

Robot Run

Contents:

40 robot cards and 1 paintbrush card which counts as any colour.

Setting up

- Each player is dealt five cards which are spread out, face up, in front of them so everyone else can see them.
- The remaining cards are placed face down in a pile on the table.

Object

To be the first to play all your robot cards. Players can match either the colour of the card or the type of robot.

To play

- The top card from this pile is turned over and placed face up next to the pile.
- The youngest player begins. If they have a robot card that matches either the type or colour of the central card, they may place their card on top of it. If they do not have a card they can match, they pick up the top card from the face down pile on the table and add it to their cards.
- A paintbrush card can be used at any time during the game. If a player wants to use it, they say which colour they want the card to represent while placing the card on the pile of face up cards. The next player can then play the robot card of their choosing, providing it matches the colour the previous player has said they want the paintbrush card to represent.
- If the cards in the central pile run out, the face up cards are shuffled and placed face down, turning over the top card and placing it next to the new pile.

The winner

The winner is the first player to play all of their cards.

