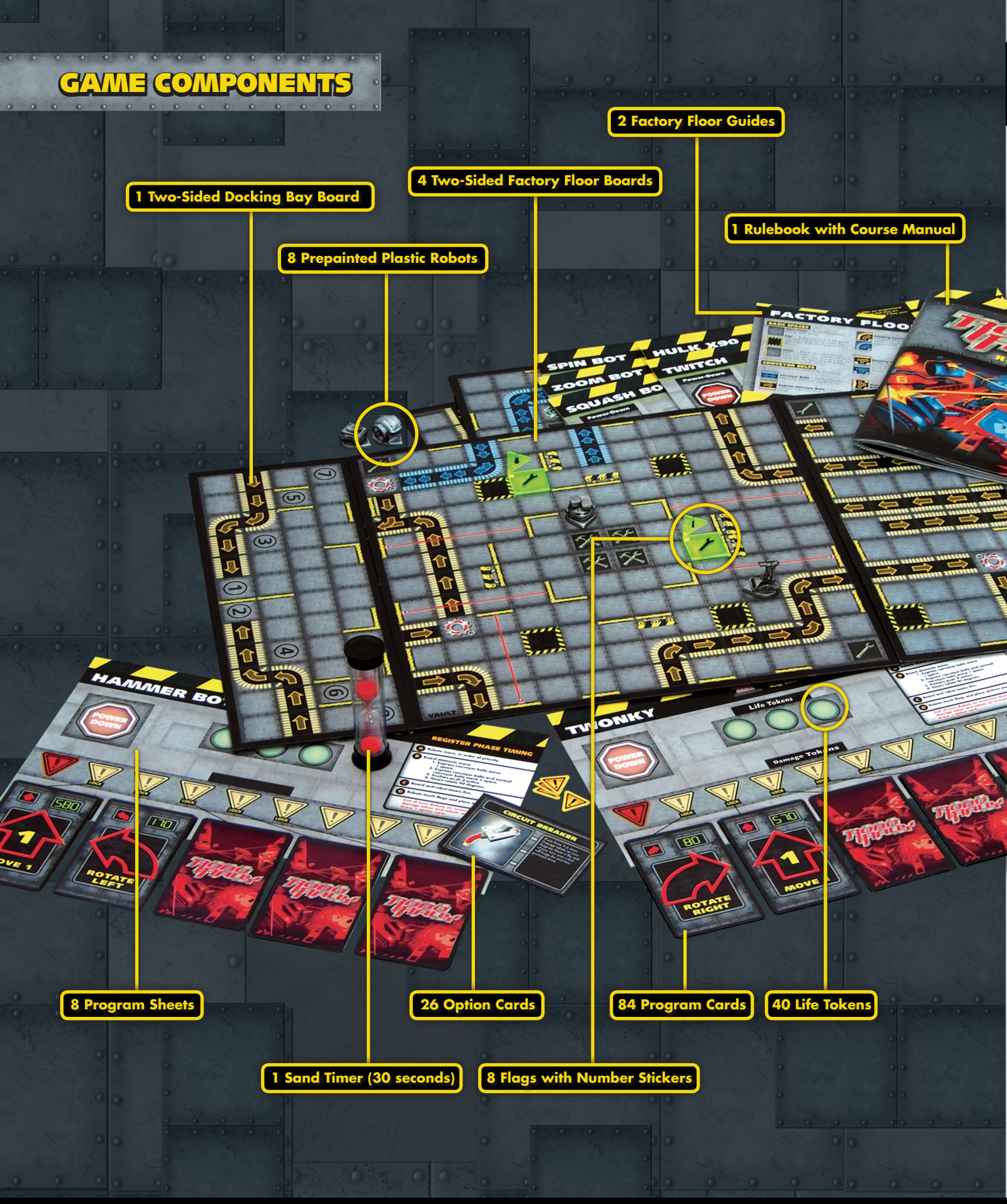
AGE 12+
PLAYERS: 2–8

ROBO RALLY®

RULEBOOK

NEW
COURSE MANUAL!
PAGE 11

GAME COMPONENTS



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It was a hard day on the planet.

Widget manufacturing computer RSL973, or "Russel" for short, was a bit behind on his widget quota and the other computers had taunted him for it. He had hoped to get back at them in a RoboRally® game, but things weren't going well for him in that either.

Just this last turn, Russel's racing robot had been severely damaged and one of its program registers was stuck. According to the laws of the race, the central race computer would give Russel only four instructions. Not much, Russel thought.

And what poor instructions they were! Russel quickly realized there was no way he could program his robot to reach the repair site.

But wait—what was this? From deep in the back of Russel's "mind," his strategic subroutines suggested an alternative ploy: Russel had a slim chance of reaching the repair site this turn if he could get one of his opponents to push him.

In a race, robots usually push each other as an offensive maneuver; a robot knocked off course might accidentally fall into a pit. By putting his robot in position to benefit from a push just might keep Russel in the race and earn him the respect of his peer control computers.

Russel downloaded the instructions into his racing robot.

He was back in the race!

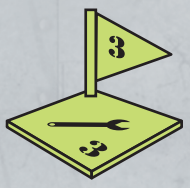
RULEBOOK

SUMMARY OF PLAY

Get ready to boot up the **RoboRally**® robot racing game! Each turn, you'll draw random Program cards, each featuring an instruction for the movement of your robot. Secretly choose five of those cards to plan out your robot's moves across a perilous course with the goal of being the first to touch all the flags in order.

Getting to the flags isn't always easy, though, because you'll execute your secret moves at the same time as all the other players. Robots will get in each other's way, push each other off course, and shoot each other with lasers. Sometimes the biggest challenge is just surviving!

SETUP



Before you play for the first time, put the stickers on the flags, with one number on the front of the flag to identify it and one number and a wrench sticker on the base.

For each game, follow these steps in order to get things going:

1. Choose a course from the Course Manual based on the experience of the players and how long you want the game to be. Set up the Docking Bay board, Factory Floor boards, and flags as shown in the course description.
2. Each player chooses a robot and takes the plastic figure, Archive marker, and Program Sheet for that robot.
3. Each player gets three Life tokens and puts them on his or her Program Sheet. (When playing with five or more players, you can use the optional rule of giving each player four Life tokens instead.)
4. Put the Damage tokens, Power Down tokens, and Factory Floor Guides next to the board. Shuffle the Program and Option decks and put them next to the board, face down.
5. Randomly determine who will go first. That player puts his or her Archive marker and robot onto Dock 1 of the Docking Bay, with the robot facing the main board. The player to the left does the same with Dock 2, and so on in clockwise order until all the robots are on a dock.

   You may need to use dock assignments to determine priority for some things later in the game, so make a note of where you started!

HOW TO PLAY

Do the following in order each turn.

1. Deal the Program cards.
2. Arrange your Program cards face down among your five registers.
3. Announce intent to power down or continue running NEXT turn.
4. Complete each register in order: execute the Program cards, complete board movements, resolve all interactions, and touch flags and repair sites.
5. Clean up any end-of-turn effects.

BREAKING THE RULES

Some courses and Option cards have special rules that override the general rules. In the case of a conflict, follow the rules for that course or card.

1. Deal Program Cards

Shuffle the Program card deck and deal the cards face down. Each player who doesn't have any Damage tokens gets nine cards.

