

# THE LAST DROIDS

## Rulebook

*A work created by Fabien Gridel, illustrated by Anne Heidsieck,  
and published by Blue Cocker Games.*



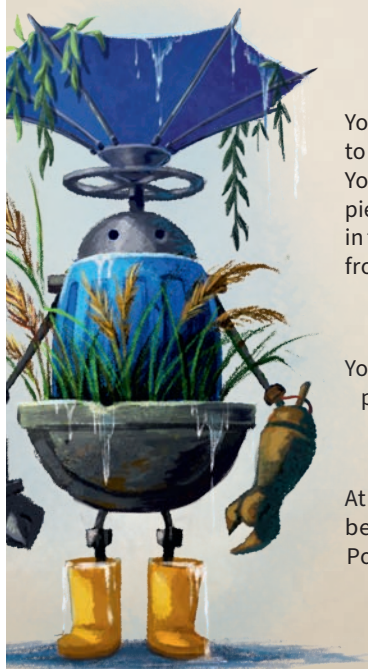
1 - 4



10+



30'



## GAME CONCEPT

You are Ecomechanics: ‘New World’ artisans whose aim is to reduce the extraction of raw materials from our planet. Your art consists of constructing, repairing, or recycling pieces of robots that were the backbone of the labour force in the ‘old world’ of mass production, in order to transition from an extraction-based way of life to one that is more in tune with the physical limits of the planet.

Your dream: To be honoured with the Ecomechanics’ most prestigious award: the Medal of the Order of the Leaf.

## GOAL OF THE GAME

At the end of 3 seasons, or when all the House Droids have been built, the Ecomechanic with the most Recycling Points (RP) is granted the Medal of the Order of the Leaf.

## SUMMARY

**Number of Ecomechanics:** The **solo, 2, 3, and 4 Ecomechanic** rules have some differences. Read the component descriptions and the associated rules on the following pages:

### Component Descriptions

page **4**

#### 2 Ecomechanics

&

#### 3 Ecomechanics

pages  
**6 to 12**



#### Modifications for the Solo game



pages  
**13 and 14**

#### 4 Ecomechanics

pages  
**15 to 22**



### Card Glossary

pages  
**23 à 26**

# COMPONENTS

1 Card Distributor



4 Sheds



1 General Supply  
containing the Parts



90 Base Parts  
and 25 Energy Parts



20 Shed  
Extensions



5 Generic  
base Parts



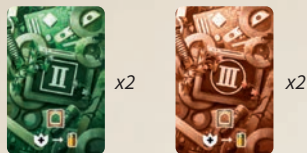
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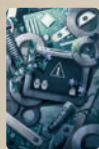
4 Player Aid cards



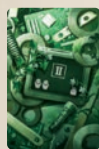
4 Interseason cards



102 Droid cards (58x88 mm)



32 Season 1  
cards



32 Season 2  
cards



24 Season 3  
cards



14 House Droid  
cards

# COMPONENT DESCRIPTIONS

## The Cards

All the information required for sorting the cards depending on player count is on the backs of the cards.

- 22 2-player (👤👤) and Solo (👤) Droid cards
- 22 3-player (👤👤👤) Droid cards
- 22 4-player (👤👤👤👤) Droid cards
- 14 House Droid cards (🏠), including 8 Solo (👤)



## The Card Types

There are **7 types** of Droid cards:



### Communication

These Droids earn RP based on the number of discarded Communication Droids.



### Collection

These Droids make getting Parts easier.



### Water Management

These Droids earn more RP than the others.



### Harvest

These Droids earn Leaves, which allow you to gain bonuses if you have more than your opponents.



### Shed

These Droids allow you to improve your Shed.



### Market

These Droids make Swapping Parts easier.



### House

These Droids earn RP according to specific criteria.



## Cards



## Sheds and Shed Extensions



- 1** A Shed can only ever hold a maximum of 3 Parts of each type, in their respective columns.
- 2** A Shed Extension increases the Shed's capacity by one for one type of Part. The type of Part to be stored in the Extension is determined by the column the Extension is placed in. There is no limit to the number of Extensions to a Shed.

