

Ages: 10+
Players: 3 - 6
Learn + Play: under 1 hour
Play: 30 - 40 minutes

ROBOSTON

Population: 1100110100111100100

In **Roboston**, players work together to construct a giant robot in order to face down one of many unique scenarios threatening the city.

Nobody wins if the robot isn't successful, but each player has a hidden objective, incentivizing actions that don't always align with the interests of the team.

With a light ruleset and short turns, players will think strategically, make frequent risk assessments, and communicate openly while employing diplomacy to ensure success for both the robot and themselves!

Planetwide threat? Build a robot.
Alien diplomacy? Build a robot.
Cat stuck in a tree? You guessed it!

Where there's no problem a giant robot can't solve.

- » Rich interaction between cooperative and competitive mechanics
- » Dozens of replayable scenarios
- » Limited actions, deep strategy
- » Creative player expression

Rules, TTS mod, and more:

<https://nicegames.club/roboston>

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