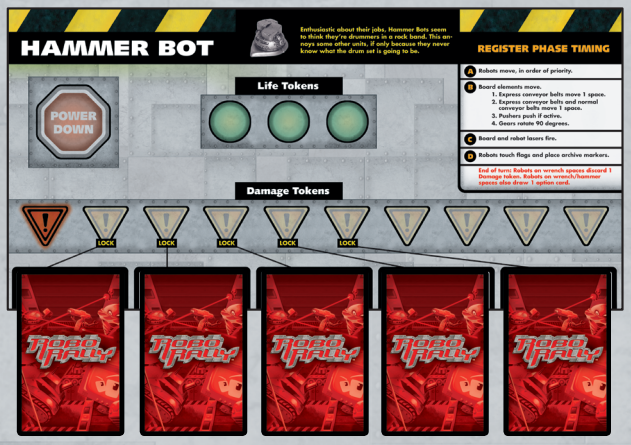
As robots accumulate Damage tokens, their ability to accept programs is reduced. For each Damage token a robot has, deal that player one fewer Program card. For example, a player with 1 Damage token gets eight Program cards, a player with 2 Damage tokens gets seven, and so on. (For any robot with 5 or more Damage tokens, see "Locking Registers" on p. 10.)

Don't look at any of your Program cards until all players have been dealt their hands.

2. Program Registers

After all players have been dealt new Program cards, you can look at your hand and choose the five cards you want to use this turn. Put those cards in the registers on your Program Sheet, face down, from left to right in the order they'll be executed. (The registers are numbered 1 to 5.) Discard any cards you have left over.

When you finish programming your registers, announce that you're done. Once you're done, you can't look at your cards or rearrange them.



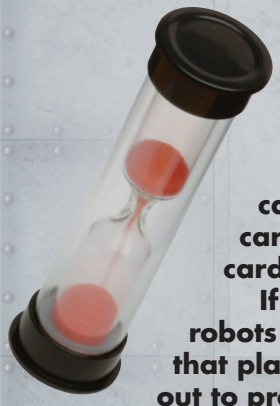
PROGRAM CARD DECK

Move Cards

18 . . . . . Move 1
12 . . . . . Move 2
6 . . . . . Move 3
6 . . . . . Back Up

Rotate Cards

18 . . . . . Rotate Right
18 . . . . . Rotate Left
6 . . . . . U-Turn



Timer

When only one player remains who hasn't said "Done," flip over the thirty-second timer. That player then has until the timer runs out to finish programming his or her robot (thirty seconds for each unprogrammed robot if the player controls more than one).

If the timer runs out before a player finishes, put that player's unused cards face down on the table, and the player to his or her right uses those cards to randomly fill in the remaining empty registers (without looking at the cards). Discard any cards that are left over.

If only one player is programming registers on a given turn (because the other robots are powered down or out of the game), flip over the timer over as soon as that player has been dealt the Program cards. That player has until the timer runs out to program his or her registers.

3. Announce Power Down

A player with a damaged robot may choose to power down. A power down announced this turn takes effect on the next turn. Indicate that you're powering down next turn by putting a Power Down token on your Program Sheet.

At the beginning of the turn when your robot powers down, discard all your Damage tokens. The robot doesn't receive or execute Program cards and doesn't move while powered down, but board elements still affect it. For example, a robot that powers down on a conveyor belt will still be moved by that belt even though it's not moving on its own.

Other robots can push a powered-down robot, and the robot can still be damaged (such as by laser fire), Because of that, a robot that's powered down may receive new Damage tokens during the turn.

PRIORITY FOR POWERING DOWN

Sometimes your decision whether to power down may depend on whether another player is powering down. In those cases, start with the player whose robot started the game on Dock 1 of the Docking Bay. That player announces a power down or passes. In clockwise order, each other player announces a power down or passes.

If you announce a power down for the next turn but are destroyed before then, you can choose to reenter play that turn either powered down or not.

Before the Program cards are dealt each turn, players whose robots were powered down last turn may decide to leave them powered down if they wish (because of new Damage tokens, for example). At the beginning of each turn that a robot is powered down, all Damage tokens are discarded.

4. Complete Registers

Complete the five registers in order, from left to right. For each, follow this register phase sequence:

A. Reveal Program Cards
B. Robots Move
C. Board Elements Move
D. Lasers Fire
E. Touch Checkpoints

A. Reveal Program Cards

Each player reveals his or her Program card for that register at the same time.

B. Robots Move

Movement

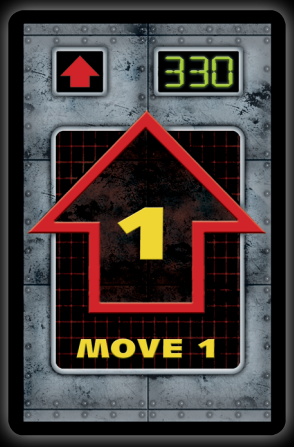
Move each robot as its Program card indicates. A Move 2 will move a robot forward 2 spaces, a Back Up card will move a robot back 1 space, and so on.

Priority
The priority numbers on each Program card indicate a robot's priority for that register phase—how quickly it moves. Whenever robots are likely to bump into each other, use the priority numbers to determine which robot moves first. A higher number means faster movement, so a robot with a 200 card would move before a robot with a 100 card.

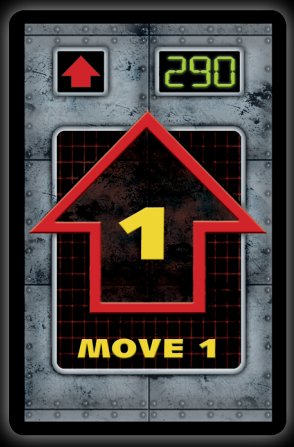
Pushing Other Robots
When robots collide, one will push the other. Robots can be pushed anywhere on the board (or off the side!), even into a pit or onto a conveyor belt. A robot can't be pushed through a wall, though, so the movement of a pushing robot will simply stop if the pushed robot runs into a wall. Robots can run into walls all day long without taking any damage from it, so they don't accumulate Damage tokens this way.

Example:

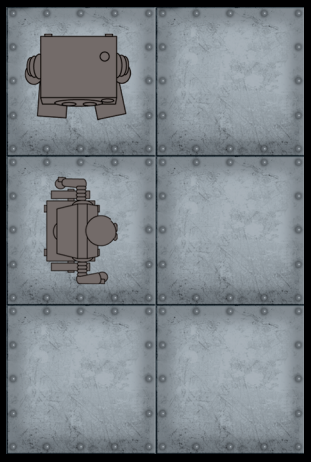
Twonky has a card with priority 330 while Zoom Bot has a card with priority 290.
Twonky moves first, pushing Zoom Bot as shown below.



