

Robit Riddle™

A component-rich game of storybook adventures.

Key Selling Points

- A component-rich introduction to roleplaying, **no gamemaster needed**.
- **Three family-friendly storybooks** with more than 50 endings.
- Art by John Ariosia (*Mice & Mystics*).

What It's About

The Robots are missing!

Each player becomes one of six unique robot characters. They set out together for adventure as they hunt for their missing pets, the Robits. Along the way, they'll make important decisions — and new friends — while collaborating to create a shared story.

Gameplay Basics

- **Players choose characters**, then follow along in the storybook.
- As encounters arise, players decide what their characters will do.
- **Teammates add to the story** by describing what they're doing and how they're helping.

Vital Stats

- Stock BGG100-01, UPC 729440257996, MSRP \$45.00.
- Contains 114 story cards and 51 ending cards, 3 story boards, 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, and 6 player aids.
- 1–6 players, 5–45 minutes, Ages 8+.
- Box size 12 1/4" x 9 1/8" x 2 3/4", case count 6.



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