

END-GAME / BONUS PHASE

MAKE SURE YOU'RE THE ONE ENTERING ROBOTOPIA!

After the end of the 10th mission, special rewards are distributed as follows:

HIGHEST ATTRIBUTE: The player with the highest value in *any* single attribute receives 15 additional Bitz



INDICATES GOLD COMPONENT OR GOLD CODE CARD

GOLD COMPONENT CARDS: The player with the most equipped gold Component Cards receives 15 additional Bitz

GOLD CODE CARDS: The player with the most gold Code Cards still in hand receives 10 additional Bitz

In the event of a tie on any of the special rewards, all players receive the full bonus amount.

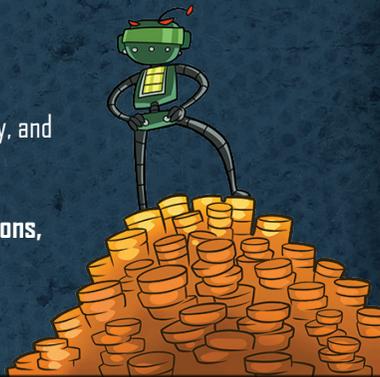
After all bonus Bitz are distributed, the player with the highest number of Bitz is the winner, and receives a one-way ticket to Betabot Heaven – **ROBOTOPIA!!**

TIE BREAKER

In the event of a tie after special rewards are received, the player with the highest combined attribute value is the winner.

If tied again (really? again?!), both Betabotz have proven themselves worthy, and enter Robotopia hand in hand (yes, hand holding is required).

Thank you for playing Betabotz! If you have any comments or suggestions, or simply want to chat with us, please visit BETABOTZ.COM.



CREDITS & THANK YOUS

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And of course, all our amazing
Kickstarter backers!

BETABOTZ

BYTE OF PASSAGE



B&B
GAMES
STUDIO

ZAIGAR
GAMES

THE ROBOT BUILDING CARD GAME

BID, BUILD, AND BARGAIN YOUR WAY TO THE ROBOT PROMISED LAND

BETABOTZ

BYTE OF PASSAGE

3-6 PLAYERS • 30-60 MINUTES • AGES 10 AND UP

STORY

Congratulations, **Baitbot!** You have been selected from the rusty squalor of **Comptown** for a chance to enter **Robotopia**: the land of plentiful gears and endless oil.



Only one Baitbot, however, will gain entry into this wondrous land. You must prove your worthiness by acquiring **Bitz** through a series of **Missions** with and against your fellow Baitbotz. Only the bot with the most Bitz at the end of the journey will enter the promised land, so download into your **Betabot** and dive in!

BOX CONTENTS

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|----------------------|---------------------------------|-----------------------|----------------------------|
| 9 Betabot Cards | 40 Mission Cards: | 137 Bitz: | 1 Starter Chip |
| 64 Component Cards | • 14 Comptown Mission Cards | • 65 One Bit Chips | 6 Bidding Markers |
| 50 Code Cards | • 14 Rustland Mission Cards | • 26 Five Bit Chips | 6 Player Boards |
| 8 Limit Breach Cards | • 12 Chiptropolis Mission Cards | • 26 Ten Bit Chips | 48 Attribute Value Markers |
| | | • 20 Twenty Bit Chips | 1 Six-sided Die |

CONTENT DESCRIPTIONS

BETABOT CARDS



You bid for Betabot Cards at the start of gameplay and will keep the same Betabot for the duration of the game. Each Betabot has 4 attributes: Agility, Firepower, Structure, and Processor. Attributes are used to complete missions, and each one has a unique value.



BETABOT NAME

MINIMUM BID VALUE

BETABOT ATTRIBUTE VALUES

ATTRIBUTE KEY

- AGILITY
- FIREPOWER
- STRUCTURE
- PROCESSOR

A Betabot may equip up to 5 Component Cards unless otherwise stated. If you already have the maximum number of Component Cards, you may continue to bid on components, but must discard a component if a new one is acquired (you can even discard the newly-acquired component).