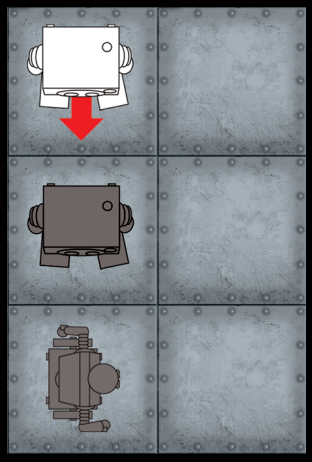
TWONKY'S CARD



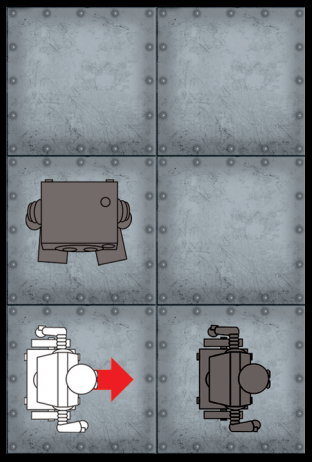
ZOOM BOT'S CARD



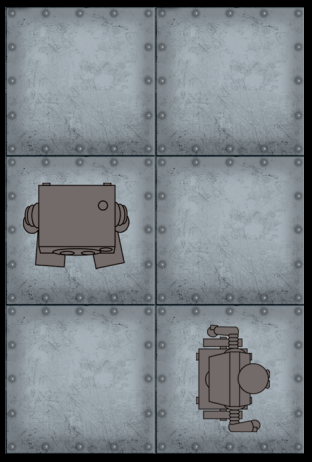
Initial Position



Twonky moves, pushing Zoom Bot.



Zoom Bot then moves.



Final Position

C. Board Elements Move

Order of Board Elements

Board elements move in the following order:

1. **Express conveyor belts move 1 space in the direction of the arrows.**
2. **Express conveyor belts and normal conveyor belts move 1 space in the direction of the arrows.**
3. **Pushers push if active.**
4. **Gears rotate 90° in the direction of the arrows.**

More than one board element may affect a robot in any register phase. The Factory Floor Guides include a complete listing of all the board elements and what they do.

Conveyor Belt Priority

Normally, all robots on a conveyor belt are moved simultaneously; because these movements aren't from Program cards, they have no priority rankings. Sometimes, however, more than one conveyor belt will converge onto the same space and robots being moved by the belts may arrive there at the same time. Robots being moved by conveyor belts never push other robots, so in these cases the robots both remain on the conveyor belts.

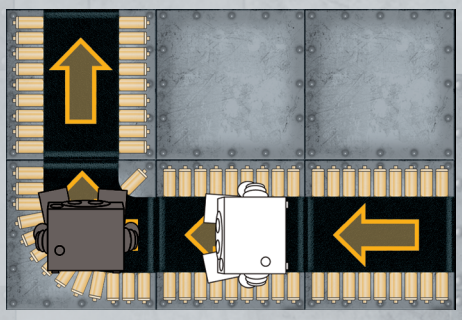
Similarly, if a robot is already in the space another robot would be moved to by a conveyor belt, the robot on the belt stays there.

If it's not clear what you should do, don't move either robot.

The conveyor belts won't move the robots in either of these situations.

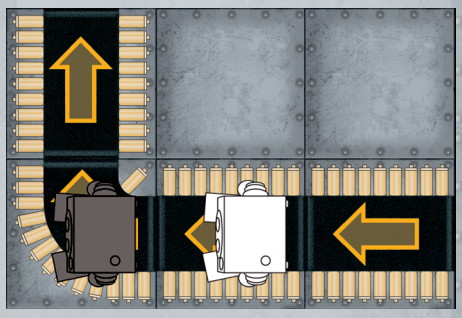
Rotating Conveyor Belts

Some conveyor belt spaces have a curved arrow, indicating a rotating section. A robot that's moved onto a rotating conveyor belt space by another conveyor belt is rotated 90° in addition to being moved forward with the normal movement of the belt. This is true even when a robot is moved from an express conveyor belt onto a rotating normal conveyor belt.



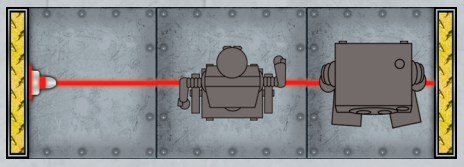
This robot will be rotated when the conveyor belt moves it onto the rotating conveyor belt.

This rotation happens only if the robot is moved onto the rotating space by another conveyor belt, not when the robot moves onto the rotating space on its own or as a result of being pushed. In those cases, the belt doesn't rotate the robot; it simply moves the robot normally when the board elements move.



This robot won't rotate because it's moved onto the rotating conveyor by a Program card, not another conveyor belt. Instead, the rotating conveyor belt will move it 1 space in the direction of the arrow.

D. Lasers Fire



Only the robot on the left receives a Damage token, because it's closer to the laser source.

Board Lasers

A robot that ends a register phase in a space that has lasers going through it receives 1 Damage token for each laser in that space. Lasers don't pass through robots, so if multiple robots are in the path of the same beam, only the robot closest to the source of the laser is damaged.

Robots can move through lasers undamaged. Only robots that are still in the path of a laser after all the board elements have moved receive Damage tokens.

See "Damage & Destruction" on pp. 9–10 for details on the effects of damage.

Robot Lasers

In addition to the lasers shown on the boards, every robot has a main forward-firing laser. Any robot in another robot's line of sight is automatically damaged by that robot's main laser and receives 1 Damage token. To be in a robot's line of sight, the other robot must be in front of it with no obstacles (like a wall or another robot) in between. Robot lasers fire across the board until they hit something, though, so it doesn't matter how far apart the robots are.

E. Touch Flags & Repair Sites

Any robot that's survived the mayhem to this point and is on a flag "touches" that flag. Starting next turn, it can move on to the next flag, in order. (It may be helpful to use a pen and paper to keep track of which flags the players have touched.)

Any robot on a flag or repair site updates its archive location by putting its Archive marker on that space. If the robot is destroyed before reaching another archive location, this is where it will reenter the race.

That completes a single register phase. Repeat this sequence for each register (left to right).

OPTION CARD PRIORITY

When deciding how and when to use an Option card, sometimes who makes decisions first matters. In such cases, the player who started the game on Dock 1 on the Docking Bay makes decisions first, and then it goes in clockwise order. Each player gets one opportunity to announce how and if he or she is using an Option card.

5. Cleanup

Timing

After finishing the last register phase in a turn (register 5), it's time to clean up the mess from this turn and prepare for the next.

Repairs & Upgrades

Robots on a single-wrench space discard 1 Damage token.

Robots on a crossed wrench/hammer space discard 1 Damage token AND draw one Option card. When you draw an Option card, read it aloud to the other players and put it in front of you, face up. (See "Using Options to Prevent Damage" on p. 10 for more on Option cards.)

Wiping Registers

Discard all Program cards from registers that aren't locked. (See "Locked Registers" on p.10 for more.)

MULTIPLE ARCHIVE MARKERS ON THE SAME SPACE

If two or more robots would reenter play on the same space, they're placed back on the board in the order they were destroyed.

The first robot that was destroyed gets the archive space, facing any direction that player chooses.

The player whose robot was destroyed next then chooses an empty adjacent space (looking orthogonally OR diagonally) and puts the robot on that space. That robot can face any direction that player chooses, except that there can't be another robot in its line of sight 3 spaces away or closer.

Ignore all board elements except for pits when placing your robot in an adjacent space. You can't start a turn with your robot in a pit. They suffer enough as it is.

Setup for the Next Turn

Players whose robots were powered down this turn announce whether their robots will remain powered down on the next turn.

