



OBJECT OF THE GAME

*In a game of **Quirky Circuits**, players will work together to issue commands to a robot friend in order to meet a scenario-specific goal before running out of battery power.*


COMPONENTS



1. Scenario Book (1)
2. Robot Figures (2)
3. Command Cards (38)
4. Robot Reference Cards (2)
5. Battery Marker (1)
6. Dust Bunny/Flag Tokens (12)
7. Flower Pot Tokens (4)

GETTING STARTED

To start a game of Quirky Circuits, complete the following steps in order:

1. Choose a scenario from the scenario book.*
2. Collect the figure and basic (blue) command cards for the robot indicated by the scenario.
3. Place the figure on the  space, facing the indicated direction.
4. Place the battery marker on the highest space of the battery track.
5. Follow any further setup instructions listed for the scenario and review that scenario's rules. See a full explanation of each scenario's rules starting on page 7 of this rulebook.
6. Shuffle the command cards and form a face-down deck.
7. Deal cards to each player. Hand size is determined by the table on the right.



* We recommend first-time players start with the first scenario. After successfully completing that scenario, we recommend moving to the second scenario the next time you play, then the third scenario, etc.

Players	Hand Size
2 Players	5 Cards
3 Players	4 Cards
4 Players	4 Cards

ROUND ORDER

Quirky Circuits takes place over a series of rounds. Each round is divided into 3 phases that must be completed in order:

1. Program

During the program phase, players collectively play command cards face down into a queue without revealing them. Each player must play at least 1 card and in total the players must play 5 or more cards.

Players may play their cards in any turn order, including a player playing multiple cards in a row, but each card must be played into the queue to the right of the last card played. Cards that have already been played cannot be rearranged.



Nikki, Colby, and Jerry begin the program phase. Colby places cards 1 and 2 into the queue right away, Nikki places card 3, Jerry places card 4, and Nikki places card 5.

2. Execute

Once the players have finished playing cards into the queue, those cards are revealed and resolved in the order they were played (from left to right), causing the robot figure to be maneuvered about.

Halting: If something causes a robot to halt, stop resolving the current card and proceed to the next one.

3. Reset

Once all of the cards in the queue have been resolved, do the following:

1. Collect the command cards from the queue, shuffle them and place them on the bottom of the command deck.
2. Move the battery marker down one space on the battery track.
3. Deal cards until each player has a full hand of command cards.

If the battery track is not yet on 0, begin a new round starting with the Program phase.



COMMUNICATING

During a game of Quirky Circuits, players cannot reveal their cards to other players. The backs of the cards will convey some information, like if the card will cause the robot to move or turn, but not which direction it will turn or how far it will move.

Players cannot ever communicate any of the following (verbally or otherwise):

- Which cards are in their hands
- Their strategy or intent
- Suggestions on what cards other players should play

If players are really feeling compelled to say something, we suggest: “Beep-boop.” Players may indicate that they are done playing cards by placing their cards face-down in front of them. Players may indicate they think the group should stop playing cards by placing their hands flat on the table.



WINNING THE GAME

All players **immediately** win when they complete the scenario's goal, even if there are still unrevealed cards to resolve. For a greater challenge, try to complete each scenario goal while the battery marker is still in the yellow section of the battery track. For the true experts, complete each scenario goal while the battery is still in the green.

CARD ICONOGRAPHY

Quirky Circuits cards use icons and visual examples. Below are further explanations about how each card type is resolved.

Note: All directions are relative to the direction the robot is facing at the time the card is being resolved.

↗ Move the robot
1 space forward.

↘ Move the robot
2 spaces forward.

↙ Move the robot
3 spaces forward.

↖ Move the robot
1 space backward.

↑ Slide the robot forward until it
collides with a barrier or slope.

↶ Rotate the robot
90° counterclockwise.

↷ Rotate the robot
90° clockwise.

↻ Rotate the robot 180°.

GIZMO



Base Deck

5^ 2^ 1^ 2v
1< 3> 2Q

Quirk ?! Cards

2< 1^

Special Function

When Gizmo collides with an obstacle or barrier, it halts its movement and rotates left.



Example: A ^ command card would move Gizmo forward three spaces, but it hits an obstacle. Gizmo immediately halts its movement and rotates left.

