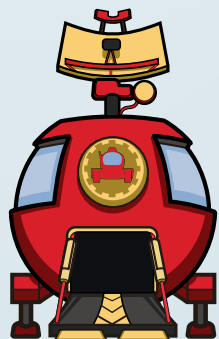
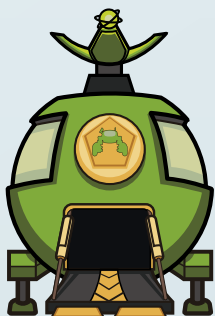
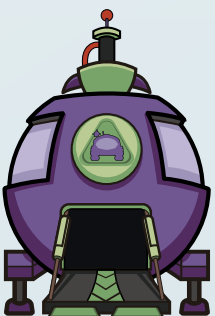
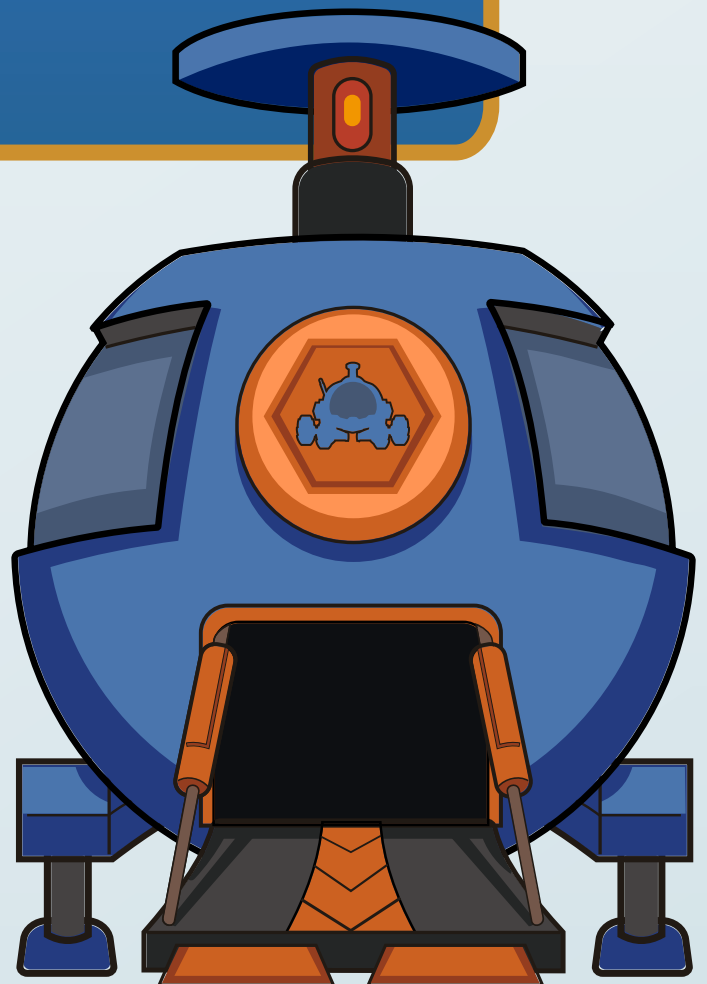




Martian exploration goes on wheels. But an unforeseen event happened: a great storm has damaged the drones of the research bases. Now they cannot return to their refuge.