Each robot that was destroyed this turn reenters play in the space containing its Archive marker. The player chooses which direction the robot faces.

Robots reentering the race receive 2 Damage tokens (plus any Damage tokens taken while powered down). A player may decide at this time to reenter the race powered down for the next turn (to discard the Damage tokens).

After you're done with cleanup, begin the next turn.

DAMAGE & DESTRUCTION

Because being lasered, rammed, pounded, or pushed into a pit tends to affect a robot's ability to "think," damaged robots get one fewer Program card for each Damage token they have. And when a robot accumulates 5 Damage tokens, things really get interesting. . . .

Damage tokens	Effect
0	Dealt nine Program cards
1	Dealt eight Program cards
2	Dealt seven Program cards
3	Dealt six Program cards
4	Dealt five Program cards
5	Dealt four Program cards, lock register 5
6	Dealt three Program cards, lock registers 4 and 5
7	Dealt two Program cards, lock registers 3, 4, and 5
8	Dealt one Program card, lock registers 2, 3, 4, and 5
9	Dealt no Program cards, lock all registers
10	Destruction!

Locked Registers
If a robot has 5 or more Damage tokens, its registers begin to lock up, from register 5 all the way down to register 1 (in reverse order). Mark a locked register by placing the Damage token above the register on your Program Sheet.

Once a register is locked, the Program card in that register stays there until the damage locking the register is repaired. When that happens, discard both the Damage token and the Program card.

You must unlock registers in reverse order, from lowest (register 1) to highest (register 5).

A robot with all its registers locked still moves—the Program cards from the previous turn stay in place, and that program is simply executed again.

LOCKING REGISTERS DURING POWER DOWN

Because robots can still be damaged during a power down, they can sometimes accumulate enough Damage tokens for a register to lock up before they reenter play. Registers that become locked when your robot is powered down are immediately programmed randomly: Draw a card from the top of the deck and put it in that register, face up.

Using Options to Prevent Damage
If you want, a robot with an Option card can discard it to avoid receiving a Damage token. (The Option takes the damage instead of the robot.) You can do this for as many Option cards as you have, but you have to make the exchange when the Damage token is received. Stack the discarded cards face up next to the Option deck.

Destruction
A robot is destroyed when:

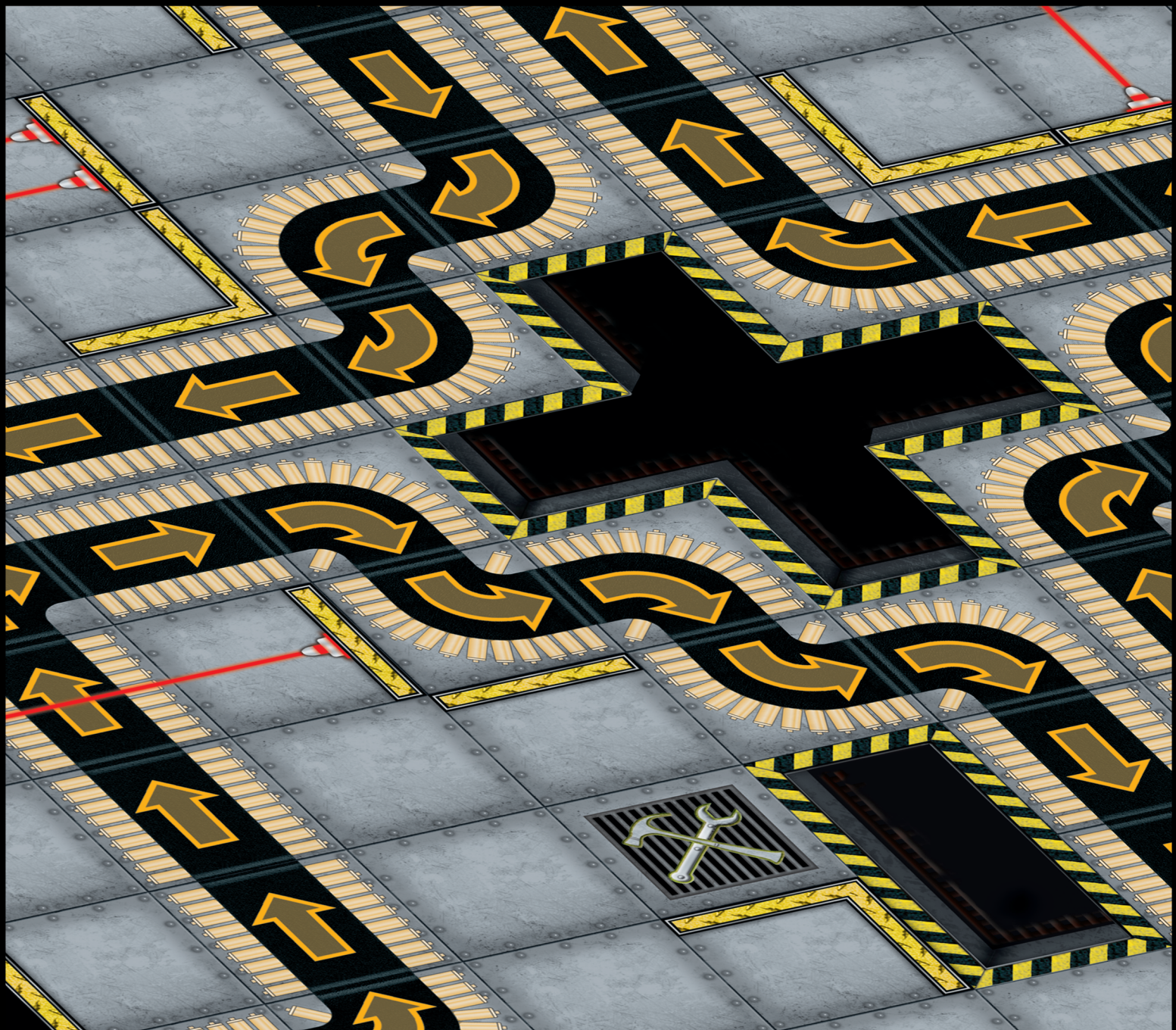
- It receives its tenth Damage token.
  OR
- It moves or is moved into a pit.
  OR
- It moves or is moved off the edge of the board.

A destroyed robot immediately loses an Option card of the player's choice, and the player discards a Life token. When that player discards the robot's last Life token, it's permanently out of the game. Otherwise, the robot reenters play on the space of its Archive marker in the Cleanup step.

WINNING THE GAME

The winner is the first player to touch all the flags in order. The game can end as soon as the winner touches the last flag, or play can continue to determine runners-up.

COURSE MANUAL



READING COURSE DESCRIPTIONS

To help you get right to the racing, we've included over thirty courses for you to try. **Beginner Courses** are for those just learning the game or teaching a couple of friends. **Expert Courses** are more difficult, and many also feature special rules. There's even a **Team Courses** section to mix things up even more. For each course, a description with the following information is included:

Expert Course: Factory Rejects

Players: 5–8
Length: Short
Boards: Chop Shop
Special Rules: All robots start the game with 2 Damage tokens and do not have the ability to power down.

Players: How many players the course is designed to take. Fewer players will usually make for an easier (and shorter) game, while adding players increases both complexity and play time.

