Quirky Circuits

RULEBOOK

In a game of Quirky Circuits, players will work together to issue commands to a robot friend in order to meet a scenario-specific goal before running out of battery power.

COMPONENTS



1. Scenario Book • (1)
2. Robot Figures • (4)
3. Double-Sided Robot Reference Tiles • (2)
4. Command Cards • (93)
5. Battery Marker • (1)
6. Momentum Marker • (1)
7. Scenario-Specific Tokens • (45)

GETTING STARTED

To start a game of Quirky Circuits, complete the following steps in order:

1. Choose a scenario from the scenario book.*
2. Collect the figure, reference tile and basic (blue) command cards for the robot indicated by the scenario.
3. Place the figure on the ◓ space, facing the indicated direction.
4. Place the battery marker on the highest space of the battery track for the scenario.
5. Follow any further setup instructions listed for the scenario and review that scenario's rules.
6. Shuffle the command cards and form a face-down deck.
7. Deal cards to each player, with hand size as determined by the table on the right.

* We recommend first-time players start with the first scenario, Dust Bunnies. After successfully completing that scenario, we recommend moving to the second scenario the next time you play, then the third scenario, etc.



7 Players	Hand Size
2 Players	5 Cards
3 Players	4 Cards
4 Players	4 Cards

COMMUNICATING

During a game of Quirky Circuits, players cannot reveal their cards to other players. The backs of the cards will convey some information, like if the card will cause the robot to move or turn, but not which direction it will turn or how far it will move.



Players cannot ever communicate any of the following (verbally or otherwise):

- Which cards are in their hands
- Their strategy or intent
- Suggestions on what cards other players should play

If players are really feeling compelled to say something, we suggest: "Beep-boop." Players may indicate that they are done playing cards by placing their cards face-down in front of them. Players may indicate they think the group should stop playing cards by placing their hands flat on the table.

ROUND ORDER

Quirky Circuits takes place over a series of rounds. Each round is divided into 3 phases that must be completed in order:

1. Program

During the program phase, players collectively play command cards face down into a queue without revealing them. Each player must play at least 1 card and in total the players must play 5 or more cards.

Players may play their cards in any turn order, including a player playing multiple cards in a row, but each card must be played into the queue to the right of the last card played. Cards that have already been played cannot be rearranged.

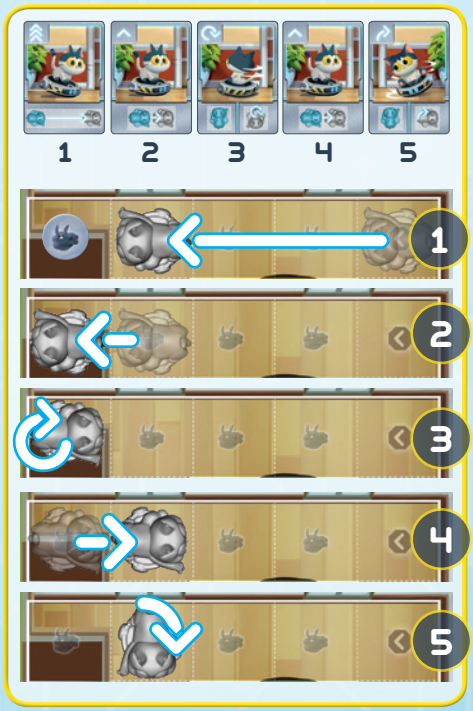


Nikki, ***Colby***, *and* ***Jerry*** *begin the program phase. Colby places cards 1 and 2 into the queue right away, Nikki places card 3, Jerry places card 4, and Nikki places card 5.*

Practice Mode: As a way to practice the game, or when playing with young children, players may play their cards face up into the queue instead of face down.

2. Execute

Once the players have finished playing cards into the queue, those cards are revealed and resolved in the order they were played (from left to right), causing the robot figure to be maneuvered about.



Halting: If something causes a robot to halt, stop resolving the current card and proceed to the next one.

3. Reset

Once all of the cards in the queue have been resolved, do the following:

1. Collect the command cards from the queue, shuffle them and place them on the bottom of the command deck.
2. Move the battery marker down one space on the battery track.
3. Deal cards until each player has a full hand of command cards.

If the battery track is not yet on 0, begin a new round starting with the Program phase.



WINNING AND LOSING

All players ***immediately*** win when they complete the scenario's goal. All players ***immediately*** lose if the battery marker reaches 0 and they have not yet completed the scenario's goal. For a greater challenge, try to complete each scenario goal while the battery marker is still in the yellow section of the battery track. For the true experts, complete each scenario goal while the battery is still in the green.

ICONOGRAPHY

The cards in Quirky Circuits use icons and visual examples in an effort to make the game more accessible. Below are further explanations about how each card type works.

Most directions are determined by the direction the robot is facing just before the card is resolved.

Forward One
Move the robot 1 space forward.

Forward Two
Move the robot 2 spaces forward.

Forward Three
Move the robot 3 spaces forward.

Backward One
Move the robot 1 space backward.

Rotate Left
Rotate the robot 90° counterclockwise.

Rotate Right
Rotate the robot 90° clockwise.

Turn Around
Rotate the robot 180°.

Shift Left
While maintaining the robot's current facing, move the robot 1 space to its left.