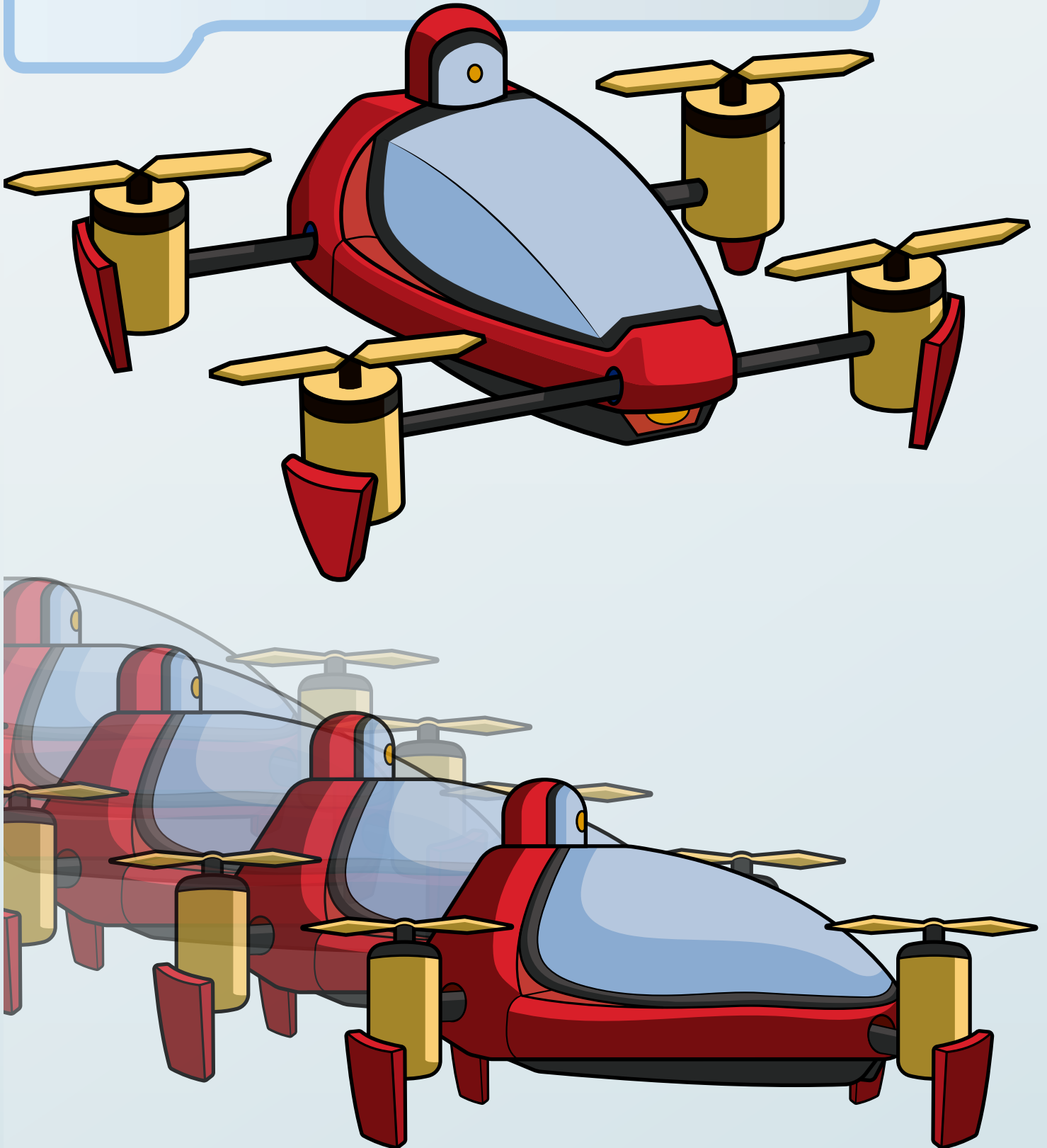
Our mission is to program our Rover to come to the rescue of your partner and return it to the base. We are competing to accomplish the mission before our rivals.

Witbots is a 2 to 4 player game that promotes skills such as programming, long-term planning, problem solving, and strategic thinking.