Length: The typical time moderately experienced players will take to play on the course. (Beginners should expect to take longer.) Roughly, a short game will take about 1 hour; a medium game will last 1–2 hours; and a long game will run over 2 hours.

Boards: What Factory Floor boards you need for the course. Most courses use just one or two boards, but some courses of doom use up to four!

Special Rules: Rules to add or ignore for the game. In cases where these rules conflict with a standard game rule, follow the special rule for the course you're using.

COURSE OVERVIEW

The course descriptions are presented in roughly their order of difficultty within each category, so you can just start with the first page and work your way through them if you like. (Risky Exchange and Checkmate are among the easiest beginner courses, for example, while Death Trap and Pilgrimage are among the hardest.) If you're looking for something in particular, here's an overview of what's included.

BEGINNER COURSES

LENGTH	PLAYERS	LEVEL	COURSE
Short	2–8	Easy	Dizzy Dash, p. 14
Short	2–4	Hard	Death Trap, p. 17
Short	5–8	Easy	Checkmate, p. 13
Medium	2–8	Easy	Risky Exchange, p. 13
Medium	2–8	Mid	Island Hop, p. 14
Medium	2–4	Mid	Bloodbath Chess, p. 16
Medium	2–4	Mid	Chop Shop Challenge, p. 15
Medium	5–8	Mid	Twister, p. 15
Long	2–8	Hard	Pilgrimage, p. 17
Long	5–8	Hard	Around the World, p. 16

TEAM COURSES

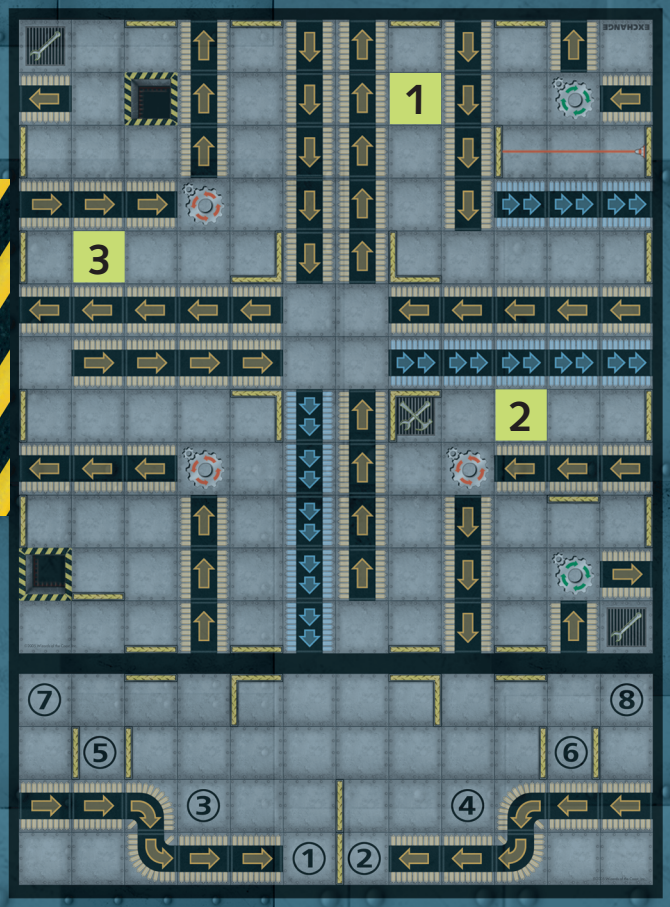
LENGTH	PLAYERS	RULES	COURSE
Medium	4, 6, 8	•	Tandem Carnage, p. 29
Medium	4, 6, 8	•	Capture the Flag, p. 31
Medium	4, 6, 8	•	Toggle Boggle, p. 32
Medium	4, 6, 8	•	War Zone, p. 32
Long	4, 6, 8	•	All for One or One for All?, p. 30

EXPERT COURSES

LENGTH	PLAYERS	RULES	COURSE
Short	2–4		Vault Assault, p. 18
Short	2–8	•	Ball Lightning, p. 24
Short	2–8	•	Flag Fry, p. 26
Short	5–8		Island King, p. 21
Short	5–8	•	Factory Rejects, p. 23
Medium	2–4		Lost Bearings, p. 19
Medium	2–4		Robot Stew, p. 19
Medium	2–4		Against the Grain, p. 20
Medium	2–4	•	Interference, p. 26
Medium	2–8	•	Moving Targets, p. 22
Medium	2–8	•	Option World, p. 23
Medium	2–8	•	Tight Collar, p. 24
Medium	5–8		Whirlwind Tour, p. 18
Medium	5–8	•	Set to Kill, p. 22
Medium	5–8	•	Day of the SuperBot, p. 25
Long	2–4	•	Tricksy, p. 21
Long	5–8		Oddest Sea, p. 20
Long	5–8	✣	Frenetic Factory, p. 27
Long	5–8	✣	Marathon Madness, p. 28

✣ Extra boards required!

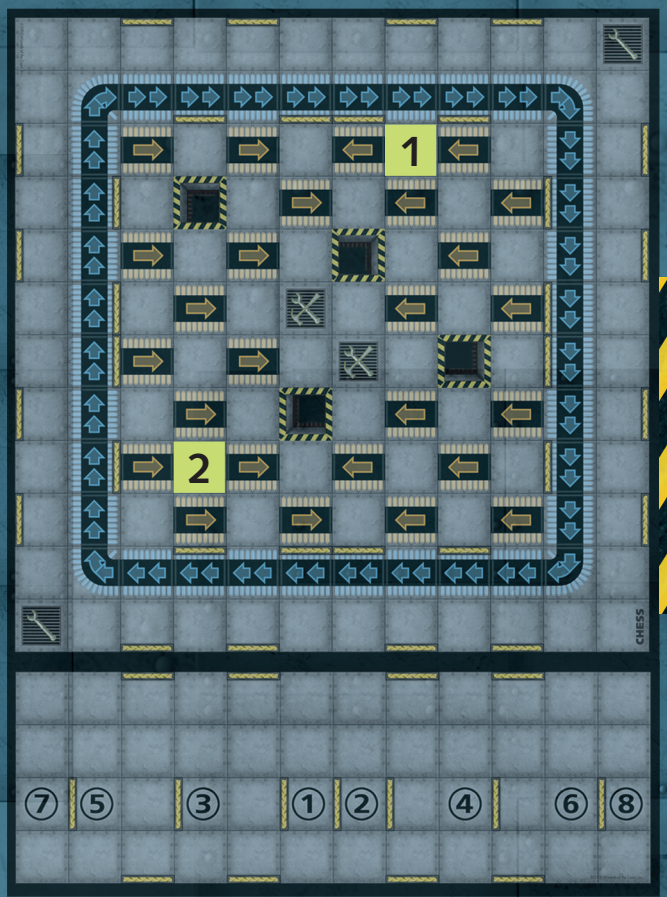
BEGINNER COURSES



Risky Exchange

An easy course to start on, but don't fall off the edge!

