

ROBOT Turtles™

Welcome to Galapagos

INTRODUCTION

Welcome to **Galapagos: Robot Turtles for Grownups**. The Galapagos rules are sporting fun for 2-4 people ages 8+ to compete against each other with the Robot Turtles pieces

I think you'll like it.

Much like the rules for the little ones, every player controls a Robot Turtle. The first player to move their turtle on top of a jewel wins. But there are some extra challenges that the kids do not have to deal with...

GETTING STARTED

Each player takes 3 stone walls, 2 ice walls, a turtle, and the deck of cards that matches their turtle. Remove the Bug (brown) and Function Frog (green) cards. They then shuffle their deck to create a Draw Pile and take 5 cards from the draw pile to create their starting hand, which they keep hidden..

Arrange the board like so:



2 players



3 players



4 players

TURNS

The oldest player goes first; play proceeds clockwise. Each time it is your turn, pick **only one** of the following three choices:

Option 1: Add to program

Choose 1-5 cards from your hand to add to (or create) your program. Place them face down in a line, left to right, on the table in front of you. The first card you put down (possibly from an earlier turn) will be on the left and the last on the right. You will not see these cards again until you chose to Run Program on a later turn, so try to remember them. **OR**

Option 2: Build wall

Place one of your stone or ice walls on the board. You must place the wall in a way that does not permanently block any turtle from walking to any jewel. For example, you can't surround a jewel (or a turtle) with stone walls. **OR**

Option 3: Run program

Turn the cards in your program over, one at a time, from left to right. As you turn over each card, the player on your right will move your turtle for you, doing whatever the card says. Continue until all cards are turned over. When the program is complete, discard all the cards in the program.

No matter which of the three options you choose, when you're done, discard as many cards as you want from your hand and draw until you have 5 again.

MOVEMENT

Cards mostly act like the regular game:

- Blue moves forward. This is the only card that moves the turtle to a different square.
- Yellow rotates in place counterclockwise, towards the yellow flower.
- Purple rotates in place clockwise, towards the purple flower.
- Laser hits the first tile that is in front of the turtle (except puddles). If the laser hits an ice wall, it melts the ice wall, even if it is far away.

There are, however, four differences.

- Running into a wall or the edge of the gameboard causes a turtle to rotate 180 degrees instead of move. Boing!
- Colliding with a turtle causes *both* turtles to be moved immediately back to their starting positions.
- If your laser hits another turtle, then that turtle gets rotated 180 degrees (if it's a 2 player game) or sent back to its starting point (if it's a 3 or 4 player game). Bzzt!

- If you use your laser and the first thing in front of your turtle is the jewel, bad news! Jewels are reflective. Your turtle rotates 180 degrees (2 players) or is moved to the starting point (3 or 4 players).

If any of these four things happen in the middle of running a program, don't stop! Keep executing the program until you turn over all the cards.

OTHER RULES

Remove the Function Frog and Bug cards at the start of the game, unless you're playing with the expansions (below).

Each turn you can opt to add additional cards, extending your program to the right, until you amass a huge line - but you can't peek at your program; you have to remember what you played. Off-by-one errors are common and hilarious.

When the draw pile is empty, shuffle the discard pile and use it as the new draw pile.

If there are no cards left in your draw or discard pile and your hand is less than 5 cards, then on your next turn you must choose to run your epic program.

Once you place your 5 walls, you can't place any more.

You can pick up any jewel on the board to win, and then the game is over.

BONUS RULE: BUGS

This extra rule is riotous fun but only possible with the original Kickstarter edition. With the Thinkfun second edition, the bug is no longer a card.

When playing with the bug, you have another choice during your turn, if and only if you have drawn a Bug card in to your hand.

Option 4: Bug

Put the bug at the end of someone else's program. After placing the Bug, discard any number of cards from your hand and draw back to 5 cards.

When a player has a bug in their program, execution of the program is reversed. When they run the program, they turn over the rightmost card first, then the next-most-right, and so on.

Brave players may add cards to their programs that have a bug! New cards go on the leftmost side since the program is now reversed.

When a program with a bug in it is run, the bug is discarded for the rest of the game.