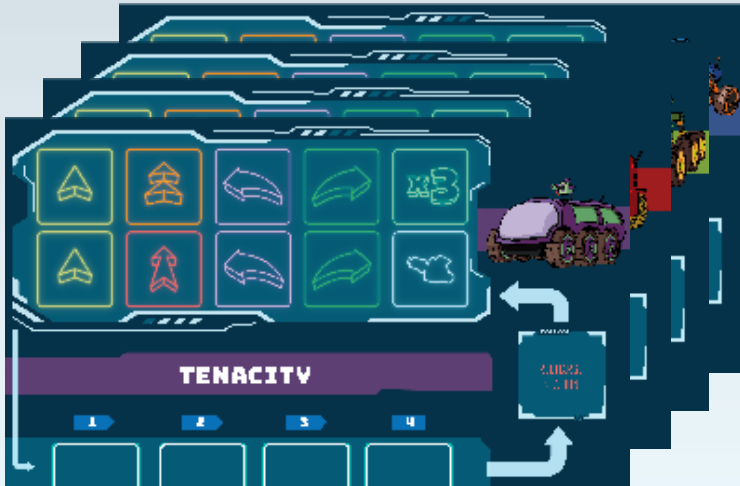


OBJECTIVE

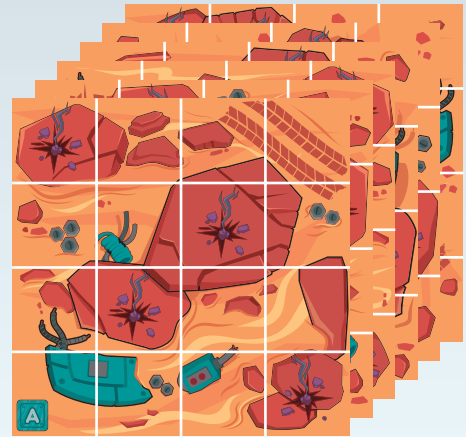
Each player must program the movements of their Rover to retrieve their drone and make their way back to their base.
The player who completes this mission first will be the winner.