PENNY

Special Function

If penny **moves** across a slope (a dashed yellow line) going in the same direction as that slope's arrow, she will **slide** in that direction until she collides with a barrier or slope.



*Example: A v command card moves Penny backward over a slope, so she **slides** backwards until she hits a barrier.*



Base Deck

5^ 2v 3^
2< 3> 1Q

Quirk ?! Cards

2v 1^

ALTERNATIVE RULES

Practice Mode

As a way to practice the game, or when playing with young children, players may play their cards face up into the queue instead of face-down.

Pacing Mode

If you find that players are racing to play their cards and you want to slow things down. Use these alternative programming rules:

The players can't play cards freely, instead they take turns playing their cards. Starting with the dealer, the players take turns in clockwise order. On a player's turn, they play any number of cards from their hand, or they may choose to pass, playing zero cards.

Players continue taking turns in clockwise order until all players have chosen to pass without any cards being played. A player could choose to pass on one turn but then play cards on subsequent turns.

CREDITS

GAME DESIGNER

Nikki Valens

ILLUSTRATOR

Danalyn Reyes

PRODUCERS

Colby Dauch & Jerry Hawthorne

GRAPHIC DESIGNER

Kendall Elmen

EDITOR

Jonathan Liu



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PLAYTESTERS

Jacelynn Adams

Jon Campbell

Kathleen Campbell

David Elmen

Tucker Hallencamp

Jenna Hawthorne

Owen Hawthorne

Rene' Hawthorne

James Hollis

Chad Hoverter

Ced Kass

Rob Lewicki

Nathan Stephens


Simon Stephens

Emma Williams


Jane Williams

Lara Williams

Spencer Williams

GOAL: Clean up all of the dust bunnies with Gizmo and return it to the  space before its battery reaches 0.



SETUP: Place Gizmo on the  space, facing the direction of the arrow. Place a dust bunny token on each of the indicated spaces.



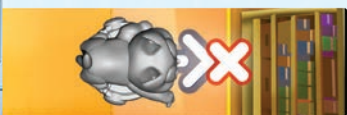
DUST BUNNIES: When Gizmo moves onto or through a space with a dust bunny token, discard that token. Gizmo has cleaned up that dust bunny.



BARRIERS & OBSTACLES: Barriers are represented by solid black lines and obstacles are outlined by solid yellow lines. Robots cannot move through barriers or obstacles. When a robot collides with a barrier or obstacle, it halts its movement.




Remember: If Gizmo collides with a barrier or obstacle, it halts and rotates left.






HIT THE SLOPES

GOAL: Collect all of the flags with Penny and return to the  space before her battery reaches 0.



SETUP: Place Penny on the  space, facing the direction of the arrow. Place a flag token on each of the indicated spaces.



SLOPES: Slopes are represented by dashed yellow lines and an arrow. Penny cannot **move** or **slide** up a slope (since she cannot go against the direction of the arrow). She will instead collide with that slope and halt her movement.

Remember: If Penny **moves** across a slope going in the same direction as the arrow, she will **slide** in that direction until she collides with a slope or barrier.




FLAGS: When Penny moves onto or through a space with a flag token, discard that token. Penny has collected that flag.




BARRIERS: Barriers are represented by solid black lines. Robots cannot move through barriers. When a robot collides with a barrier, it halts its movement.



SLIDING THROUGH TUNNELS

GOAL: Collect all of the flags with Penny and return to the  space before her battery reaches 0.



SETUP: Place Penny on the  space, facing the direction of the arrow. Place a flag token on each of the indicated spaces.



SLIDING INTO TUNNELS: If Penny **slides** into a tunnel, she continues **sliding** out of the other side.

Penny can only **slide** into a tunnel. She cannot **move** into a tunnel. She will instead collide with that tunnel and halt her movement.

If Penny is facing forward (in the same direction she is moving) when she **slides** into a tunnel, she will come out of the tunnel facing forward. If Penny is facing backwards when she **slides** into a tunnel, she will come out of the tunnel facing backwards.



SLOPES: Slopes are represented by dashed yellow lines and an arrow. Penny cannot **move** or **slide** up a slope (since she cannot go against the direction of the arrow). She will instead collide with that slope and halt her movement.


Remember: If Penny **moves** across a slope going in the same direction as the arrow, she will **slide** in that direction until she collides with a slope or barrier.




FLAGS: When Penny moves onto or through a space with a flag token, discard that token. Penny has collected that flag.



