# SHIFT Game Rules

**Objective**

The objective of the game is to guide the robot to your goal, whether it be red or blue, by placing cards down on the game board. The first player to reach their goal is the winner.

**Getting Started**

The deck of 32 cards should be shuffled thoroughly. Each player will draw four cards as their initial hand, and the player who is prettier gets to go first.

**Each Turn**

Each turn, a player may either place (or discard) two cards. One or both of these cards may be a “run” card which starts the robot on its way. The player may choose which of the three starting directions to run the robot.

**Card Types**

**Turn –** It turns. If approached from a blank side, it will pass straight over the card unaffected.

**Reverse** **–** Turns the robot around. If approached from a blank side, it will pass straight over the card.

**Erase –** May be played over any placed card in the game, EXCEPT squares adjacent to the opposing player’s goal (see below).

**Run** – The card with the Shift logo, this card can be played to run the robot.

**Passive vs. Active**

Most cards are passive; i.e., they can only be played while the robot is idle. However, some cards are “active”, denoted by purple corners. These cards can ONLY be played WHILE the robot is running, as many as desired. If the robot is touched while running, the offending player IMMEDIATELY FORFEITS.

**Dead Zones**

Squares with purple, diagonal lines cannot have cards placed atop them. Squares with red lines may only be used by the red player, and squares with blue lines may only be used by the blue player. The robot may run over these squares unhindered, however.

**One Shot**

Each game, each player has one token for use at any time. If the token is played, any passive card may be instantly played as an active card (excluding run cards).

**If The Robot Messes Up…**

And it will…that’s the way the cookie crumbles. No whining!