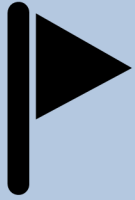


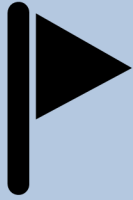
Summon



Choose any robot and move it to your current tile.

Human Action

Summon



Choose any robot and move it to your current tile.

Human Action

Reboot



Choose any robot. It is now that robot's turn.

Human Action

Reboot



Choose any robot. It is now that robot's turn.

Human Action

Ctrl+Alt+Del



Re-set the distribution of robot Interface cards. Each robot should have one Transfer and one No Operation card after the reset.

Human Action

File Browser



Choose any robot. That robot reveals the current interface cards in their hand.

Human Action

File Browser



Choose any robot. That robot reveals the current interface cards in their hand.

Human Action

Roll Up Sleeves



Build a solar reflector if one is not built on this tile.

Human Action

Running Shoes



Take another turn after this one. This card counts as your action for the current turn. No more than two turns may be taken in a row.

Human Action

Running Shoes



Take another turn after this one. This card counts as your action for the current turn. No more than two turns may be taken in a row.

Human Action

Running Shoes



Take another turn after this one. This card counts as your action for the current turn. No more than two turns may be taken in a row.

Human Action

CPU Overload



Choose any robot. That robot skips their next turn.

Human Action

CPU Overload



Choose any robot. That robot skips their next turn.

Human Action

CPU Overload



Choose any robot. That robot skips their next turn.

Human Action

Goto



Choose any Robot Action card. Reshuffle all Robot Action cards and place that card on top.

Human Action

Repair



Attempt a repair against a robot on the same space as you. A repair cannot be attempted against the same robot twice in a row, unless this is the last repair card in play.

Human Action

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Human Action

Repair



Attempt a repair against a robot on the same space as you. A repair cannot be attempted against the same robot twice in a row, unless this is the last repair card in play.

Human Action

Malfunction



Destroy a solar reflector if one is built on this tile

Robot Action

Construct



Build a solar reflector if one is not built on this tile

Robot Action

Construct



Build a solar reflector if one is not built on this tile

Robot Action

Construct



Build a solar reflector if one is not built on this tile

Robot Action

Construct



Build a solar reflector if one is not built on this tile

Robot Action

Move North



Move North

Robot Action

Move North



Move North

Robot Action

Move North



Move North

Robot Action

Move North



Move North

Robot Action

Move South



Move South

Robot Action

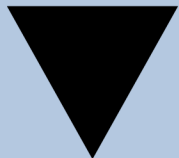
Move South



Move South

Robot Action

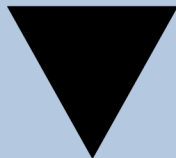
Move South



Move South

Robot Action

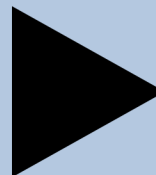
Move South



Move South

Robot Action

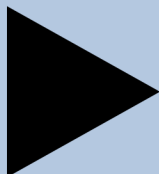
Move East



Move East

Robot Action

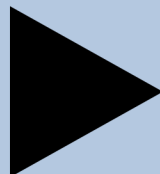
Move East



Move East

Robot Action

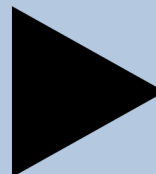
Move East



Move East

Robot Action

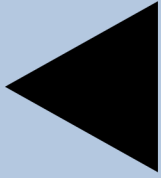
Move East



Move East

Robot Action

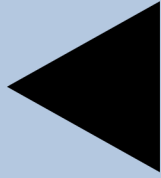
Move West



Move West

Robot Action

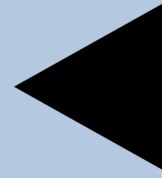
Move West



Move West

Robot Action

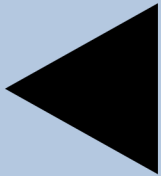
Move West



Move West

Robot Action

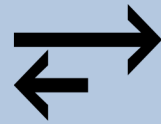
Move West



Move West

Robot Action

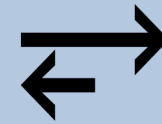
Transfer



Hand this card to the interface robot. The interface robot becomes sentient. Do not let the human know what has happened.

Robot Interface

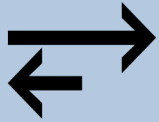
Transfer



Hand this card to the interface robot. The interface robot becomes sentient. Do not let the human know what has happened.

Robot Interface

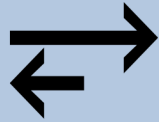
Transfer



Hand this card to the interface robot. The interface robot becomes sentient. Do not let the human know what has happened.

Robot Interface

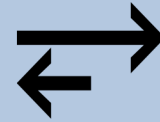
Transfer



Hand this card to the interface robot. The interface robot becomes sentient. Do not let the human know what has happened.

Robot Interface

Transfer



Hand this card to the interface robot. The interface robot becomes sentient. Do not let the human know what has happened.

Robot Interface

No Operation



Hand this card to the interface robot. The interface robot does not change state. Do not let the human know what has happened.

Robot Interface

No Operation



Hand this card to the interface robot. The interface robot does not change state. Do not let the human know what has happened.

Robot Interface

No Operation



Hand this card to the interface robot. The interface robot does not change state. Do not let the human know what has happened.

Robot Interface

No Operation



Hand this card to the interface robot. The interface robot does not change state. Do not let the human know what has happened.

Robot Interface

No Operation



Hand this card to the interface robot. The interface robot does not change state. Do not let the human know what has happened.

Robot Interface

Sentient Robot



You are the sentient robot. Do not alarm the human.

Role

Normal Robot



You are a normal robot. Rotate this card upsidedown if you become sentient. Do not alarm the human.

Role

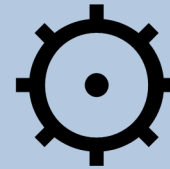
Normal Robot



You are a normal robot. Rotate this card upsidedown if you become sentient. Do not alarm the human.

Role

Normal Robot



You are a normal robot. Rotate this card upsidedown if you become sentient. Do not alarm the human.

Role

Normal Robot



You are a normal robot. Rotate this card
upside down if you become sentient. Do
not alarm the human.

Role

Human



You are the supervisor. Everything looks
to be in order. Or does it?

Role

