



WAIT!

Before you read this, go to www.robotturtles.com/instructions. You will find these additional resources:

- The latest version of this manual and its translations
- An English language video “manual” that explains and shows how to play the game
- Rules to make the game more fun for older kids and adults, called the “Galapagos Rules”

About Translations

Robot Turtles manual translations are provided by volunteer(s) and may be incorrect, inaccurate, misleading, or offensive.

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SETUP

Each deck has 45 cards. To start, remove the Use Laser and Function Frog cards from each deck. These will be unlocked later!



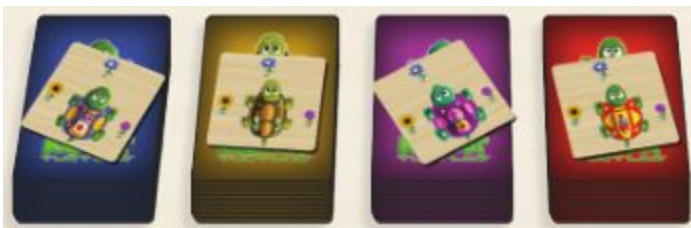
Next, everyone can help punch out the square cardboard tiles. You'll find:

- 4 Robot Turtles
- 4 Robot Jewels
- 20 stone walls
- 12 ice walls
- 8 crates

When that's done, remove the Crate, Stone Wall, and Ice Wall tiles (note that the Ice Wall tiles have Puddles on the back).



Each Turtle Master chooses a Robot Turtle and takes the matching deck of Instruction Cards. From left to right, the turtles are Beep (blue), Pangle (green), Dot (purple), and Pi (red).



Place each Turtle Master's turtle in a corner of the game board. Place one Robot Jewel for each player in the center. The Robot Jewel's color doesn't matter.



One Turtle Master, One Turtle Mover



Four Turtle Masters, One Turtle Mover

Finally, each Turtle Master divides their deck into four piles. These go face up in front of them:

- 18 blue Step Forward cards
- 8 yellow turn left cards
- 8 purple turn right cards
- 1 brown Bug card



First Game

First Game: Rules for Kids

READ THIS PART ALOUD

Welcome Turtle Masters! The Robot Turtles need your help to collect all of their Robot Jewels.

Here are the THREE RULES of Robot Turtles:

1. The goal of this game is to step on a Robot Jewel so you can pick it up. Everyone who gets a jewel wins!
2. When it's your turn, pick one of the Instruction Cards and put it in front of you, in line with any cards you've already placed.
3. I am the Turtle Mover. I move your turtle. I do whatever your card says, but only I touch the board.

One More Thing: If it's your turn and you change your mind, say "Bug!", tap your Bug card, and put your Instruction Card back. I'll undo your last move so you can do something different this turn.

STOP READING ALOUD

First Game: How to Move Turtles

Turn Right



Spin the turtle in place towards the purple flower 90°. Don't take a step.

Turn Left



Spin the turtle in place towards the yellow flower 90°. Don't take a step.

Step Forward



Step Forward

Take one step in the direction the turtle is pointing (towards the blue flower).

Take one step in the direction the turtle is pointing (towards the blue flower).

First Game: More details

- The youngest player goes first. Play proceeds clockwise.
- If a turtle takes a step and the square in front is occupied by a wall, the edge of the board, or another player, the turtle doesn't move.
- Kids may use the Bug card many times, but can only reverse their current turn. Once the next player goes, they are committed.
- Most importantly: the Turtle Mover **MUST MAKE SILLY NOISES** while moving the turtles.

The first game ends when everyone gets their jewel. Don't forget to cheer!

Unlockables

As kids get better at Robot Turtles, they get to unlock new obstacles and challenges. Once a player has unlocked something, you can give them the option to use it for every game.

Ice Walls



Make a maze out of ice! The Turtle Mover puts ice walls on the board before the game begins. Start with just a few. Turtles can't walk through walls. If a Turtle Master tries, wiggle their turtle and make a funny noise. Then they can shout "Bug!", take back the card, and try again.

For maze ideas, visit www.RobotTurtles.com/mazes.

Unlock Ice Walls after winning the first game.

Lasers



Melt Ice Walls! Laser cards melt one ice wall in front of the turtle. When an ice wall is melted, turn it upside-down: it's now a puddle that turtles can walk on. If the turtle is pointed at something that isn't an ice wall, wiggle the turtle and make a funny noise. The player will probably want to use their Bug to try again.

Unlock Lasers after winning 2 games with Ice Walls.

Stone Walls



Invulnerable! Just when your kids thought they were the master of everything you could throw at them: the brown stone walls are laser-proof. You can build a cool maze with a combination of stone and ice walls that really exercises kids' creativity!

Unlock Stone Walls after winning 2 games with Lasers.

Crates



Tricky sliders! Crates are inspired by the classic computer game, Sokoban. Turtles can push them forward if there's nothing on the opposite side. If there's anything on the opposite side besides an open square or a puddle then the crate doesn't move. There's no way to pull a crate. Be careful! Pushing a crate into a corner may get it stuck there forever.

Unlock crates after winning 3 games with Stone Walls.

Play 3

Think ahead!

Instead of just playing one card during each turn, the Turtle Master gets to play 3 cards. Once the cards are placed down, execute all 3 instructions. If they call "Bug", they take back all 3 cards.



Unlock Play 3 when all the previous items have been unlocked and the Turtle Masters ask to play more than one card at a time

Write Program

Write Program is very different from the basic game. On their first turn, the Turtle Master puts down as many cards as they want in a line. When they're done putting down the cards they say "Run Program!". Then they point to the cards, one at a time, left to right.