Players: 2–8
Length: Medium
Boards: Exchange



Checkmate

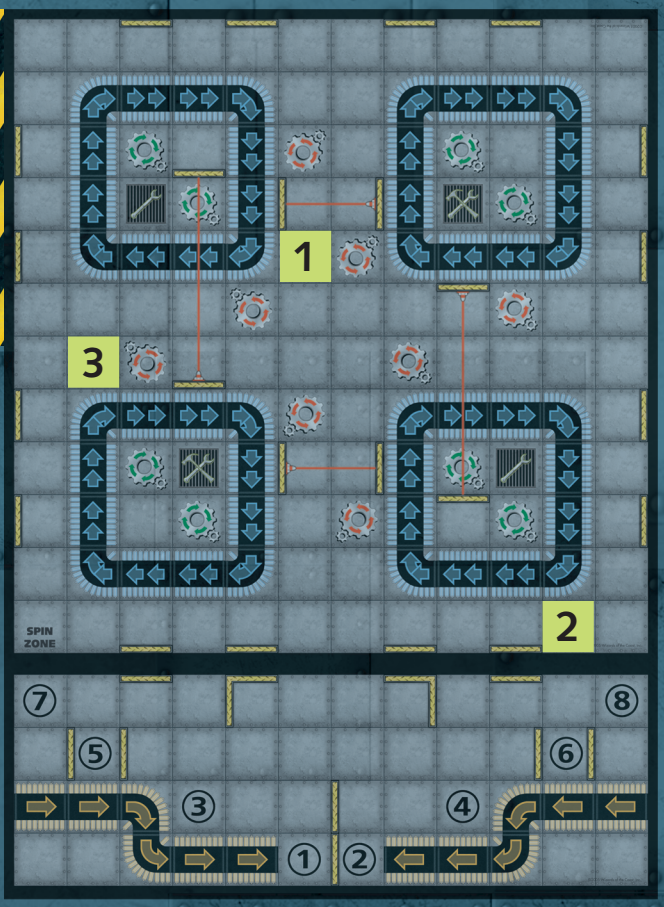
Another easy course—just push the other robots into pits. Checkmate!

Players: 5–8
Length: Short
Boards: Chess

Dizzy Dash

Whoops, was that the flag over there? Don't worry—it's still an easy course.

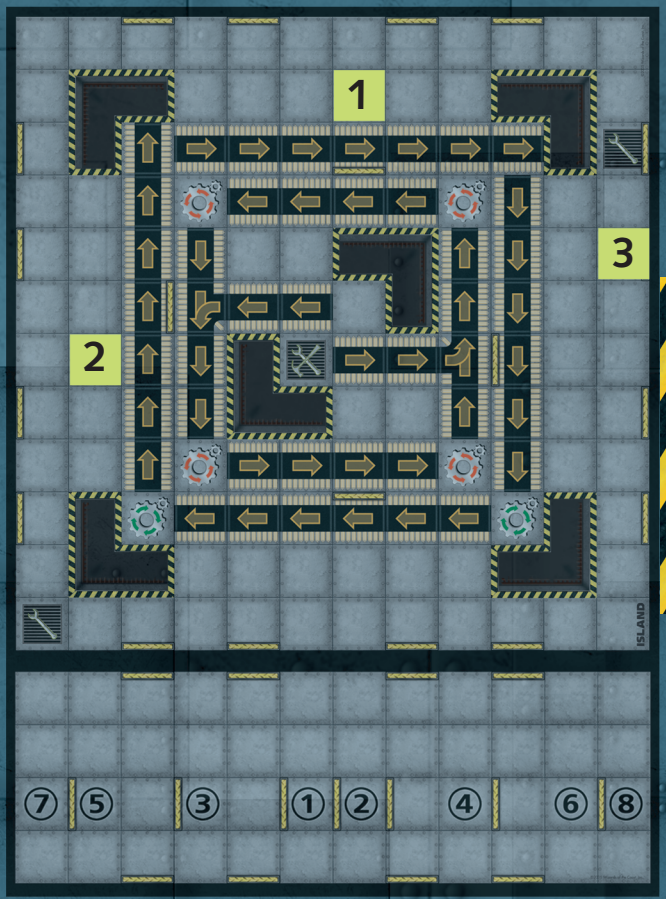
Players: 2–8
Length: Short
Boards: Spin Zone



Island Hop

Over the Island or around?

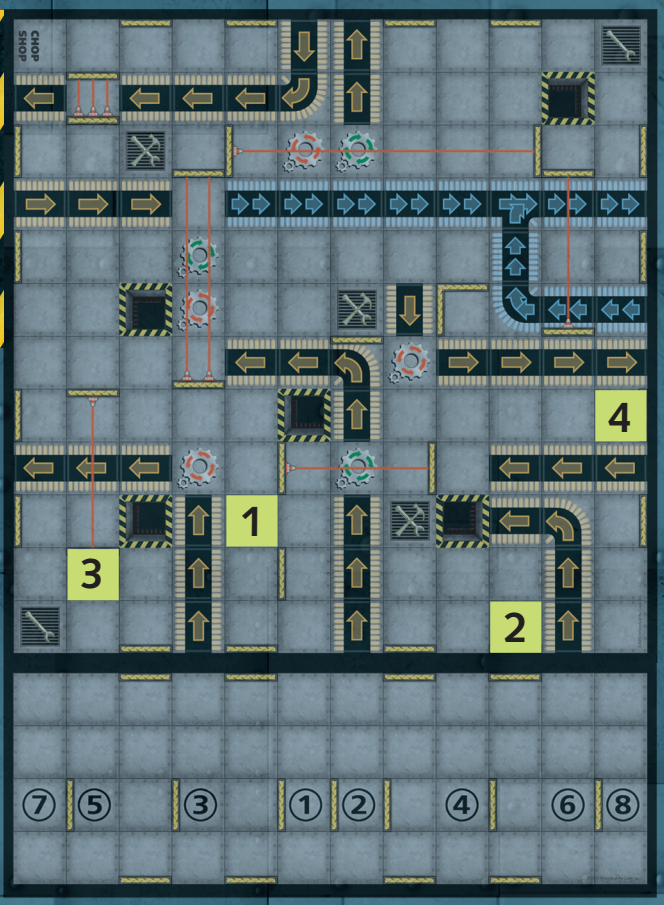
Players: 2–8
Length: Medium
Boards: Island

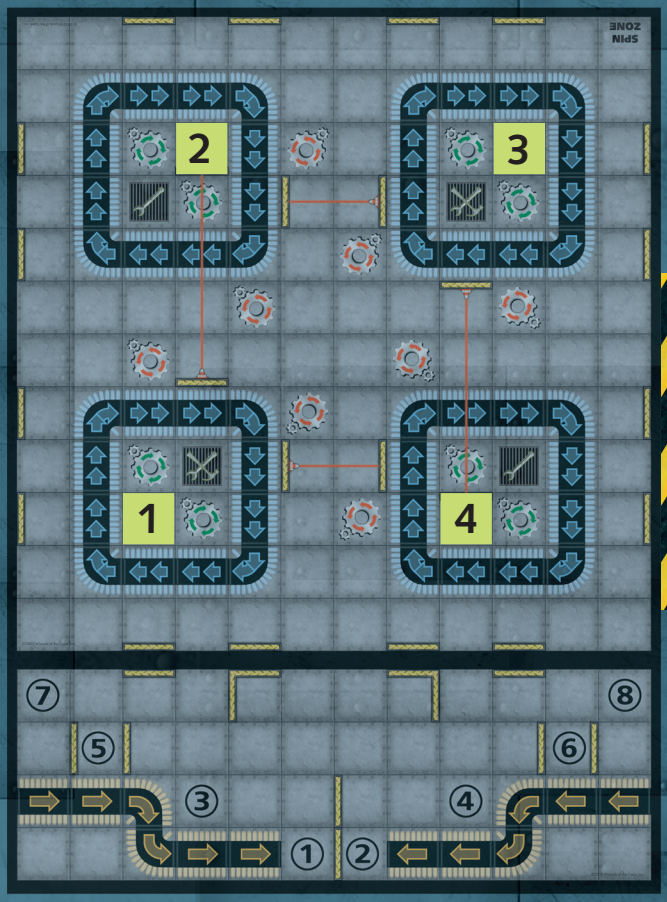


Chop Shop Challenge

Great risk, great reward.

