

MÉCATRON

Game designer: Christophe COAT



From 2 to 4 players



From 10 years old



15 minutes long per player



In "Mécatron", you are the creators of robots. A contest is organized in your name, to determine which of you is capable of making the most complete and the most coherent robots. On the circular dashboard, you can choose between various actions. You also have a permanent stock, including 4 different parts of robots that your drones can collect. As you will not be the only ones to covet them, it will be necessary to be faster than the other creators, or to send more intimidating drones than your opponents'.

Key points of the game:

- A game with simple rules, but not a simplistic gameplay.
- Fast rounds, thanks to the dashboard wheel, which systematically offers 3 actions to the players. The players can control the wheel by spending some resources.
- Some interaction, with the majorities on robots cards.