A player can hold up to 4 Code Cards. If you exceed this limit for any reason, you must immediately discard down to 4 Code Cards.

After the winning bids are determined, equip your new Component Card by placing it under your Betabot Card. Discard any components that did not receive any bids. Add the attribute values from new components to your Betabot, and receive Limit Breach Cards if any permanent attribute values meet or exceed 13 (see Limit Breach Cards in Content Descriptions).

At the end of the phase, move the Starter Chip clockwise to the next player.



EQUIP BETABOT WITH COMPONENTS

PHASE 2 • MISSION PHASE

TIME TO SEE WHAT YOU'RE MADE OF!

Flip the top card of the Mission deck face up.

All players are required to attempt the mission individually or cooperatively. You or your team must fulfill or exceed all attribute values on the Mission Card to successfully complete the mission.

Code Cards can be used at any time during this phase. There are no limits on the number of Code Cards that can be played, and the cards take effect in the sequence in which they are played. Limit Breach Cards also take effect during this phase unless otherwise specified.

INDIVIDUAL MISSION ATTEMPT

If you attempt the mission on your own (whether or not by choice), you receive all mission rewards if successfully completed, but face all consequences if failed.

TEAM MISSION ATTEMPT

Teams can be formed for each mission between any combination of players by fist bump (yes, it has been tested and proven that fist bumping is the superior team forming gesture). If completed, the mission reward is split amongst all team members. Reward distribution must be agreed upon prior to team formation. The combined attribute values of all members on the team are used to satisfy mission requirements.

If not successfully completed, each member of the team must face the full consequences of the mission (if there are any).

Phase 2 continues until all teams have been formed and no additional Code Cards are played. Rewards and consequences are received based on individual or team attribute values at this time. All players must attempt each mission; missions can be completed (or failed) by multiple players and/or teams.

BIDDING SYSTEM *continued*

Bidding continues until all players have an active bid or have selected another action. Receive your Betabot/Component at this time and lose all Bitz used on active bid.

PHASE 0 (BETABOT PHASE): A player without an active bid must place a bid on his/her turn

PHASE 1 (ENHANCEMENT/BUILDING PHASE): A player without an active bid may choose to draw a Code Card instead of placing a bid on his/her turn

PHASE 0 BETABOT PHASE

BID WISELY AND DOWNLOAD INTO YOUR OWN BETABOT!

Place Betabot Cards equal to the number of players face up. Starting from the player with the Starter Chip, take turns bidding for your favorite Betabot (see Bidding System for detailed bidding instructions). Bidding continues until all players have an active bid and receive their chosen Betabot.

Phase 0 occurs once per game, these Betabotz are used for the remainder of gameplay.

At the end of the phase, move the Starter Chip clockwise to the next player.



EXAMPLE: BETABOT BIDDING

PHASE 1 ENHANCEMENT / BUILDING PHASE

BUILD UP YOUR BETABOT WITH UNIQUE COMPONENTS OR PICK UP POWERFUL CODES!

Place a number of Component Cards face up equal to one less than the number of players. Beginning with the player with the Starter Chip, each player chooses one of the following two actions:

 *Bid on a Component* Or  *Draw 1 Code Card*

You may choose to draw a Code Card at any point during this phase on your turn as long as you do not have an active bid on a component. If you choose to draw a Code Card, you may no longer bid on components or draw Code Cards for the remainder of the phase.

Phase 1 continues until each player has an active bid on a component or has received a Code Card. Since there are fewer available components than players, at least one player must choose to draw a Code Card during this phase.

COMPONENT CARDS



Component Cards are equipped to Betabotz to permanently enhance Betabot attribute values. Attribute values on Component Cards are added to the base values on Betabot Cards.



MINIMUM BID VALUE

COMPONENT NAME

SPECIAL CONDITIONS (IF ANY)

ENHANCED ATTRIBUTE VALUES

CODE CARDS



Code Cards have unique one-time effects, and *can only be played during Phase 2 (Mission Phase)*.



