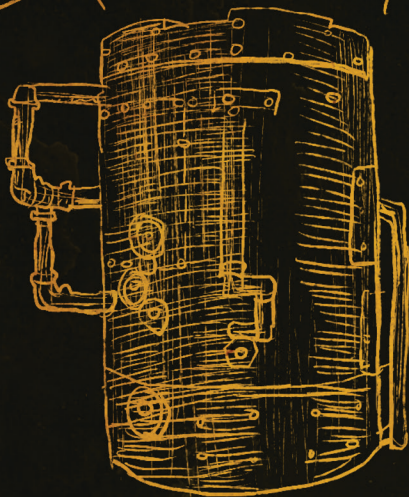


UNDER PRESSURE





OBJECTIVE:

- Collect 4 special parts from throughout the steam robot and repair it without dying to the hazardous steam.
- If more than half the players (rounded up) are dead at any given moment, or if the pressure gauge reaches 10, the game is lost.

VENTS AND SPARE PARTS:

- Throughout the Robot's body there are steam vents. These steam vents contain the necessary parts to repair the Robot
- If a player is standing on a vent, they may use their basic action to "check" the vent.
 - If it is a spare part (wrench, gear, goggles, pipe) insert it into the robots head, place a blank vent in its place.
 - If it has a + on it, draw a card from the robot's deck
 - If it has a circle on it, do nothing
- If the vent is not a spare part, it is flipped back over at the end of the turn.

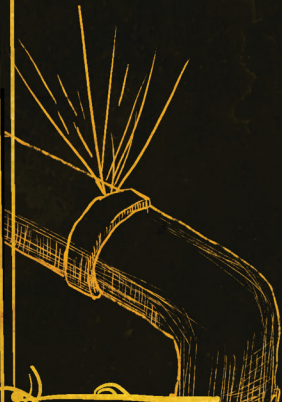


ROBOT DECK & PRESSURE:

- The Robot has a deck of cards to represent it's actions
 - Each player draws from this deck at the end of their turn
 - If a player steps on a steam vent with a + symbol on the bottom, they also must draw a card.
 - If you run out of cards in the robot deck, shuffle the discard pile and start drawing from it
- The Pressure Gauge can be used to denote how much steam is pumping through the robot. It ranges from values [0-10]. The higher the pressure gauge, the more damage the robot's cards will deal.
 - After every player has played a turn, increase the pressure gauge by one tick.

SETUP:

- Shuffle the robot's deck of cards
- Randomly place the steam vent tiles on the indicated positions. Place them face down.
- On each player's first turn, they start on the spawn tile.
- Have each player roll 1d6, the player with the highest roll starts the game (in the case of a tie, roll again). The turn order then goes counterclockwise.



CHARACTER DEATH:

- If a character runs out of ELL you must return one item (if possible) to the location of an already explored steam vent. Then follow the Universal Rules for the game regarding revival.
- When the character is revived, they start at the base of the robot.
- If at any point more than 1/2 of the players are ghosts, the game is lost.

LADDERS & FLYING:

- If a character is standing below a ladder, they may go up or down the ladder. They take 1 Hex of movement to use.
- If a character is flying, they may use the ladder without using 1 Hex of movement.



VENT TILES

Hexes that have steam vents on them. This is also used to denote vents with no negative effects



SPARE PARTS

The parts that are needed to fix the robot, found under vents



MALFUNCTIONING VENTS

If a vent has this symbol on the bottom of it, you must draw a Robot Card



STARTING LOCATION

Where each player starts the game & respawns to if they are revived



STEAM TOKENS

Used to denote how much steam is on a given vent. Each token is 1 steam



INITIAL BOARD SETUP