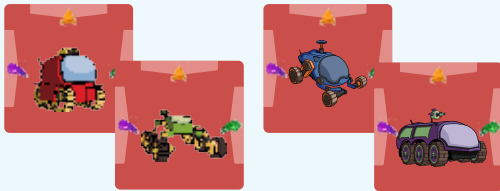
COMPONENTS



4 Rover Boards



6 Martian Terrain Boards



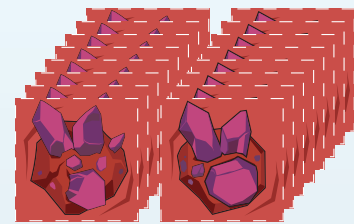
4 Rover Tokens



40 Code Tokens



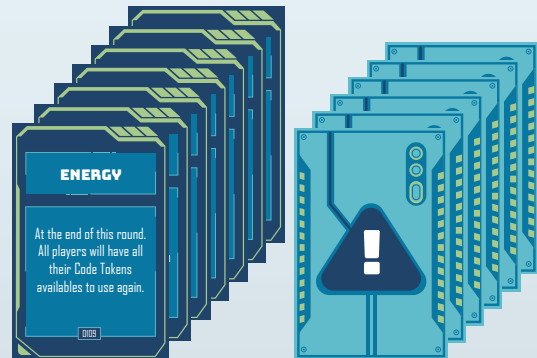
4 Drone Tokens



16 Obstacle Tokens



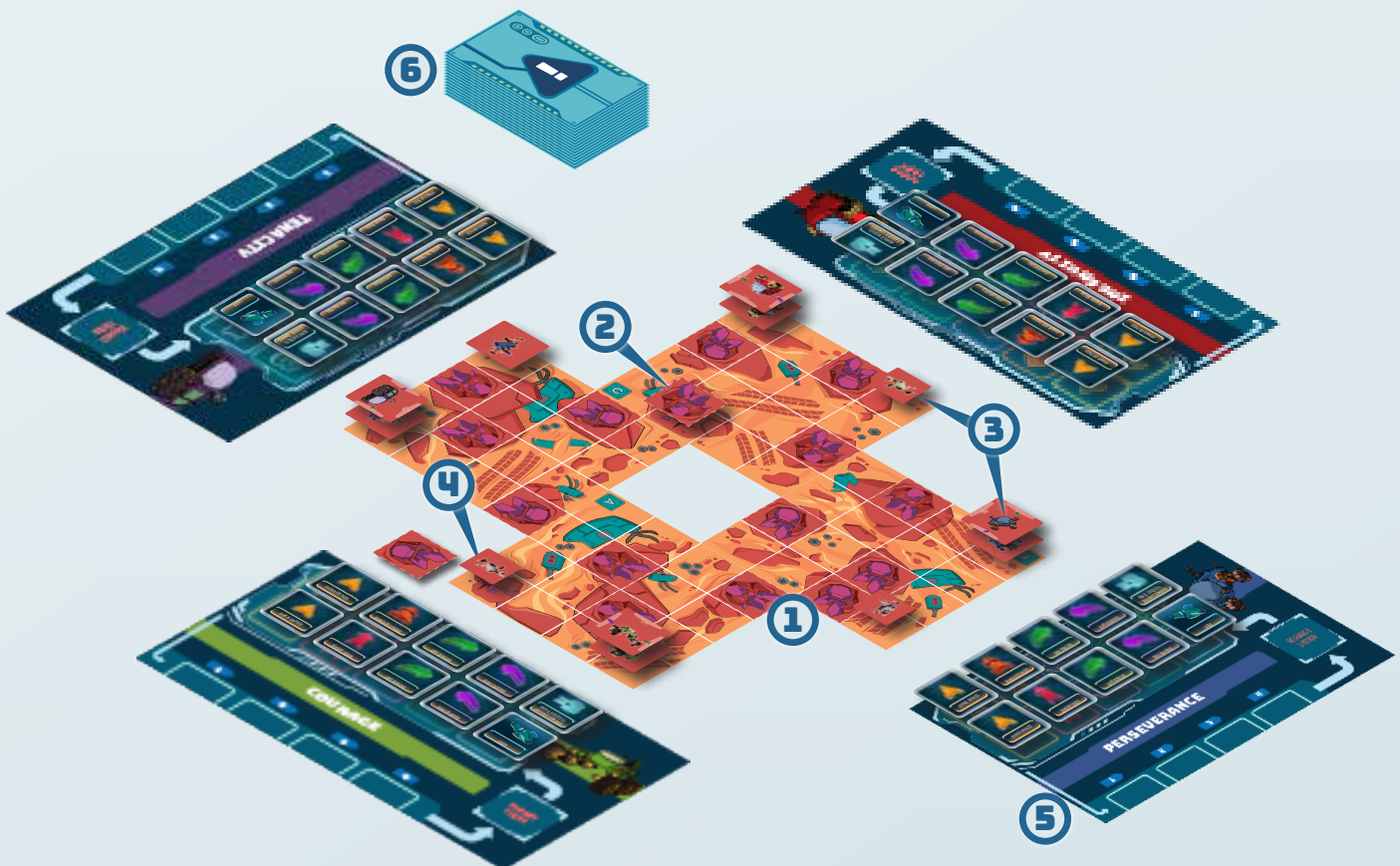
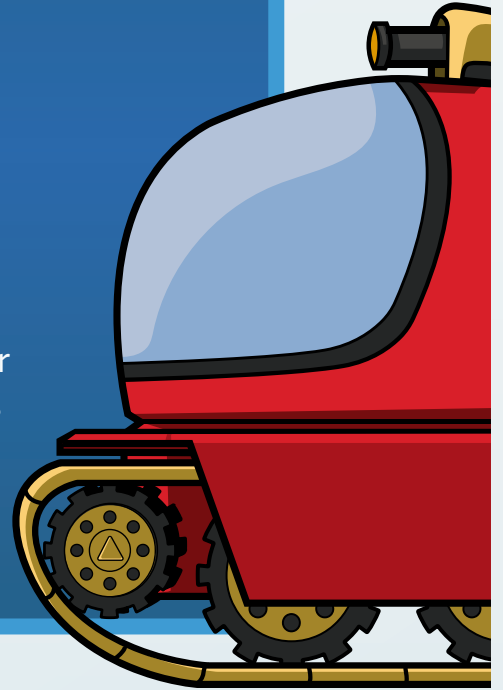
4 Base Tokens



13 Event Cards

GAME SET-UP

- 1 Place 4 boards of Martian Terrain as shown (*players can position each board as they wish*).
- 2 Place an Obstacle Token on all the rubbish squares.
- 3 Place each player's Rover (*visible only the rover*), Base and Drone Tokens as shown.
- 4 If any token must go over an obstacle, the obstacle is removed.
- 5 Each player receives a programming board and their 10 corresponding Code Tokens. Each one places his code cards in the indicated place on his board.
- 6 Shuffle the Event Cards and determine starting player.