MISSION CARDS



Each Mission Card has requirement values on one or two attributes. All required values must be met or exceeded for mission completion. Rewards and consequences are specified on each card.

REWARD VALUE |



MISSION REQUIREMENTS |

SPECIAL CONDITIONS (IF ANY) |

LIMIT BREACH CARDS



Each attribute has two corresponding limit breaches that grant permanent special abilities.

When one of the permanent attribute values of your Betabot (base attribute + component values) reaches or exceeds 13, you may select a limit breach in the corresponding attribute. More than one limit breach can be obtained, but not for the same attribute (e.g., you cannot obtain both firepower limit breaches).

If more than one player reaches 13 or above in the same attribute during the same round, the player with the highest attribute value selects first. If tied, the player closest to the Starter Chip (beginning with the Starter Chip and proceeding clockwise) selects first.

If you possess a limit breach and the corresponding permanent attribute value drops below 13 during gameplay, then the limit breach is lost and must be returned to the limit breach deck immediately. Players with 13 or above in that attribute may then obtain the limit breach as described in the rules above.



BITZ

Game currency and victory points



STARTER CHIP

Indicates the first player to act in each bidding round



FRONT

BACK

BIDDING MARKERS

Identifies the bid owner



PLAYER BOARDS & ATTRIBUTE VALUE MARKERS

You can keep track of your attribute values in real time using the Player Board. Use 2 markers for each attribute: 1 for the tens place and 1 for the ones place. For positive attribute values, use the blue (+) side of the marker, for negative values (sorry about your luck), use the red (-) side.



FRONT



BACK



GAMEPLAY OVERVIEW

OBJECTIVE: Acquire the most Bitz through 10 missions

PHASE 0 (BETABOT PHASE): Select your Betabot through the Betabotz bidding system

PHASE 1 (ENHANCEMENT/BUILDING PHASE): Bid for Component Cards to build up your Betabot OR draw Code Cards to help on missions

PHASE 2 (MISSION PHASE): Attempt missions with and against your fellow botz. Missions can contain both rewards (Bitz) and consequences

Repeat Phase 1 and Phase 2 until 10 missions have been completed

END-GAME/BONUS PHASE: A chance to acquire additional Bitz through unique end-game bonuses

GAME SET UP

- Randomly select 10 Mission Cards from the 3 mission grounds as described below. Mission Cards are placed face down, and are attempted in the following order:

FOR 3 PLAYERS

5 Comptown Missions
1 Rustland Mission
4 Chiptropolis Missions

FOR 4 PLAYERS

4 Comptown Missions
2 Rustland Missions
4 Chiptropolis Missions

FOR 5-6 PLAYERS

3 Comptown Missions
4 Rustland Missions
3 Chiptropolis Missions

GAME SET UP, continued

- Shuffle and place Betabot, Component, and Code Cards face down in separate piles.
- Place all Limit Breach Cards face up.
- Give each player 3 Code Cards, 40 Bitz, 1 Player Board, 1 Bidding Marker, and 8 Attribute Value Markers.
- Give the Starter Chip to the player who last saw a robot movie.

INITIAL GAME SET UP



BIDDING SYSTEM

HOW MUCH IS IT WORTH??

Betabotz has a unique bidding system that will be used during both Phase 0 and Phase 1 of gameplay to allow you to compete for your desired Betabot and Component Cards.

Bidding begins with the player with the Starter Chip and proceeds clockwise. To place a bid, stack your Bitz on the card of your choice with your Bidding Marker on top. The first bid on each Betabot/Component must be equal to or greater than the minimum bid listed on the card. Each turn, you can choose to bid on an open Betabot/Component or outbid an existing player. Each subsequent bid must exceed the current active bid. There is no maximum bid limit.

All bids placed on Betabot/Component Cards are active. A player with an active bid cannot bid on another card, and must pass during his/her turn.

If another player outbids you, take back your original Bitz and Bidding Marker. Your original bid is no longer active, and you are then free to bid on or outbid any card on your next turn. Players must wait until their turn to take an action.