BARRIERS: Barriers are represented by solid black lines. Robots cannot move through barriers. When a robot collides with a barrier, it halts its movement.

GOAL: Clean up all of the dust bunnies with Gizmo and return it to the  space before its battery reaches 0.



SETUP: Place Gizmo on the  space, facing the direction of the arrow. Place a dust bunny token on each of the indicated spaces and place a flower pot token (unbroken side up) on each of the indicated obstacles.



FLOWER POTS: If Gizmo collides with an obstacle that has a flower pot on it, the flower pot falls off the obstacle, moving 1 space away from Gizmo and shatters (flip the token). Gizmo must now clean up the shattered flower pot by moving onto or through it. Gizmo must clean up any shattered flower pots before it can complete its goal.

If a flower pot cannot move away from Gizmo because of a barrier, it falls south instead. If this causes it to fall onto Gizmo, clean it up immediately.



DUST BUNNIES: When Gizmo moves onto or through a space with a dust bunny token, discard that token. Gizmo has cleaned up that dust bunny.




BARRIERS & OBSTACLES: Barriers are represented by solid black lines and obstacles are outlined by solid yellow lines. Robots cannot move through barriers or obstacles. When a robot collides with a barrier or obstacle, it halts its movement.





Remember: If Gizmo collides with a barrier or obstacle, it halts and rotates left.





CAFE BOTANICAL

GOAL: Clean up all of the dust bunnies with Gizmo and return it to the  space before its battery reaches 0.







SETUP: Place Gizmo on the  space, facing the direction of the arrow. Place a dust bunny token on each of the indicated spaces and place a flower pot token (unbroken side up) on each of the indicated obstacles. Shuffle Gizmo's  command cards into Gizmo's deck.



QUIRK CARDS: If a player has one or more  cards in their hand, they must play their  cards before they can play any other card.



CHAIRS: Chairs are outlined by blue dashed lines. If Gizmo moves into a chair space via a  or  card, it halts its movement and rotates left. If Gizmo moves into a chair space via a  or  card, it does not turn left.



FLOWER POTS: If Gizmo collides with an obstacle that has a flower pot on it, the flower pot falls off the obstacle, moving 1 space away from Gizmo and shatters (flip the token). Gizmo must now clean up the shattered flower pot by moving onto or through it. Gizmo must clean up any shattered flower pots before it can complete its goal.

If a flower pot cannot move away from Gizmo because of a barrier, it falls south instead. If this causes it to fall onto Gizmo, clean it up immediately.




DUST BUNNIES: When Gizmo moves onto or through a space with a dust bunny token, discard that token. Gizmo has cleaned up that dust bunny.





BARRIERS & OBSTACLES: Barriers are represented by solid black lines and obstacles are outlined by solid yellow lines. Robots cannot move through barriers or obstacles. When a robot collides with a barrier or obstacle, it halts its movement.



Remember: If Gizmo collides with a barrier or obstacle, it halts and rotates left.

GOAL: Collect all of the flags with Penny and return to the  space before her battery reaches 0.





SETUP: Place Penny on the  space, facing the direction of the arrow. Place a flag token on each of the indicated spaces. Shuffle Penny's  command cards into Penny's deck.



SNOWDRIFTS: Snowdrifts are outlined by blue dashed lines. If Penny **slides** into a snowdrift she halts her movement.



QUIRK CARDS: If a player has one or more  cards in their hand, they must play their  cards before they can play any other card.



SLOPES: Slopes are represented by dashed yellow lines and an arrow. Penny cannot **move** or **slide** up a slope (since she cannot go against the direction of the arrow). She will instead collide with that slope and halt her movement.

Remember: If Penny **moves** across a slope going in the same direction as the arrow, she will **slide** in that direction until she collides with a slope or barrier.




FLAGS: When Penny moves onto or through a space with a flag token, discard that token. Penny has collected that flag.





BARRIERS: Barriers are represented by solid black lines. Robots cannot move through barriers. When a robot collides with a barrier, it halts its movement.



HOLE LOT OF FUN

GOAL: Collect all of the flags with Penny and return to the  space before her battery reaches 0.



SETUP: Place Penny on the  space, facing the direction of the arrow. Place a flag token on each of the indicated spaces. Shuffle Penny's  command cards into Penny's deck.



