

Robit Riddle

Storybook Adventures

Overview

From Designer Kevin Craine and Artist John Ariosa (Mice & Mystics) comes Robit Riddle where players make believe they are robots trying to find their missing pet robots. They will work together choosing their path through the story. Having encounters, finding friends and adventuring along the way.

Basic Gameplay

Players choose a character then follow along in one of three storybooks. As they have encounters, players decide how their characters will approach the situation. They tell a little story and then roll the dice.

Teammates can help out by spending story tokens and telling stories. The outcome determines the direction of the story. Both success and failure can continue the story forward, but in different directions.

Key Concepts

- Quick play and easy learning
- Introduction to role playing with no GM
- 3 family friendly storybooks with 50+ endings
- Jumbo cards for award winning artwork



1-6
Players



8+
Ages



5-45
Minutes



Story
Telling
Co-op



Baba Geek
Games

ATLAS
GAMES

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BGG100-01



Game Info

Publisher Atlas Games,
Baba Geek Games
Designer Kevin Craine
Artist John Ariosa
Stock BGG100-01
UPC 729440257996

Game Play

Story Telling
Co-operative Play
Role Playing
Dice Rolling
Variable Player Powers

Components

- 3 storybooks
- 6 character cards
- 4 location cards
- 18 encounter cards
- 75 story cue cards
- 15 story tokens
- 5 encounter dice
- 1 story die
- 1 bookmark
- 3 ending trackers
- 6 player aids
- 1 rulebook

