

TINY ROBOT LOVE DOCTORS



WELCOME!

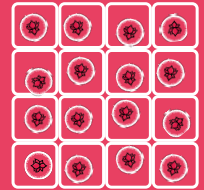
Welcome to the operating room, doctors! Thank goodness you've arrived. As you can see, this heart drive is full of evil malware. We need your special skills to remove the fear, rage, greed, and gloom from our patient's circuits!

OVERVIEW

Tiny Robot Love Doctors is a collaborative puzzle game in which you, playing either solo or with a team of 2-4 players, take on the roles of the Docbots and use their special skills to heal your patient.

When the game starts, your patient's heart is polluted with bad feels, and monsters lurk deep down beneath the surface. Use teamwork, skill, and spatial reasoning to capture and remove all of the Fear, Rage, Greed, and Gloom tiles.

When the heart is full of Love tiles, you win!

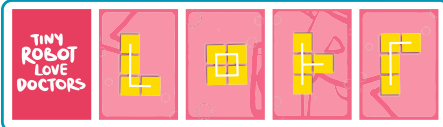


COMPONENTS

Character Cards (4)



Shape Cards (28 total)



Rules Reminder Cards (4)



Bad Feel Tiles (64 total)



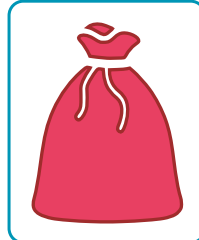
Monster Tiles (8 total)



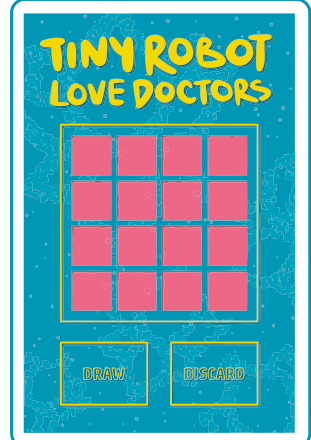
Love Tiles (16 total)



The Bag

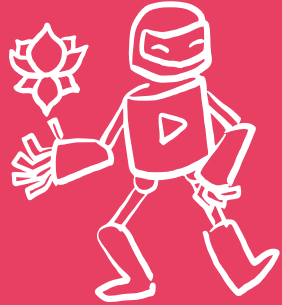


The Game Board



GETTING STARTED

1. Place the game board in the center of your play area.
2. Place all 88 tiles (love, bad feels, and monsters) into the tile bag.
3. Shuffle the 28 shape cards and place them face-down on the space labeled "draw".
4. Each player chooses one character card.
5. Each player is dealt a shape card from the deck, face-up.
6. Randomly place 16 tiles from the bag on the board, one in each square. Then, replace any monster tiles on the board with another random tile from the bag.
7. Decide on the game mode: Friendly, Stubborn, Hungry, or Hostile. Place relevant rules reminder cards next to the board.
8. Going clockwise around the table, each player tells the team something they are grateful for. Continue until a player takes longer than five seconds to think of something. That player starts the game!



WHAT EXACTLY IS RANDOM?

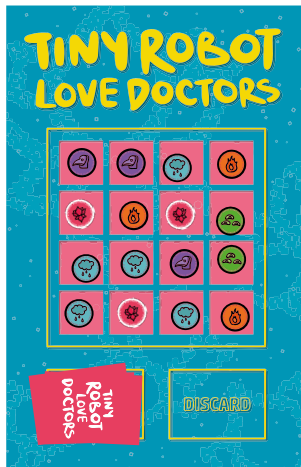
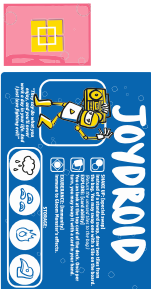
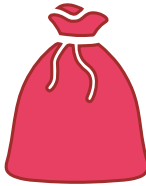
A "random tile" is a tile drawn from the bag without looking inside the bag.

Ideally, the bag should be shaken or the tiles inside stirred around each time tiles are placed inside.

"Refilling the board" means random tiles are placed randomly in all empty squares on the board. If you don't trust yourself, start at the top left and work your way to the bottom right, filling in squares as you go.

TABLE SETUP

Example setup for a four-player game.
Ready to operate!



HOW TO PLAY

The goal of Tiny Robot Love Doctors is to collect all of the Bad Feel and Monster tiles so the board can be filled with Love tiles. Play shape cards on matching sets of tiles to collect them. Swap tiles and cards to create matches on your turn, or help your teammates. Try to fill the board with love before you run out of cards!

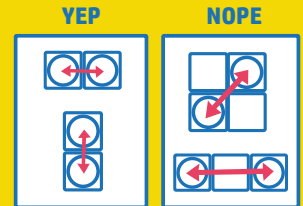
YOUR TURN

1. During your turn, you may do the following in any order:

- + **Swap Tiles:** Once a turn, you may swap two adjacent (non-diagonal) tiles on the board, OR use your character's special swap.
 - + **Use Card Ability:** Once per turn, you may use your character's card ability.
 - + **Play Shape Cards:** You may play some, all, or none of the shape cards from your hand to remove tiles from the board.
 - + **Ask for Help:** It's a cooperative game! Everyone has a different set of abilities and a different view of the board. Often, another player will see an option that you missed.
2. At the end of your turn, draw a card, then refill the empty spaces on the board before passing the turn to the player on your left.
3. When it's not your turn, avoid "quarterbacking", or telling other players how to play their turn, unless they ask for help!