*Note: For the rest of the rules, the term Shed describes a Shed and all of its Extensions. The Part tokens and the Shed Extensions are not limited: In the unlikely case where you do not have enough, replace them with any items of your choice.*

## 2-3 ECOMECANIC GAME

2 Ecomechanics

3 Ecomechanics

### SETUP

#### Shed and Parts

**Give** one Shed to each Ecomechanic and place the following Parts inside them:

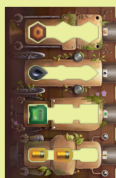
- 1 Nut
- 1 Oil Drop
- 1 Circuit Board
- 2 Energy


**Give** a Player Aid to each Ecomechanic.



#### House Cards

: **Place 4** randomly-drawn **House Droid** cards face up between the Ecomechanics








: **Place 2** randomly-drawn **House Droid** cards face up between each pair of Ecomechanics (*there will therefore be six House Droid cards in play*).



The remaining House Droid cards are set aside and will not be used in this game.

## Sorting the Cards

- 1 : **Sort** the Droid cards, only keeping the  cards. Set the others aside, they are only used in games with 3 or 4 Ecomechanics.

: **Sort** the Droid cards, only keeping the  AND the  cards. Set the others aside, they are only used in games with 4 Ecomechanics.

- 2 **Sort the Droid cards** into 3 decks according to their Season (I, II, or III) and shuffle each deck individually.



- 3 **Make a single face down draw deck** with these 3 decks and the 2 Interseason cards by doing the following:

- a. Place the **Season I deck first**, with the Interseason II card on top.
- b. On top of this, place the **Season II deck**, with the Interseason III card on top.
- c. Place the **Season III deck** on the top of this deck.
- d. **Flip this entire deck over** and place it, face up, in one of the 2 spaces in the Card Distributor. The Season I cards will therefore be on the top of this deck.



- 4 **Place the Card Distributor** between the Ecomechanics.



## Who Starts?

The Ecomechanic who most recently recycled something becomes the Priority Ecomechanic and places the Card Distributor facing them.

# GAMEPLAY

The game takes place over 3 rounds called Seasons.

Each Season is made up of a number of Turns.

## Simultaneity and Priority

Most of the time, Ecomechanics can play simultaneously.

However, in certain cases, the order of the Ecomechanics could be important.

When you wish to determine a Turn order, do the game phase in a clockwise direction starting with the Priority Ecomechanic.

## Turns

A Turn is broken down into 3 phases, separated by optional phases:

### 1. Choose a Droid

**Optional: Swap Parts**

### 2. Action (1 of these 3):

A- Repair

B- Dismantle

C- Construct

### 3. End of Turn

## 1. Choose a Droid

The Priority Ecomechanic draws as many Droid cards as there are Ecomechanics and **places them face up** in the middle of the table.

*Ecomechanics can now express their desire to collect one of the Droid cards.*

The Priority Ecomechanic must now choose a card to give to each other Ecomechanic and one to keep, taking into account (or not!) the advice of the other Ecomechanics.





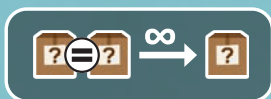
## SWAP PARTS (optional phase)

Each Ecomechanic can Swap Parts as many times as they wish during this phase, according to the following rules: Swaps are only performed between the Parts in the Ecomechanic's Shed and the General Supply.

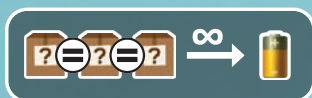
- **1 Energy Part** can be swapped for 1 Base Part.



- **2 Identical Parts** can be swapped for 1 Base Part



- **3 Identical Parts** can be swapped for 1 Energy Part.



*Note: Repaired Market Droids can grant the Ecomechanic new Swapping rules.*

We suggest placing Market Droid cards below the Player Aid so as not to forget them during this phase.

## 2. Action

Ecomechanics must perform one Action out of the following 3 with the Droid card collected in the previous phase:

### A- Repair



**Pay** the Parts indicated by the Repair Cost of the Droid card from the Ecomechanic's Shed and put them into the General Supply.

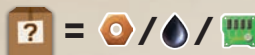
**Place** the Repaired Droid card in front of the Ecomechanic.

- **Apply any Immediate Effects** indicated on the Repaired Droid.

and/or

- **Benefit** from any **Permanent Effects** granted by the Repaired Droid card from now on.

