

## ROBOSELLERS INSTRUCTION SHEET

Welcome to **Robosellers** video game, where players take on the roles of entrepreneurs starting a business to make a profit and earn a name for themselves in the world of robot design. Play the game to increase your knowledge of money management and entrepreneurship.

Type in the following URL into a web browser to access the game: [robosellers.ja.org](https://robosellers.ja.org)

### GAMEPLAY OVERVIEW

You will navigate abandoned planets in search of robot parts to sell on the open market. Maximize your sales by buying low and selling high to merchants across the quadrant. As you successfully grow your business, you will unlock the ability to apply for a loan to open your own robot workshop. Use the parts you find to craft unique robot creations and sell them to make a tidy profit.

### GAMEPLAY OBJECTIVE

Players who earn enough money will secure the right to own a robot factory and win the game. Multiple winners are likely.

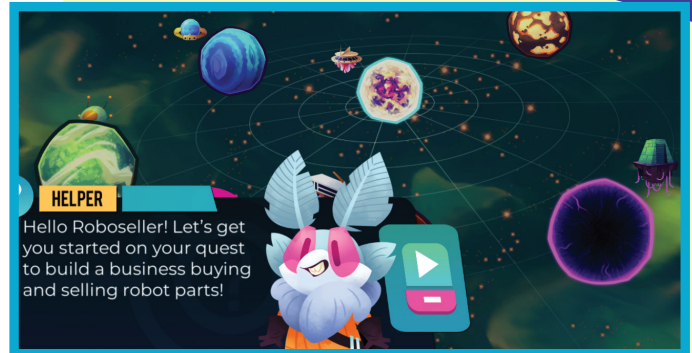
### GAMEPLAY

Gameplay is single-player and takes approximately 30 minutes. The game also can be played in a shared-game approach with pairs or groups discussing strategy while one player navigates.


### REMINDER

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[robosellers.ja.org](https://robosellers.ja.org)



### ROBOSELLERS LEARNING OBJECTIVES

- Think like entrepreneurs and identify small businesses to start.
  - The game places the player directly into the role of an entrepreneur and gives him or her control over a small business to start and grow.
- Identify the role of money in everyday life.
  - Players must save money and resources cyclically to net larger profits and grow their businesses, including taking out a loan.
  - Players spend money (called "jads" and represented by this symbol ) to purchase robot parts and grow their businesses.
- Understand the purpose of a business plan.
  - Each player's business plan is tightly tracked and updated, and adjusts based on the player's updated goals as he or she moves through the game phases.

# THE THREE PHASES OF GAMEPLAY

## PHASE I

Players review their **Business Plans** and select a space ship.

Players then travel to different planets each with its own name searching for robot parts to sell or trade with local merchants. Game hint: Easy-to-access parts from nearby planets cost less than parts recovered from planets farther away.

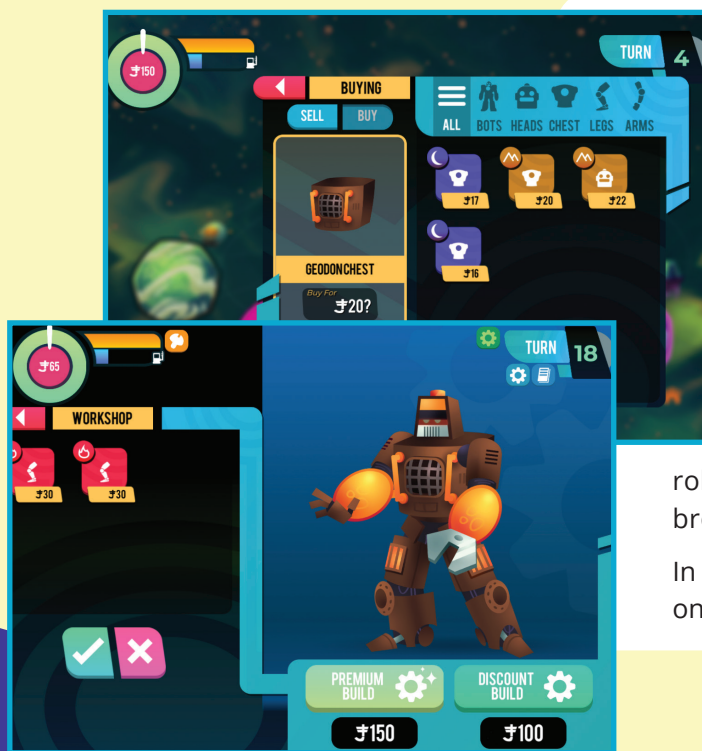
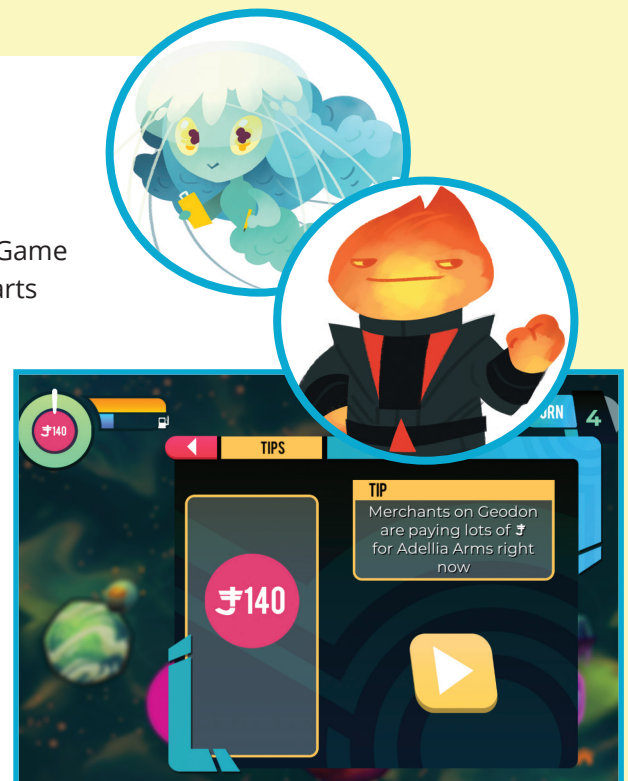
## The Role of Merchants

Each planet has a merchant. Merchants sell fuel for space travel or sell robot parts.

## Merchant Tips

To increase profits quickly, players can choose to purchase merchant tips. Buying merchant advice involves risk. Players must determine if they can use the information to find a part and sell it before time runs out.

In Phase 1, a player's business plan will show the robot parts he or she sold and money (jads) earned.



## PHASE 2

A player's business plan tracks the number of robots he or she sold and money (jads) earned.

Players who meet their Business Plan goals unlock the ability to apply for a loan to acquire their own **Robot Design Workshops**.

Players use robot parts to build custom robots, launching a new tier of profit. Players must balance robot production with quality control to avoid selling damaged or poor-quality goods. Players should focus on building their

robots with the premium build option to minimize broken parts.

In this Phase, merchant tips can increase players' profits on robot sales.

## PHASE 3

Players who reach Phase 3, win the game!