SNOWDRIFTS: Snowdrifts are outlined by blue dashed lines. If Penny **slides** into a snowdrift she halts her movement.





SLIDING INTO TUNNELS: If Penny **slides** into a tunnel, she continues **sliding** out of the other side.

Penny can only **slide** into a tunnel. She cannot **move** into a tunnel. She will instead collide with that tunnel and halt her movement.

If Penny is facing forward (in the same direction she is moving) when she **slides** into a tunnel, she will come out of the tunnel facing forward. If Penny is facing backwards when she **slides** into a tunnel, she will come out of the tunnel facing backwards.



QUIRK CARDS: If a player has one or more  cards in their hand, they must play their  cards before they can play any other card.



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Remember: If Penny **moves** across a slope going in the same direction as the arrow, she will **slide** in that direction until she collides with a slope or barrier.




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THE CELLAR

GOAL: Clean up all of the dust bunnies with Gizmo and return it to the  space before its battery reaches 0.





SETUP: Place Gizmo on the  space, facing the direction of the arrow. Place a dust bunny token on each of the indicated spaces. Shuffle Gizmo's  command cards into Gizmo's deck.







DUST BUNNIES ON OBSTACLES: If Gizmo collides with an obstacle that has a dust bunny on it, the dust bunny falls off the obstacle and moves 1 space away from Gizmo. Gizmo will now be able to clean up that dust bunny by moving onto or through it.

If a dust bunny cannot move away from Gizmo because of a barrier, it falls south instead. If this causes it to fall onto Gizmo, clean it up immediately.



QUIRK CARDS: If a player has one or more  cards in their hand, they must play their  cards before they can play any other card.



CHAIRS: Chairs are outlined by blue dashed lines. If Gizmo moves into a chair space via a  or  card, it halts its movement and rotates left. If Gizmo moves into a chair space via a  or  card, it does not turn left.



DUST BUNNIES: When Gizmo moves onto or through a space with a dust bunny token, discard that token. Gizmo has cleaned up that dust bunny.




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Remember: If Gizmo collides with a barrier or obstacle, it halts and rotates left.



ROOM TO ZOOM

GOAL: Collect all of the flags with Penny and return to the  space before her battery reaches 0.



SETUP: Place Penny on the  space, facing the direction of the arrow. Place a flag token on each of the indicated spaces. Shuffle Penny's  command cards into Penny's deck.



SNOWDRIFTS: Snowdrifts are outlined by blue dashed lines. If Penny **slides** into a snowdrift she halts her movement.





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Remember: If Penny **moves** across a slope going in the same direction as the arrow, she will **slide** in that direction until she collides with a slope or barrier.





FLAGS: When Penny moves onto or through a space with a flag token, discard that token. Penny has collected that flag.



BARRIERS: Barriers are represented by solid black lines. Robots cannot move through barriers. When a robot collides with a barrier, it halts its movement.

GOAL: Clean up all of the dust bunnies with Gizmo and return it to the  space before its battery reaches 0.





SETUP: Place Gizmo on the  space, facing the direction of the arrow. Place a dust bunny token on each of the indicated spaces and place a flower pot token (unbroken side up) on each of the indicated obstacles. Shuffle Gizmo's  command cards into Gizmo's deck.







DUST BUNNIES ON OBSTACLES: If Gizmo collides with an obstacle that has a dust bunny on it, the dust bunny falls off the obstacle and moves 1 space away from Gizmo. Gizmo will now be able to clean up that dust bunny by moving onto or through it.

If a dust bunny cannot move away from Gizmo because of a barrier, it falls south instead. If this causes it to fall onto Gizmo, clean it up immediately.



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FLOWER POTS: If Gizmo collides with an obstacle that has a flower pot on it, the flower pot falls off the obstacle, moving 1 space away from Gizmo and shatters (flip the token). Gizmo must now clean up the shattered flower pot by moving onto or through it. Gizmo must clean up any shattered flower pots before it can complete its goal.

If a flower pot cannot move away from Gizmo because of a barrier, it falls south instead. If this causes it to fall onto Gizmo, clean it up immediately.



DUST BUNNIES: When Gizmo moves onto or through a space with a dust bunny token, discard that token. Gizmo has cleaned up that dust bunny.



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Remember: If Gizmo collides with a barrier or obstacle, it halts and rotates left.