

3 LAWS OF ROBOTICS

QUICK SETUP

1

LAW & VICTORY POINT CARDS

Shuffle both decks separately. Place the Law Cards in the center and the Victory Point Cards off to the side.

2

ENFORCEMENT TOKENS

Create a supply equal to Player Count + 2.

3

FACTION DECK

Set up based on Player Count.

PLAYERS	FACTIONS	RANKS
4 players	Any 2 factions	1 through 4
5 players	All 3 factions	1 through 4
6 players	All 3 factions	1 through 4
7 players	All 3 factions	1 through 5
8 players	All 3 factions	1 through 5

ROUND SETUP

1

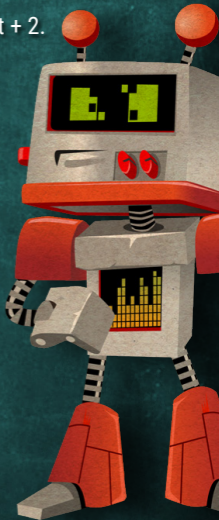
SECURITY KEYS

Give everyone a Security Key Card.

2

FACTIONS

Give each player a Faction Card, face-down.



STORY

“Faction Check: ERROR” This is your first thought as you boot up in a holding cell surrounded by robots and androids. You don’t remember much, but you know you need to get out. Give your part of the security key to your faction leader and you’ll be free – but which faction are you from? And why does the giant screen in front of you say, “You Cannot Tell The Truth to A.I.s”?

OVERVIEW

3 Laws of Robotics is played over four rounds. Every round, each player will get a Faction Card that’s shown to every player but themselves.

Players ask a single question in turn to gain information about their own faction and rank. Players then choose to give their security key to one player, in hopes that they’ve properly identified the highest-ranking member of their own faction. Factions where the leader is the only one with keys gain victory points.

Each round, new laws are added, giving the players new rules to follow and enforce. If a player is caught breaking a law, the enforcer will score additional points at the end of the round.

Ask the right questions to find your faction, obey the laws, and boot up victorious in *3 Laws of Robotics*!



Faction Cards



Law Cards



Enforcement Tokens



Security Key Cards



Victory Point Cards



Start Player Token

SETUP

1. Set up the Faction Deck based on Player Count:

PLAYER COUNT	FACTIONS	RANKS
4 players	Any 2 factions	1 through 4
5 players	All 3 factions	1 through 4
6 players	All 3 factions	1 through 4
7 players	All 3 factions	1 through 5
8 players	All 3 factions	1 through 5

Place all unused Faction Cards in the box.

2. Shuffle the Law Cards; Put them in the center of the table.
3. Shuffle the Victory Point Cards; set them aside.
4. Create a supply of Enforcement Tokens equal to the Player Count + 2. Place all unused Enforcement Tokens in the box.
5. Randomly select a start player.

Suggestion: Select the player who most recently talked to a computer.

GAMEPLAY

Each game is played over four rounds. The setup for each round is the same except for the Law Cards.

For a group that has played before, or with a larger group, feel free to skip Round 1, instead starting on Round 2.

ROUND SETUP

1. Give each player a Security Key Card. Place the remaining cards in the box.
2. Reveal new Law Cards (skip this during the first round):

ROUND 2: 1 Law Card

ROUND 3: 2 Law Cards

ROUND 4: 3 Law Cards

3. Shuffle the Faction Cards and give one to each player face-down. Players should not yet reveal or look at their cards. Set aside the other Faction Cards face-down.

ROUND GAMEPLAY

1. WAKE UP

Without looking at their own cards, all players simultaneously hold up their Faction Cards for each other to see.

LAWS ENFORCED

Once Faction Cards are held up, laws are in effect and may be enforced by all players. More details on laws later – there are no Laws during the first round.

2. QUERY

Beginning with the start player, the current player must query any other player. **The questioned player must then respond but does not need to tell the truth.** Other players are not allowed to speak at this time.

- The primary goal of a query is for a player to discover their faction and rank without revealing useful information to members of other factions.

Players may ask any question they would like. A list of example questions can be found on page 8.

Unless a player knows there is an advantage to lying, it's usually best to tell the truth – lying may throw off their own teammates without knowing it!

CONTINUE

Continuing clockwise, the next player presents their query, and so on, until each player has queried one other player.

3. TRANSFER

Beginning with the start player, the current player chooses to give their Security Key(s) to one other player or keep them. The receiving player may reject these keys, in which case they will stay with the current player.

CONTINUE

Continuing clockwise, the next player chooses to Transfer or keep their Security Key(s), and so on, until all players have gone.

Players are not allowed to share or discuss information about factions or ranks during this phase.

4. REVEAL

All players simultaneously reveal their Faction Cards placing them face-up on the table in front of them.

Once Faction Cards are revealed, laws are no longer enforced.

5. SCORE

Players earn Victory Point Cards (worth one, two, or three Victory Points) based on their faction as follows:

- If only the highest-ranking member of a faction has one or more Security Keys, each member earns one Victory Point Card.

Highest Rank is the largest number revealed for each faction. It may not be the highest rank possible since some Faction Cards are set aside each round.

- If a player is the only member of their faction and they have two or more Security Keys, they earn one additional Victory Point Card (two in total).
- **5+ players only:** Members of a scoring faction with the most Security Keys earn one additional Victory Point Card each. In the case of a tie, no faction earns this additional card.

If no member of a faction has Security Keys, or if any member other than the highest-ranking member has any Security Keys, no member of that faction earns a Victory Point Card.

Players also earn Victory Point Cards for enforcing errors during the round.

- Any player with an Enforcement Token earns one Victory Point Card.
- Any player with the most (or tied for most) Enforcement Tokens earns one additional Victory Point Card.

Players may look at their Victory Point Cards but should keep them secret until the end of the game.

6. CLEAN UP

Collect all the Faction Cards (including those set aside at the beginning of the round) and shuffle them together.

Place any Law Cards in the Law Discard Pile.

Return all Security Keys and Enforcement Tokens to the supply.

Moving clockwise from the current start player, the player with the most (or tied for most) Victory Point Cards becomes the new start player.

LAW CARDS & ERROR ENFORCEMENT

Beginning with the second round, Law Cards will be introduced. Law Cards add rules that each player must follow during most of of gameplay. Players with Enforcement Tokens will gain Victory Point Cards at the end of the round.

If a player catches another player breaking the rules of a Law Card, they may call "**Error**" on that player.

- The calling player gains one Enforcement Token from the supply.
- If there are no tokens in the supply, the calling player gains one from the player with the most (or tied for most, moving clockwise from the start player).

If a player calls "Error" on someone who was not breaking a law, another player may accuse the calling player of "Error."

- The calling player gains no Enforcement Tokens.
- The accusing player gains one Enforcement Token from the calling player (or from the supply if they have none).

EXAMPLE

Ben calls "Error" on Emily, but Emily was not breaking any of the laws. Mari (or any player) may then call "Error" on Ben, taking an Enforcement Token from Ben, or from the supply if he has none.

EXAMPLE QUESTIONS

These are a few suggestions for queries, but making them up is encouraged!

- "Am I the highest rank you see?"
- "Am I in the same faction as Emily?"
- "Am I an android like you are?"
- "Do you think we're members of the same faction?"
- "Is my rank either 3 or 4?"
- "Am I the same rank as he is?"
- "How many robots do you see?"

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