*Note: ? means you can spend the Base Part of your choice.*



## B- Dismantle



**Gain the Parts** indicated by the Part Gain on the Droid card from the General Supply and place them in your Shed.



**Discard** the Dismantled Droid card face down.

*Note: The Collection Droid cards Repaired by the Ecomechanic can increase the number of Parts gained during Dismantling.*



## C- Construction



**Discard** the Droid card face down.

**Choose** an **available** House Droid card, meaning:

☺☺ one of the 4 cards between the 2 Ecomechanics

☺☺☺ one of the 4 cards placed between the Ecomechanic and the Ecomechanics to their left and their right.

**Pay** the Parts indicated by the Repair Cost of the House Droid from your Shed and place them into the General Supply.

**Apply any Immediate Effects** that are on the constructed House Droid.

*Note: ? means you can spend the Base Part of your choice.*



**Important:** When performing a Construction Action, do not keep the Parts of the discarded Droid card.



The Communication Droid cards will be used in RP scoring at the end of the game. When a Communication Droid card is discarded:

☺☺: Place the card face up between the two Ecomechanics.

☺☺☺: Place the card face up between the Ecomechanic performing the Action and the opponent of their choice.



### 3. End of Turn

When all Ecomechanics have finished their Action, the Turn is over.

- **Trigger the End of Season** if an Interseason card is visible at the top of the draw deck (see *End of Season*).



- **Trigger the End of the Game** if one of the End Game conditions have been met (see p. 12).

**Otherwise**, the next Ecomechanic in clockwise direction becomes the Priority Ecomechanic and places the Card Distributor in front of them and a new Turn begins.



## END OF SEASON

Each Ecomechanic may perform a Part Swapping phase (see p. 9).

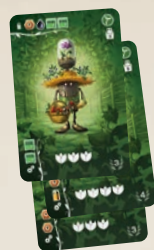
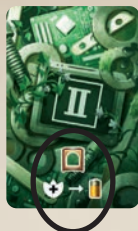
Each Ecomechanic **takes a Shed Extension** and adds it to the Part column of their choice.



**At the Ends of Seasons I and II:** The Ecomechanic who scores the most Leaves through their repaired Harvest Droid cards take **1 Energy Part** from the General Supply and place it into their Shed.

In the case of a draw, nobody takes an Energy Part.

The Interseason cards are discarded.



The rest of the end of Turn instructions are followed as normal.

**Note:** Do not take an Energy Part from Harvest Droid cards at the end of Season III.

# END OF GAME

The game ends at the end of a Turn if **one of the two following conditions are met:**

- **There are no more cards in the Draw deck.**

**OR**

- **An Ecomechanic doesn't have an available House Droid** (see p. 10).

Proceed to Recycling Point (RP) scoring by doing the following:

Each Ecomechanic may perform a Part Swapping phase (see p. 9).

Each repaired Droid card scores the RP indicated at the bottom right of their card.



The Ecomechanic who scores the most Parts in their Shed scores **2 RP**. In the case of a draw, nobody gets the RP.



The Ecomechanic who scores the most Leaves scores **3 RP**. In the case of a draw, nobody gets the RP.



Each repaired Communication Droid scores, in addition to the RP on their card, **1 RP** per face up Communication Droid between them and their opponent(s).



Constructed House Droids score RP depending on their effects (see pp 25-26).



The Ecomechanic who **scores the most RP** receives the Medal of the Order of the Leaf.

*In the case of a draw, the Ecomechanic who has the most Parts in their Shed receives the Medal of the Order of the Leaf. If there is still a draw, each Ecomechanic gets the Medal of the Order of the Leaf.*



## Modifications for the SOLO game

In the **Solo Game**, you will go up against an **Auto-Ecomechanic** whose behaviour changes every game.

**The goal of the game** is to score more points than the Auto-Ecomechanic.


In a Solo Game, use the same rules as you would for a game with **2 Ecomechanics**, with the following modifications:



### Setup

**The Auto-Ecomechanic** plays **without a player board** because it doesn't gain or spend resources.

**The Ecomechanic** starts the game with 2 Oil Drops, 2 Nuts, 2 Circuit Boards, and 2 Energy. *For a more difficult game, you can start with only 1 of each Base Part and 2 Energy.*


Instead of revealing 4 House Droid cards, randomly reveal **2 House Droid cards** amongst the ones with the Solo symbol  on their back.