HOW TO PLAY

A game round is divided into three phases:
First **Programming**, then **Mars** accommodation and then **Run Program**.

PROGRAMMING

At the same time, all players select 4 of their available Code Tokens at their code and order them in their Compiler (the spaces on their board marked from 1 to 4).

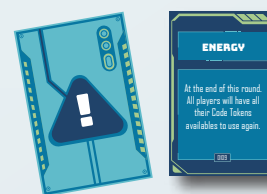
When everyone finishes their accommodation, they continue to the next phase.



MARS

An event card is revealed and its effect is performed (*events can alter the way the following steps are done*).

Then, all players who have tokens at the recharge station *place them back to their code* (*This is not done during the first game turn*).



RUN PROGRAM

The initial player activates token 1 of the compiler and performs the action if possible, then continues with the token 2, then to 3, and finally to 4. The player on the left proceeds in the same way, then the next player, and so on until everyone used the tokens in their compiler.

To conclude the round:
The event card is discarded.

All players pass the tokens from their compiler to their recharge station.

Finally the person to the left of the starting player becomes the new starting player for the next round.

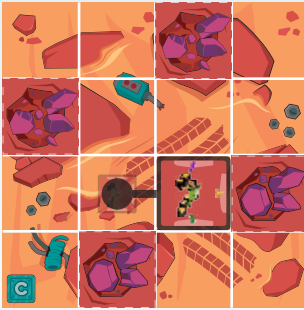


CODE TOKENS

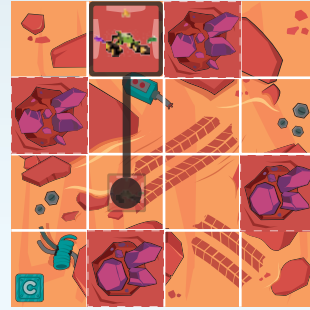
These indicate the actions and movements that the player's Rover will perform. For the Rover to advance to a square, there must be no obstacle in it.



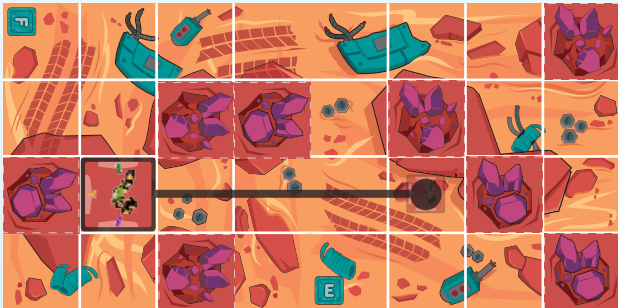
Rover advances forward to the next square.



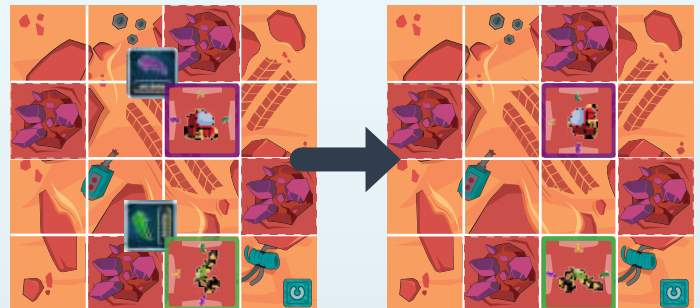
Rover moves forward two squares.



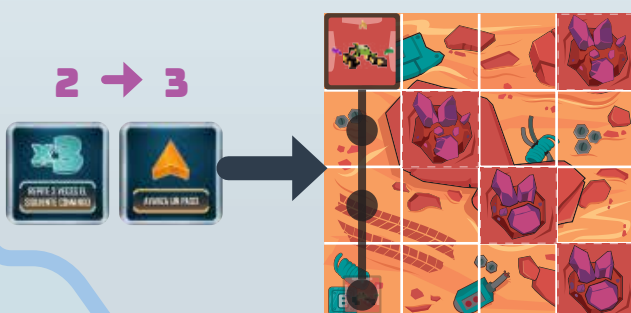
Rover advances all the squares without obstacles in front of it.