Shift Right
While maintaining the robot's current facing, move the robot 1 space to its right.

Conveyor One
Move all objects that are on a space with a blue arrow one space in the direction that arrow indicates.

Conveyor Two
Move all objects that are on a space with a blue arrow one space in the direction that arrow indicates, then do this 1 more time.

Move North
While maintaining the robot's current facing, move the robot 1 space to the north. North is determined by the compass printed to the upper right of the scenario map.

Rotate North
Rotate the robot so that it is facing north. North is determined by the compass printed to the upper right of the scenario map.

Jump Two
Jump (move) the robot 2 spaces forward.*

Jump Three
Jump (move) the robot 3 spaces forward.*

*A jumping robot ignores the effects of all inclines and obstacles. If the robot cannot complete its jump (tries to jump through a barrier, tries to land on top of an obstacle, etc.), it collides with the obstruction and halts at the last valid space.

Swap
Move any object in Lefty's right hand to his left hand. Simultaneously, move any object in Lefty's left hand to his right hand.

Move Token One
Move the specified token 1 space toward the specified target. The token must take the shortest possible path, including and preferring diagonals.

Move Token Two
Move the specified token 2 spaces toward the specified target. The token must take the shortest possible path, including and preferring diagonals.

Pick Up/Drop
Picking up and dropping objects works differently for each robot (see below.)

Twirl's Pick Up/Drop
When this card is played:

- If Twirl shares a space with an object and is not currently holding an object, place an object of your choice from Twirl's space into Twirl's hands. An object in Twirl's hands moves with her when she moves.
- If Twirl is currently holding an object, remove that object from Twirl's hands and place it onto her space.
- If Twirl is not holding an object and there is no object in her space, this card has no effect.

Rover's Pick Up/Drop
Rover's pick up or drop works similarly to Twirl's (see above) except he picks up or drops objects in the space directly in front of him. Objects picked up by Rover are placed in his mouth, maintaining their current orientation. An object in Rover's mouth moves and rotates with him when he moves and rotates.

Lefty's Pick Up/Drop
Lefty's pick up or drop works similarly to Twirl's (see above) except Lefty's right hand picks up or drops objects in the space directly to his right side while his left hand picks up or drops objects two spaces away from his left side. Lefty will pick up or drop with both hands at the same time. You cannot choose to have Lefty act with one hand and not the other.

Pick Up/Drop Notes
A held object is considered to be over but not on the space where it can be dropped. A held multi-space object is over multiple spaces.

Objects that are held ignore all environmental effects. Objects that are being dropped ignore all environmental effects except barriers.

Once an object has been correctly delivered, it cannot be picked back up.

CLARIFICATIONS

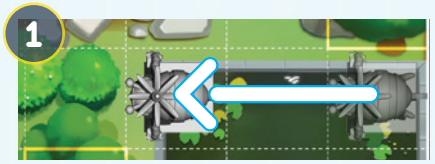
Dealing Cards: When dealing cards, start with any player with the least cards and go clockwise, skipping players once they have reached a full hand.

Tokens Sharing Spaces: So long as it is not expressly prohibited by the rules of the scenario, multiple tokens can share a space. (Example: A broken vase token can share a space with a dust bunny token). If a robot is picking up from a space with multiple tokens, it can pick up any of the tokens, even one that is under another token.

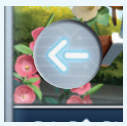
Twirl's Momentum: After Twirl executes a Forward 2 command card, place a momentum marker on her reference tile in that direction. After the next command card is executed, move her 1 space in the direction of momentum and remove the marker (unless that card gave her new momentum). After Twirl collides with an obstacle or barrier, remove any momentum marker placed by the current or previous command card without resolving it.

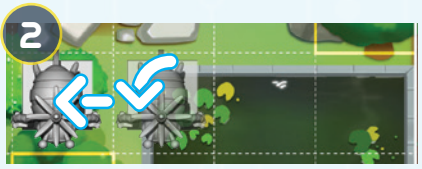
Example: Twirl's Momentum



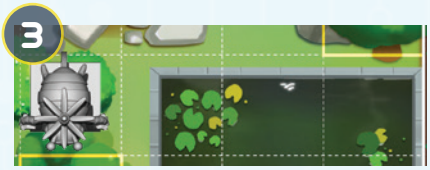


The first card in the queue moves Twirl forward 2 spaces and places the momentum marker on her reference tile, pointing the direction she moved.





The second card in the queue turns Twirl left. She then additionally moves one space in the direction of the momentum marker. The momentum marker is then removed from her reference tile.



The third card in the queue would have moved Twirl forward 2 spaces, but she immediately hits an obstacle and halts movement. The momentum marker is not placed on her reference tile.

Dropping Tokens Through Barriers: If executing a ✸ command with Rover would cause any part of a token to be dropped outside of the barrier, instead ignore the effect of that ✸ command.

Move Token Targets: Each Move Token command moves the specified token toward the target specified below, respecting environmental effects. If the specified token of a Move Token command is being held, ignore the effect of that command. If the target of a Move Token command is being held, move the token toward the space the target is over.



The hen moves toward the wheat.



Patches moves toward the Robot.



The fox moves toward the hen.



Tiger moves toward the cat toy.



Scar moves toward the cardboard box.

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