Solo

For the first Turn, you are the Priority Ecomechanic

### Gameplay

 **When it is not the Priority Ecomechanic**, the Auto-Ecomechanic always repairs the Droid card that was given to it (*without spending Parts*).

 **When the Auto-Ecomechanic is the Priority Ecomechanic**, it repairs the card with the highest Interest value (*without spending Parts*) and gives the other one. In the rare case where the Interest values of both cards are the same, choose which one it repairs and which one it will give to you.

**Note:** House Droid cards modify the Interest value of certain cards!



*Ex: Although the printed Interest value of the Collection Droid (4) is higher than that of the Market Droid (2), the Market Droid card has its Interest value modified by one of the House Droids. The Market Droid card actually has an Interest value of  $2 + 8 = 10$ . Therefore, the Auto-Ecomechanic will repair the Market Droid card and you will be left with the Collection Droid card.*

*Note: The Auto-Ecomechanic does not apply the effects of repaired Droid cards.*



### Communication Droid Cards

The Auto-Ecomechanic will only repair a Communication Droid card if it has fewer Communication Droid cards than you or fewer than the number of discarded Communication Droid cards. Otherwise, it discards it instead.

*Note: If both cards in the turn are Communication Droids, you place your card first.*

### End of Season



The Auto-Ecomechanic does not receive any Shed Extensions or Energy Parts.

### End of Game

When scoring Recycling Points (RP):

- No one is awarded the 2 RP for the Ecomechanic who has the most Parts in their Shed.
- The Auto-Ecomechanic scores its RP as normal, except for RP generated by Water Management Droid cards. For these, add up the number of RP they would normally get from the RP at the bottom right of their card; **they only score half of this amount, rounded down.**



## 4 ECOMCHANIC GAME

In a game with 4 Ecomechanics, the game is played **in teams, 2 vs 2**.

Each Ecomechanic has an opposing Ecomechanic for the game.

Each Ecomechanic scores Recycling Points (RP).

The Card Distributor is a central element when playing with 4. Its position determines the Priority order of the Ecomechanics and organises the Choose a Droid phase.

### Goal of the game

To determine the team to be decorated with the Medal of the Order of the Leaf, only **the lowest scores on each team** will be compared.

For greatest clarity and readability, the entirety of the game rules are listed in this 4-player game section.

You can still find the modifications made to the 2-3 Ecomechanic rules in these lighter-coloured boxes.



# SETUP

## Shed and Parts

**Give** one Shed to each Ecomechanic and place the following Parts inside them:

- 1 Nut
- 1 Oil Drop
- 1 Circuit Board
- 2 Energy

**Give** a Player Aid to each Ecomechanic.




Members of the same team sit side by side, and both teams face each other.



Each Ecomechanic is therefore sitting facing an opposing Ecomechanic: That is their opponent.

**Place 4** randomly-drawn **House Droid cards** face up between each Ecomechanic and their opponent facing them (there are therefore 8 House Droid cards on the table). The remaining House Droid cards are set aside and will not be used in this game.



### Make 2 Draw Decks:

- The first is made up of cards marked .

- The second is made up of cards marked  and .

Then follow the instructions below for these 2 decks.



- 1 Sort** the Droid cards into 3 decks according to Seasons I, II, and III.

- 2 Shuffle** each deck individually. Make a face down draw deck with these 3 decks and the two Interseason cards like this:

- a. Place the **Season I deck first**, with the Interseason II card on top.
- b. On top of this, place the **Season II deck**, with the Interseason III card on top.
- c. Place the **Season III deck** on the top of this deck.
- d. **Flip this entire deck over** and place it, face up, in one of the 2 spaces in the Card Distributor.



- 3 Place the Card Distributor** between the Ecomechanics.



### Who Starts?

The Ecomechanic who most recently recycled something places the Card Distributor so that the **two decks are facing them**.

Each member of this team is therefore facing **Position 1** and **Position 2** of the Card Distributor.

# GAMEPLAY

The game takes place over 3 rounds called Seasons. Each Season is made up of a number of Turns.

## Simultaneity and Priority

Most of the time, Ecomechanics can play simultaneously.

However, in certain cases, the order of the Ecomechanics could be important.

When you wish to determine a Turn order, perform the game phase starting with the Ecomechanic in front of the number 1 on the Card Distributor, and continuing in ascending order of the numbers on the Card Distributor.