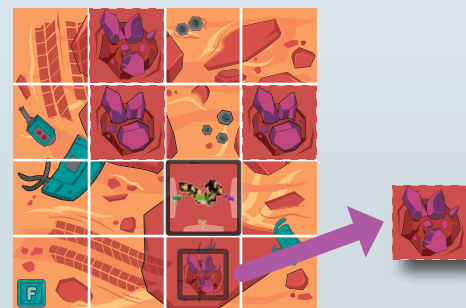
Rover's token rotates within its same square 90 degrees in the indicated direction.



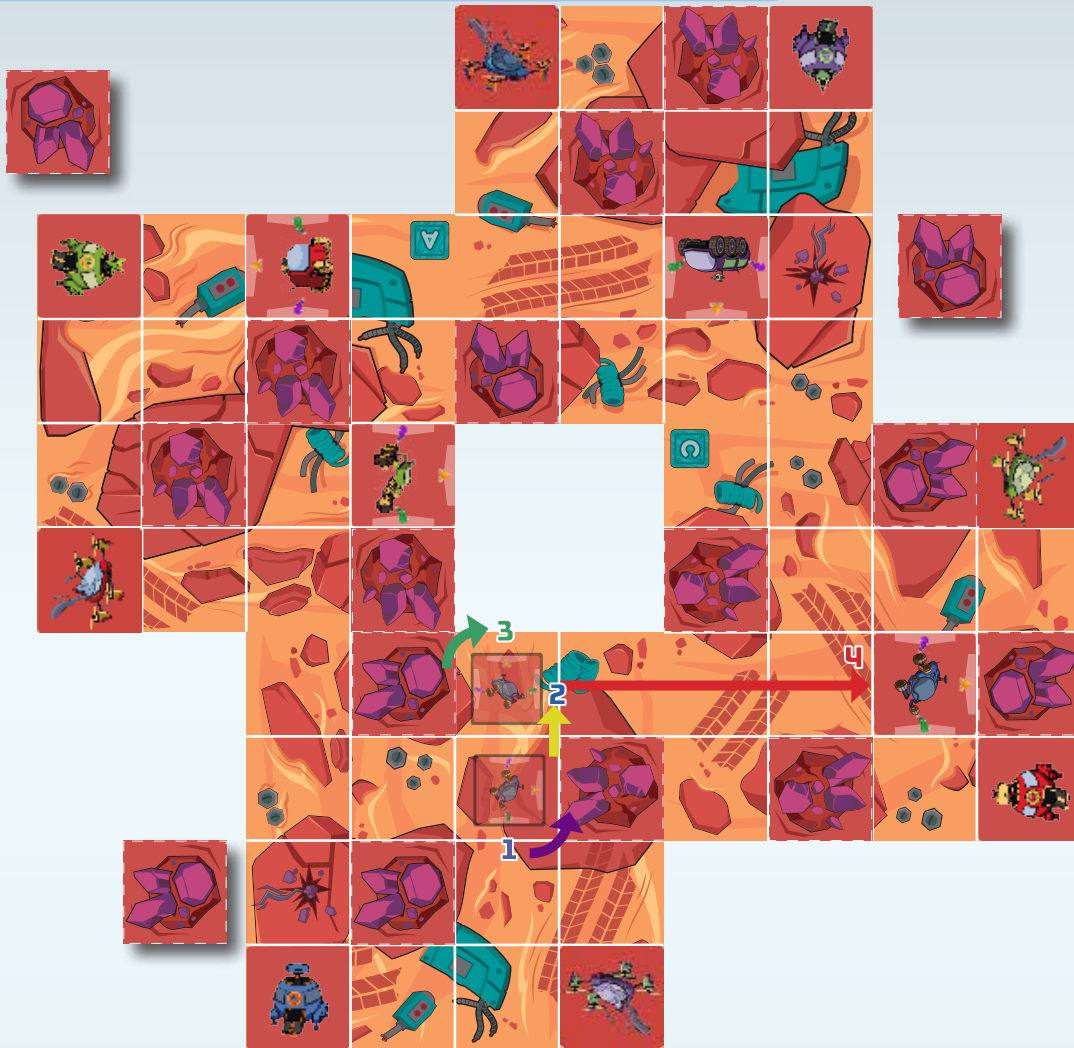
Causes the next tab in the schedule to be activated 3 times, instead of just once.