Players: 2–4
Length: Medium
Boards: Chop Shop





Twister

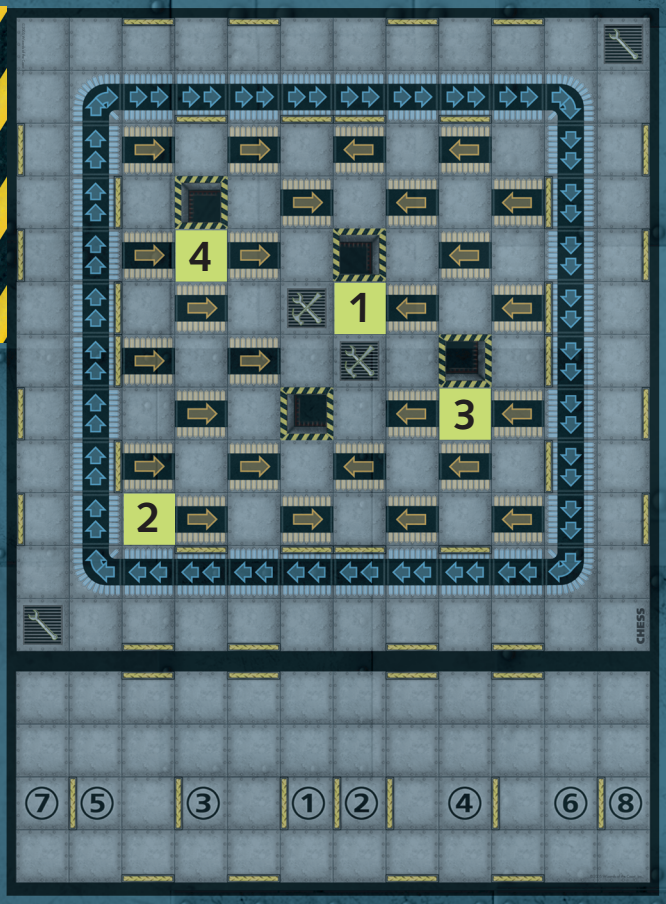
Take a spin through the Spin Zone.

Players: 5–8
Length: Medium
Boards: Spin Zone

Bloodbath Chess

Take no prisoners!

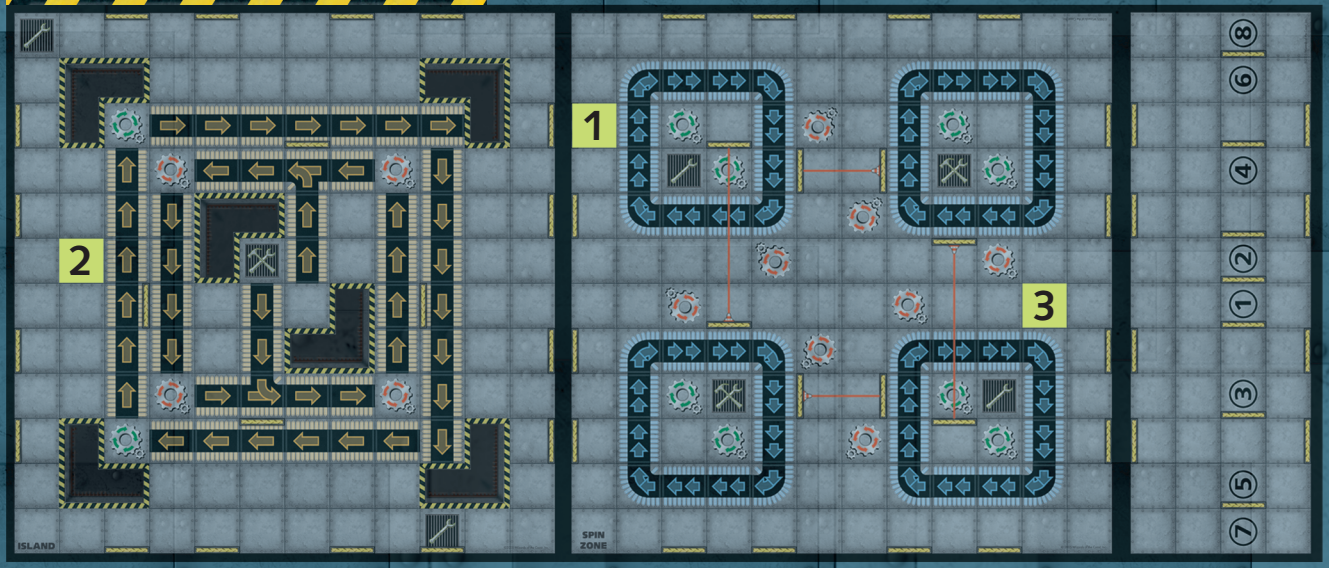
Players: 2–4
Length: Medium
Boards: Chess



Around the World

This is where the going gets really tough.

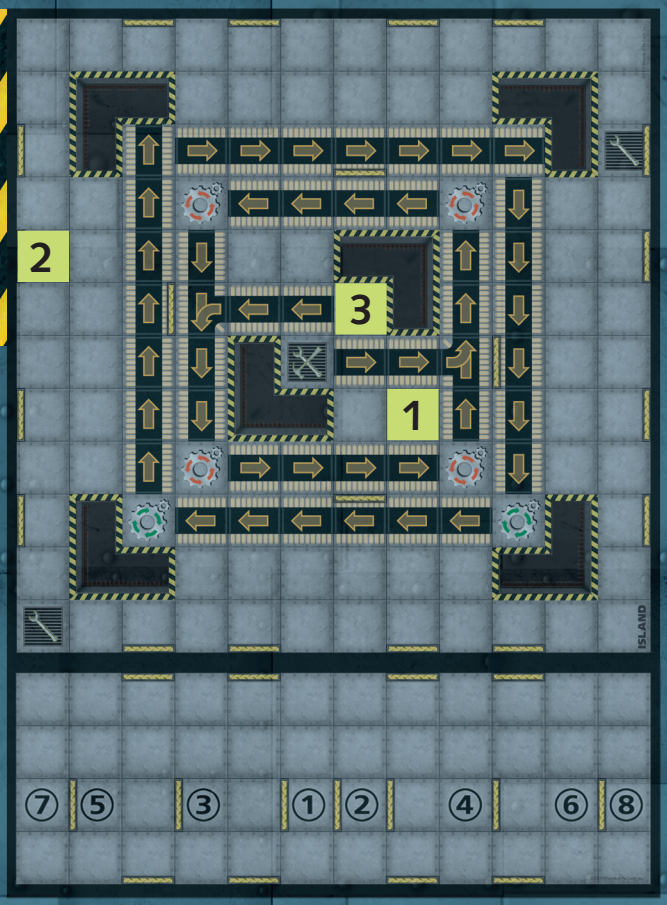
Players: 5–8
Length: Long
Boards: Island, Spin Zone



Death Trap

Where you *need* to be isn't necessarily where you *want* to be.