## Turns

A Turn is broken down into 3 phases, separated by optional phases:

### 1. Choose a Droid

*Optional: Swap Parts*

### 2. Action (1 of these 3):

- A- Repair
- B- Dismantle
- C- Construct

### 3. End of Turn

## 1. Choose a Droid

**The Priority Ecomechanic** (in Position 1) **draws 2 Droid cards** and places them face up in front of Ecomechanic in **Position 3**.

*The Ecomechanic in Position 3 can now express their desire to collect one of the two available Droid cards.*

Finally, the Ecomechanic in **Position 1** must now choose which Droid card to give to the Ecomechanic in Position 3 and which one to keep, taking into account (*or not!*) the advice of the other Ecomechanic.

**Simultaneously, the Ecomechanic in position 2** follows the same steps and chooses a Droid card to give to the Ecomechanic in **Position 4**.

Depending on the position of the Card Dispenser, this phase will alternate between cooperation between Ecomechanics from the same team or opposition between opposing Ecomechanics for the Choice of Droid.



## SWAP PARTS (optional phase)

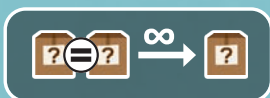
Each Ecomechanic can Swap Parts as many times as they wish during this phase, according to the following rules:

Swaps are only performed between the Parts in the Ecomechanic's Shed and the General Supply.

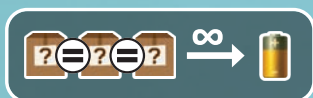
- **1 Energy Part** can be swapped for 1 Base Part.



- **2 Identical Parts** can be swapped for 1 Base Part



- **3 Identical Parts** can be swapped for 1 Energy Part.



*Note: Repaired Market Droids can grant the Ecomechanic new Swapping rules.*

We suggest placing Market Droid cards below the Player Aid so as not to forget them during this phase.

## 2. Action

Ecomechanics must perform **one Action out of the following 3** with the Droid card collected in the previous phase:

### A- Repair

**Pay** the Parts indicated by the Repair Cost of the Droid card from the Ecomechanic's Shed and put them into the General Supply.

**Place** the Repaired Droid card in front of the Ecomechanic.

- **Apply any Immediate Effects** indicated on the Repaired Droid.

and/or

- **Benefit** from any **permanent effects** granted by the Repaired Droid card from now on.

*Note: ? means you can spend the Base Part of your choice.*



## B- Dismantle



**Gain the Parts** indicated by the Part Gain on the Droid card from the General Supply and place them in your Shed.



**Discard** the Dismantled Droid card face down.

*Note: The Collection Droid cards Repaired by the Ecomechanic can increase the number of Parts gained during Dismantling.*



## C- Construction



**Discard** the Droid card face down.

**Choose** an **available** House Droid card, meaning one of the 4 cards placed between the Ecomechanic and their opponent facing them.

The Parts indicated on the House Droid Repair Cost are spent from the Ecomechanic's Shed and placed in the General Supply.

**Pay** the Parts indicated by the Repair Cost of the House Droid from your Shed and place them into the General Supply.

**Apply any Immediate Effects** that are on the constructed House Droid.

*Note: ? means you can spend the Base Part of your choice.*



**Important:** When performing a Construction Action, do not keep the Parts of the discarded Droid card.



The Communication Droid cards will be used in RP scoring at the end of the game. When a Communication Droid card is discarded, place it face up between the Ecomechanic who performed the Action and their opponent facing them.





### 3. End of Turn

When all Ecomechanics have finished their Action, the Turn is over.

- **Trigger the End of Season** if an Interseason card is visible at the top of the draw deck (see *End of Season*).



- **Trigger the End of the Game** if one of the End Game conditions have been met (see p. 22).

**Otherwise**, the next Ecomechanic in clockwise direction becomes the Priority Ecomechanic and places the Card Distributor in front of them and a new Turn begins.

The number 1 on the Card Distributor must face the Priority Ecomechanic.



## END OF SEASON

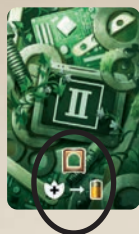
Each Ecomechanic may perform a Part Swapping phase (see p. 19).

Each Ecomechanic **takes a Shed Extension** and adds it to the Part column of their choice.