Rover removes an Obstacle Token from the board that is one square in front of it.



EXAMPLE OF RUNNING PROGRAM



- 1** Perseverance rotates 90 degrees to the left.
- 2** Advance one step to the next square.
- 3** Now rotate 90 degrees to the right
- 4** Finally he advances straight ahead all the empty squares, stopping in front of the obstacle.

His turn ends and the player to his left continues.

IMPORTANT

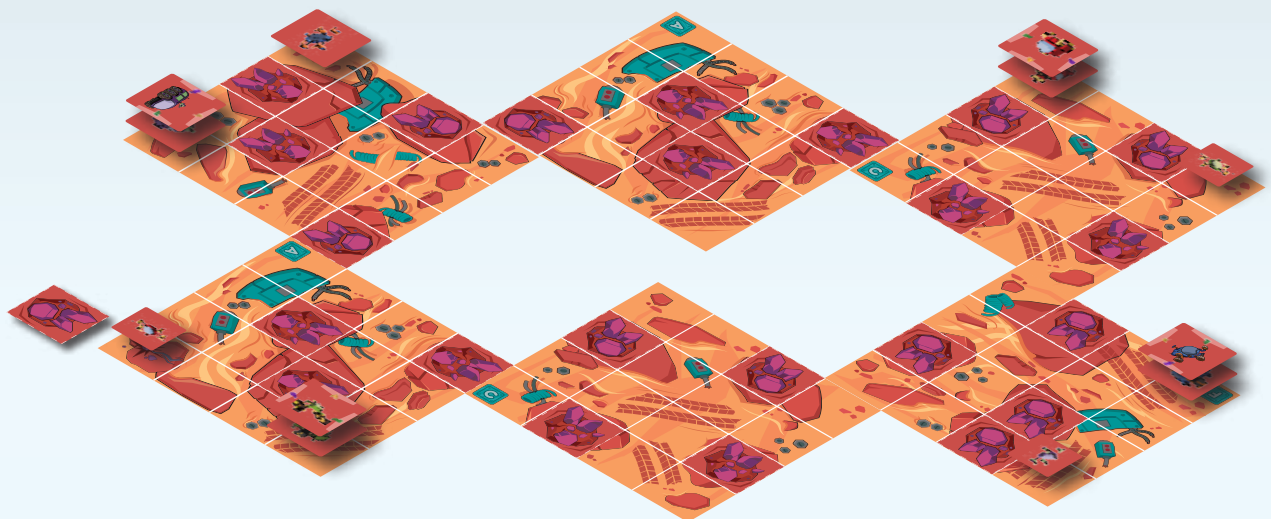
- When a Rover ends an action in the space where its drone is located, remove the drone token and turn the rover over to the opposite side. This means that it now carries the drone. You can then start the return to your base.
- When a Rover cannot fully perform a code token, it is considered to have a bug and that action is not performed.
- Opponent Rovers are not considered obstacles.
- Drones and opposing Bases are obstacles for the player.
- Squares of rubbish are considered normal squares.
- After using all the events, shuffle the cards again.
- To speed up the gaming experience, during the programming phase it is suggested to use a 45 seconds stopwatch (*or the time determined appropriate*).

VARIANTS

Increased Accessibility - Play without Event Cards.

Creative - Set up terrain boards and adjust Rover and Drone starting points as you like (*Boards should always connect to each other, at least in one square*).

Increase play time - Prepare the game as shown (*rotate the boards*):



WITBOTS

This boardgame is possible thanks to
Jose Angel Lopez Mondragon
Juan Pablo Arciga Cornejo
Victor Hugo Viguera Díaz
Detestable Games



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