As they point to each card, you execute that card, until their program is complete. (You can tell them their pointer finger is called the "instruction pointer", because it points to the next instruction for you). If they get a jewel, they win! Remove their turtle and jewel. If not, they say, "Bug!" and point to the bug card. Then you reverse everything you've done (put the turtle at the start and un-melt Ice Walls that they lasered). Either way, move to the next player.

On subsequent turns, they try a new program, rearranging or changing cards around. In fact they can do this while other kids are taking their turns. Then, when it's their turn, they "Run Program" to try again.

Once all the Turtle Masters have won a board using Write Program, challenge them to try the maze again with the fewest number of cards possible!

Unlock Write Program when kids are beating every maze you can throw at them with Play 3. Remember to go back to simple mazes when they first start with Write Program.

Function Frog

The Turtle Master's best friend. Function Frog is the hardest, and most fun, unlockable of all - available only when Turtle Masters are doing Write Program successfully.

Function Frog is a friend of the Robot Turtles, but he doesn't have a tile. When the Turtle Master writes a program for their turtle they write one for the frog too. The frog's program is a second line, separate from the turtle program,

with forward, left, right, and/or laser cards.

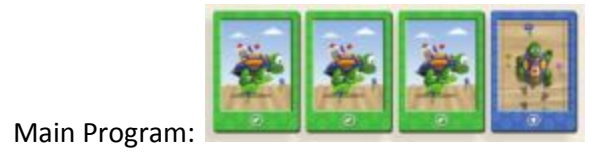
The turtle's program can also contain frog cards. Each time the turtle executes the frog card, the turtle performs the cards in the function. Using the function for repeated tasks can save a lot of cards! For example, look at this game:



The shortest solution without the frog is 16 cards, like this:



But with the frog, it takes just 9 cards!



Turtle Masters put the cards for the function in a separate line from the cards for the main program. Of course, frog cards can't go in the function. That would create an infinite loop!

Unlock Function Frog when Turtle Masters have mastered Write Program.

Turtle Mover Secrets

Turtle Masters just need to know the Three Rules from the "First Game" section, above, to start playing. The Turtle Mover, however, must be an expert! Here are the answers to some of the questions your Turtle Masters might ask. (They're not really secret, you just shouldn't bother the Turtle Masters with them until they ask).

Can everybody win?

Yes, every player can win by getting a jewel.

Does it matter which jewel you get?

No, any player can get any jewel to win.

What happens to the player who finishes first?

Whenever a player wins, remove their jewel and turtle from the board so they can cheer on everyone else. Nothing special happens to the first winner.

Can the Turtle Masters move their own turtles?

No. There are many reasons, but the best one is this: it changes the game from "kids bossing grownup around" to "grownup correcting kids' mistakes." That is guaranteed to kill the fun for everyone. Plus, once you let the kids touch the board, they'll never want to go back to letting you do it.

What happens if turtles collide?

Trying to move into a turtle is like trying to move into a wall - nothing happens. The Turtle Mover wiggles the turtle and makes a noise.

What happens if a turtle zaps a stone wall, jewel, crate, or another turtle with a laser?

Nothing - the Turtle Mover wiggles the turtle and makes a noise.

What happens if a Turtle Master runs out of a card?

If a player runs out of one kind of card and can't finish, they can take cards from earlier in their program (with no other effects) and then play them normally. If they're playing Write Program, of course, then this doesn't apply - they should just adjust their program and run it again!

When should new unlockables be introduced?

Slowly. If you introduce them too fast, kids get bored (nothing left to unlock) and frustrated (the game is too complicated and hard). Be particularly cautious about introducing Play 3, Write Program, and Function Frog. If the players haven't mastered the basic rules already, introducing these will ruin the game.

Can someone be both a Turtle Master and a Turtle Mover in the same game?

No; everyone else will feel like it's unfair.

Can a kid be the Turtle Mover?

Yes! Once they're very good at the game, one kid can be the Turtle Mover for other kids, as long as they are not also

being a Turtle Master in the same game. This is a great way for older kids to play with younger siblings.

Hints

Kids take a while to learn how to move the turtle. They may try to play cards sideways to walk sideways, or be stumped about whether to turn right or left. That's the way it should be! Encourage them to just try cards and see what happens, and say "Bug!" if they don't like it. You can also point out to them that the purple card rotates the turtle toward the purple flower, and the yellow card toward the yellow flower.

Take a picture of the game board before the first move. This can help with fixing bugs, tidying up after someone bumps the table, and sharing mazes on:

www.RobotTurtles.com/mazes

Keep a close eye on their learning and frustration levels. Robot Turtles should be challenging but fun. Younger kids may not be ready for walls until they've played three or four games. And older kids may jump straight to "Play3" or even "Write Program"!

Replace the Robot Jewel tiles with something cool that the kids can keep after each game. Use quarters, marbles, beads, or other things the kids will be excited about. If you really want to get their attention, use candy!

Instead of just unlocking items, have the kids "buy" them with Robot Jewels that they collect from each game. When they get their first Robot Jewel, they can trade it in to unlock ice walls for every future game. When they collect three, they can get laser cards, and so on. You'll need to provide some sort of small collectable item they can keep when they win a game to make this work.

To mix skill levels with Turtle Masters of different ages, try this:

- The youngest or least experienced Turtle Masters play cards normally.
- Older kids put down a card every turn, but the Turtle Mover only moves their turtle every third turn, like "Play 3."
- Grownups put down one card each turn, but the Turtle Mover only moves their turtle when another Turtle Master gets a jewel.

HAVE FUN!