**At the Ends of Seasons I and II:** The Ecomechanic on each team who scores more Leaves through their repaired Harvest Droid cards than their opponent facing them takes **1 Energy Part** from the General Supply and places it into their Shed.

In the case of a draw, nobody takes an Energy Part.



The Interseason cards are discarded. The rest of the end of Turn instructions are followed as normal.

*Note: Do not take an Energy Part from Harvest Droid cards at the end of Season III.*

# END OF GAME

The game ends at the end of a Turn if **one of the two following conditions are met:**

**There are no more cards in the Draw deck.**

**OR**

**An Ecomechanic doesn't have an available House Droid** (see p. 20).

Proceed to Recycling Point (RP) scoring by doing the following:

Each Ecomechanic may perform a Part Swapping phase (see p. 19).

Each repaired Droid card scores the RP indicated at the bottom right of their card.



An Ecomechanic scores **2 RP** if they have more Parts in their Shed **than their direct opponent**. In the case of a draw, nobody gets the RP.



An Ecomechanic scores **3 RP** if they have more Leaves on their Droid cards than their **direct opponent**. In the case of a draw, nobody gets the RP.



Each repaired Communication Droid scores, in addition to the RP on their card, **1 RP** per face up Communication Droid between them and their **direct opponent**.



Constructed House Droids score RP depending on their effects (see pp. 25-26).



Now, each Ecomechanic compares their RP to those of the other Ecomechanic on their team. **The RP of the Ecomechanic with the fewer of the two are considered their team's score.**

**The team with the highest score** receives the Medal of the Order of the Leaf.

*In the case of a draw, the RP of the other Ecomechanic on both teams are added to their team's score. If there is still a draw, each Ecomechanic gets the Medal of the Order of the Leaf.*

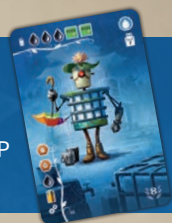
# CARD GLOSSARY

*Note: When an effect is applied, it is always applied by the Ecomechanic repairing the Droid.*

## Water Management Droid

2, 4, 6, 19, 23, 24, 34, 40, 43, 60, 70, 79, 80, 84, 90, 94, 99 and 101

Water Management Droids have no special effect. They score more RP than the others, however.



## Harvest Droid

3, 5, 8, 17, 18, 21, 35, 37, 41, 61, 66, 68, 76, 81, 91, 97, 98 and 100

Harvest Droid cards have no special effect. They score Leaves and RP. The Ecomechanic who has the most Leaves:

- Gains an Energy Part at the end of the 2 first Seasons;
- Gains 3 RP at the End of the Game



## Communication Droid

1, 9, 15, 28, 29, 32, 33, 39, 44, 59, 64, 67, 69, 74, 75, 85, 89 and 102

Repaired Communication Droid cards grant the Ecomechanic, in addition to the RP on the card, 1 RP per discarded Communication Droid, that is, the number of Communication Droid cards that were placed face up between:

- you and your opponent with 2 Ecomechanics,
- you and your opponents with 3 Ecomechanics,
- the opponent opposite you with 4 Ecomechanics.

*Example: This card scores 3 RP plus 1 per discarded Communication Droid card.*



## Shed Droid

The effects of Shed Droid cards are single-use. Most must be resolved immediately after the Repair Action.

**13, 14, 30, 63, 73, 78, 83 and 93:** Take the Shed Extensions and any other indicated Parts from the General Supply and place them in your Shed.

*Example: Immediately take 3 Shed Extensions: place one in the column of your choice, and the other 2 must be placed in the Circuit Board column of your Shed. Then take 3 Circuit Boards.*

**31:** Take 2 Shed Extensions and add them to the Part columns of your choice. Then place 3 'Additional Cost' tokens on the Home Droid card of your choice from among those available to you. The Repair cost of this Home Droid is increased by 3 Basic Parts for your opponent.

**36:** Take 1 Shed Extension and add it to the Part column of your choice. At the end of the game, in addition to being a Shed Droid, this card is also the type of your choice.

*Note: The type of Droid is used to resolve the effects of Home Droid cards 49, 50, 52, and 55.*



## Collection Droid

Some effects allow you to take 1 additional Part during a Dismantle Action.