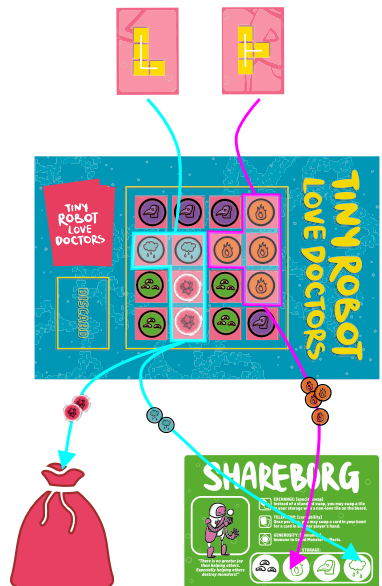
THE STANDARD SWAP

A "standard swap" is the default swap ability that any player may do once per turn. It swaps any two tiles that are adjacent to one another.



USING SHAPE CARDS

1. Find four tiles on the board that are:
- a. Arranged in the shape shown on the card. (You can rotate the shape, but not "mirror" it.)
 - b. All of a matching color. Love tiles are WILD and count as any color. You can tell a monster tile's color by the outer border around the black center.
2. Collect the four tiles from the board.
- a. Add the non-love tiles to the storage area of your character card.
 - b. Love tiles are returned to the bag.
 - c. Monster tiles may also return to the bag, depending on the difficulty level.
3. Place the used shape card face-up in the "discard" area of the board.



MONSTERS AND DIFFICULTY

Before the start of the game, you and your team decide on the difficulty level you want to play at. This determines what monsters do when they appear on the board.

1. FRIENDLY MODE: In this mode, monsters are dormant. They act like normal tiles of their color, they just look way cooler. This is a good mode to start with when learning the game or teaching the game to new players.

2. TOUGH MODE: Monsters start being stubborn!

+ **Unmoveable-** Monster tiles cannot be swapped. They stay where they are!

+ **Persistent-** Monster tiles return to the bag when captured! They will be back!

+ **Vulnerable-** The only way to capture a monster tile is to collect it along with three love tiles. If you do, then add it to your storage like a normal tile.

3. HUNGRY MODE: In addition to being tough, monsters now have an appetite!

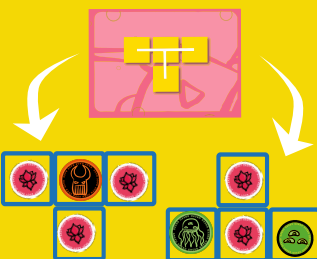
+ **Hungry-** When you draw a card at the end of your turn, for each monster tile on the board, return a tile of its color to the bag. If you are immune to a monster or have no tiles of its color you can ignore that monster.

4. HOSTILE MODE: On top of being tough and hungry, monsters are now extra scary!

+ **Stressful:** At the end of your turn, if there are any monster tiles you are not immune to on the board, draw two cards instead of one.

COLLECTING TOUGH MONSTERS

In Tough, Hungry, and Hostile Mode, monsters are only added to your storage when you use three love tiles to collect them.



The monster tile is added to your storage. Return the love tiles to the bag.

The monster and love tiles are returned to the bag. The greed tile is added to your storage.

GAME OVER?

Rank your score below:

0-7: PUPIL

Practice some more at a lower difficulty!

8-12: INTERN

With practice your skills will improve!

13-15: RESIDENT

Your patient is on the road to recovery.

16-17: TINY MD

Success! You removed all the bad feels!

18-19: HEART SPECIALIST

Brilliant! Try again at a higher difficulty?

20: LOVE GURU

Astounding! A perfect score!

FINISHING THE GAME

When you start seeing more and more love tiles, you're getting close to your goal. When the deck runs out of cards, your time is almost up!

1. When a player ends their turn and cannot draw at least one card, they are out of the game.

2. When all players are out of the game, the game ends.

+ Count the number of love tiles on the board to get your score.

3. If at any time all 16 squares of the board contain love tiles, your patient is healed and the game ends. To get your score:

+ Count the number of love tiles on the board.

+ Add the number of cards left in the deck.

+ Add the number of cards left in players' hands.

BOTS AND MONSTERS

GREEDBUG began as a glitch that caused selfishness.



SHAREBORG is the most "human" model of Docbot.

CHILLMECH's zen is a force to be reckoned with.



RAGEWARE spreads by instigating pointless conflicts.



GLOOMSELL causes systems to attack themselves for no reason.



JOYDROID's reckless enthusiasm can jumpstart frozen systems.



LOVE is the universal operating system.

FEARWORM can cause crippling paralysis in infected systems.

BRAVERBOT was created to face the bad feels head on.



TIPS & TRICKS

- + Be efficient with your cards. If playing a card gets you only 1 or 2 tiles, it might not be a good idea.
- + Remember your teammates' abilities and look at the cards they can play! Sometimes it's better to set your teammate up than to play a card yourself.
- + Keep track of how many cards are left! You don't want to have a hand full of cards when the deck is empty.
- + Shape cards can be rotated, but not flipped! Be careful you aren't planning to play a "Z" when you really have an "S".
- + When you aren't sure what tiles to swap, try to get same colored tiles next to each other.

SOLO PLAY!

DOCBOTS ON CALL:

(When playing the game on your own, or with less than four players.)

Once per turn, you may switch character cards to one that hasn't been played yet this game! Your hand of cards and tiles in storage remain the same.

TIPS & TRICKS

Q: Can you feed a monster tile to a monster?

A: Yes. Try to avoid this, because then you have to capture it all over again!

Q: If I draw a monster tiles with Joydroid's swap, can I place it anywhere?

A: If you are playing Friendly Mode, then yes. If not, then monsters cannot be swapped.

Q: Can I use Shareborg's special swap when I have no tiles in my Storage?

A: Unfortunately not. You'll have to make do with standard swaps until you get some tiles.

Q: Can I swap tiles with blank spaces?

A: Nope, blank spaces stay blank until the board is refilled.