

GREY GOO



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A Board Game by Talen Lee

Special Thanks to Jeb, Kassil, Æryn and Fox

Design by Talen Lee

Graphics by Talen Lee

Featuring Assets by Kenney



GREY GOO

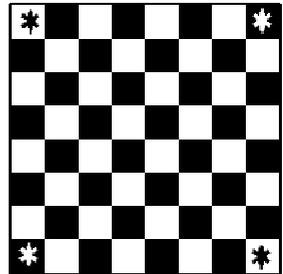
Hello and *thank you* for your purchase of JEB-D Brand Grey Goo Nanobot cultures! These delightful microscopic nanotech robots are designed to exist harmlessly in their control medium where you can observe them keeping one another from claiming the control points that keep the two Nanobot cultures in check!

JEB-D is not liable for any outcomes due to user error resulting in containment failure, ingestion, traumatic nanotech reclamation, local nanotech apocalyptic incident, global nanotech apocalyptic incident, or death.

COMPONENTS

To play Grey Goo, you will need:

- 8 black six-sided dice (*Nanobots*)
- 8 white six-sided dice (*Nanobots*)
- A typical chessboard (your *control matrix*)



***CONTROL POINTS**

GOAL

Each player controls a colony of white or black Nanobots. These Nanobots are trying to escape their containment by claiming at least three of the four control points, represented by the corner squares of the board.

SETTING UP

Each player puts a single Absorber in opposing corners of the board.

MEET YOUR NANOBOTS

The control matrix can support up to 8 Nanobots of each colour, which are capable of self-improving if given enough time. You determine which model of Nanobot you currently have based on the top face of it, which also determines how that Nanobot can move, and any special abilities it has. Whenever a Nanobot tries to create a new Nanobot by splitting or some other means, if you already have 8 Nanobots total, the new Nanobot fails.

WHO GOES FIRST

The process of determining optimal functions for your Nanobot cultures is done with a random number seed; that is, one player chooses *odd* or *even*, then rolls a dice. If the number they rolled is the same as what they chose, that player goes first.

HOW TO PLAY

Play goes in turns. Each turn a player can choose to *move* a Nanobot or *split* a Nanobot.

Move: Take one of your Nanobots and move it according to the chart. When it's done moving, you may increase the value of that Nanobot by one. This may change the way it moves next turn.

You can move a Nanobot into the square of another Nanobot of a different colour. If the Nanobot's movement ends exactly in that square, it *takes* that piece – remove it from the board. This movement doesn't advance your Nanobot's value.

Nanobots can't – usually – move *through* the squares of other Nanobots, even friendly ones.

Split: All JEB-D Brand Nanobot replicators are self-perpetuating mechanisms capable of using their own physical matter to produce secondary drones. Reduce your Nanobot's value to half of its current value (rounded down) and place another Nanobot of the same value in a square adjacent to it horizontally or vertically.

WINNING

You win the game if you control three Control Points by occupying them with a Nanobot. You also win if you eliminate all of your opponent's Nanobots.

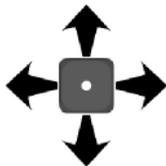
JEB-D recommends against putting JEB-D Brand Grey Goo Nanobot Cultures under mechanical stress. Do not leave JEB-D Brand Grey Goo Nanobot Cultures in direct sunlight. Do not eat JEB-D Brand Grey Goo Nanobot Cultures. JEB-D Brand Grey Goo Nanobot Cultures is not to be used as a marital aid.

NANOBOT CONFIGURATIONS

Nanobot

Movement

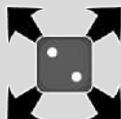
Ability



One square at a time, vertical or horizontal.

Absorber

When this Nanobot takes an enemy Nanobot, it can add *half* the value of the enemy Nanobot to itself, rounded down.



Up to two squares diagonally.

Skimmer

The Nanobot can move diagonally 1 or 2 squares at a time.



One square at a time diagonally.

Hopper

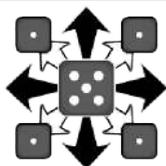
The Nanobot can take a piece by jumping over it.



Up to two squares at a time in any direction.

Activator

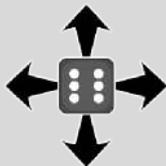
The Nanobot can move each Absorbers or Skimmers adjacent to itself when it started its movement. Those Nanobots can move in different directions but have to move legally.



Up to two squares at a time horizontally or vertically.

Burster

When a Burster is **taken** or when it **splits**, it splits into 4 Absorber Nanobots arranged around the original in each diagonal square.



Any number of squares at a time horizontally or vertically.

Brute

The Nanobot can move any number of squares in a straight line. It can pass any number of enemy Nanobots in this line, totalling up to 6. If you take any Nanobots with this movement, it stops at the last Nanobot taken.

INVINCIBLE INK

LOOK READ PLAY