Each effect only applies once per Dismantle Action (**7, 11, 12 and 96**).

*Example: Each time the Dismantle Action allows you to take Circuit Boards, take 1 more from the General Supply and place it in your Shed.*

Some effects are single-use and must be resolved immediately after the Repair Action.

**25, 26, 27, 38 82, 86, 87 and 95:** Take the indicated Basic Parts from the General Supply and place them in your Shed.

*Example: Immediately take 2 Nuts and 1 Circuit Board OR 1 Nut and 2 Circuit Boards from the General Supply and place them in your Shed.*

**65 and 71:** Take the indicated Basic Parts from the General Supply and place them on this card. You can spend these Parts at any time as if they were in your Shed. They do not take up space in your Shed.





## Market Droid

Market Droid cards have recurring effects.

Most can only be used during Part Swapping.

Some can be used once or twice per phase: 10, 16, 62, 72, 77, 88, 92.

*Example: Exchange 1 Nut OR 1 Oil Drop from your Shed for 1 Circuit Board from the General Supply once per Part Swapping phase.*

*Example: Exchange 1 Oil Drop from your Shed for 1 Nut OR 1 Circuit Board from the General Supply up to two times per Part Swapping phase.*

Others can be used as many times as desired: 20, 22, 77.

*Example: Exchange 2 identical Parts from your Shed for Energy from the General Supply as many times as desired during the Part Swapping phases.*

42: This Droid card has an effect that triggers only during a Repair action. Each time you perform the Repair action, you spend 1 less Energy than necessary.



## House Droids

House Droid cards are all different. Their effects are:



45: Gain 1 RP per Part in your Shed



46: Take 1 Nut, 1 Oil Drop, 1 Circuit Board, and 1 Energy from the General Supply and place them in your Shed.



47: Grants 6, 10, or 15 RP if you have repaired 3, 4, or 5 Collection Droids, respectively.



48: Grants 4 RP per Market Droid that you have repaired.





**49:** Grants 1 RP per icon in the cost of all Water Management Droids you have repaired.



**50:** Grants 6, 12, 18, or 24 RP if you have repaired 5, 4, 3, or 2 different types of Droid, respectively.



**51:** Grants 4 RP per Energy in your Shed.



**52:** Grants 12 RP if you have repaired at least one Droid of each type.



**53:** Grants 2 RP per Shed Extension you have.



**54:** Grants 12 RP if you have more Leaves on your Harvest Droids than the opposing Ecomechanic.



**55:** Grants 3 RP per Communication Droid you have repaired.



**56:** Grants 15 RP if you have constructed at least 3 House Droids (including this one).



**57:** Grants 7 RP for each set of 4 different Parts (Nut, Oil Drop, Circuit Board, and Energy).



**58:** Grants 12 RP.

# CREDITS AND THANKS

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*Fabien*

*The BLUE dog sends licks to his entire team (Adeline, Anne, Benoit, Bruno, Natacha, Sandra, Vianney, Xavier & Randy) as well as Andrée Frances, Charlène Chaps, Bruno Desch, Matthieu Halfen, Jean-Emmanuel Gilbert, Michel Schoenacker, Alain Blaizeau, Nathalie Geoffrin, Renaud Chaillat, Dominique Bodin, Jacques Gardeil, Luc Durand & Thomas Cauet.*



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**Vidos,  
rules,  
BGA,...**



# ICONOGRAPHY



Base Parts (*Nut/Oil Drop/Circuit Board*)



A Base Part of your choice



Two identical/different Base Parts



Energy Part (*Energy*)

**Type/Card** of each type of Droid:



Communication



Shed



Harvest



House



Water Management



Collection



Market



Repair Cost of a Droid or effect linked to the Repair Cost of a Droid.



Dismantle gain or effect linked to dismantled Droid cards.



Shed Extension that can be placed in the Part column of your choice.



Shed Extension that must be placed in the Part column indicated by the Part icon.



Leaf



Majority of Leaves



Effect that triggers during a Disassembly Action.



Part Swapping card effect.



Recycling Points (*RP*)



Recycling Points (*RP*) granted by the effect of the Droid's card.



Interest Value (*Solo mode only*)



*Example: This Droid card grants 1 RP and the RP granted by the card's effect.*



*Example: The Droid card grants 4 RP OR the RP granted by the card's effect.*