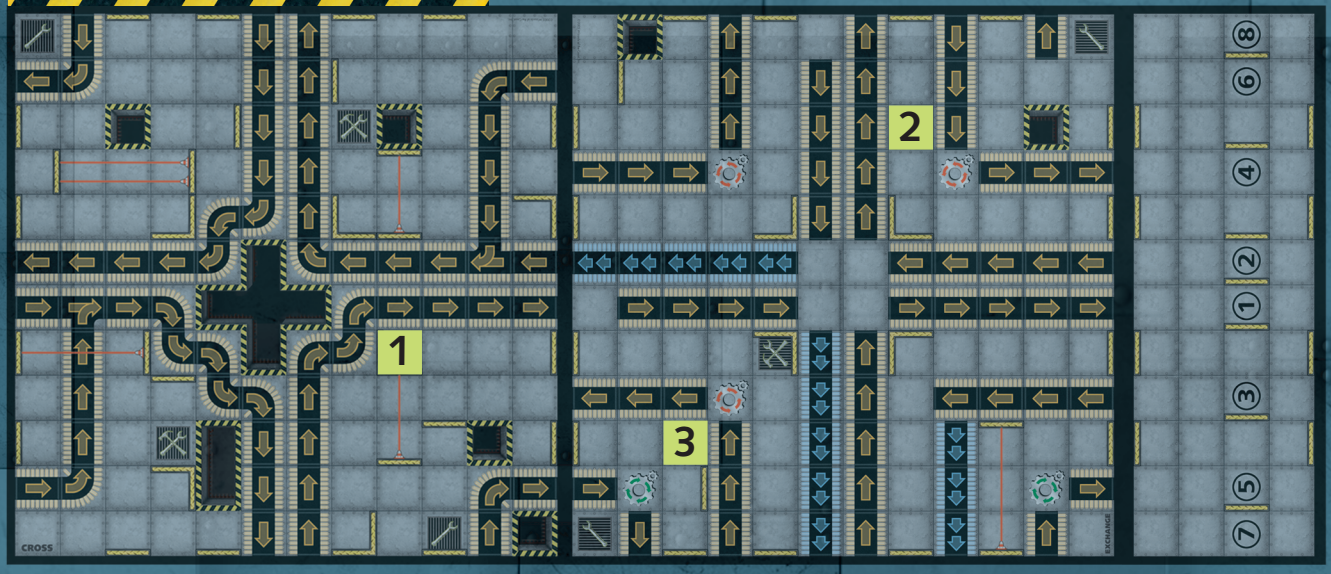
Players: 2–4
Length: Short
Boards: Island



Pilgrimage

A rough-and-tumble journey.

Players: 2–8
Length: Long
Boards: Cross, Exchange

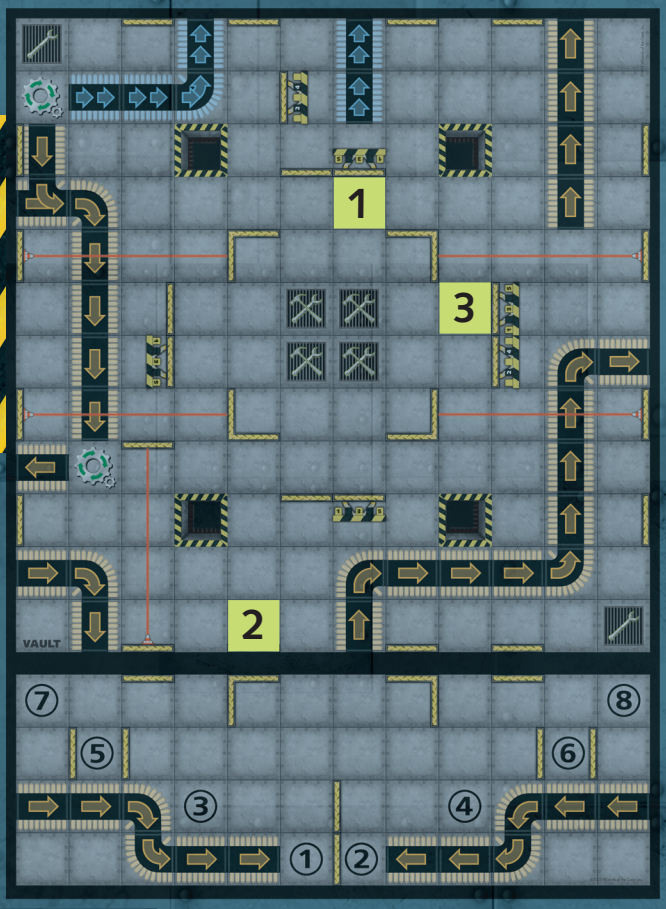


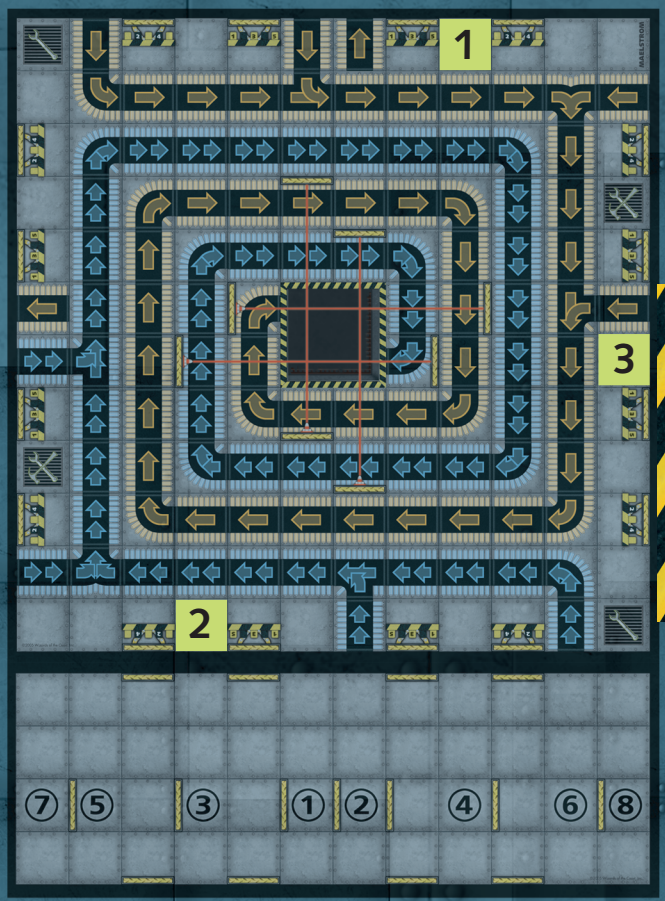
EXPERT COURSES

Vault Assault

In and out of the guarded Vault.

Players: 2–4
Length: Short
Boards: Vault
Special Rules: None





Whirlwind Tour

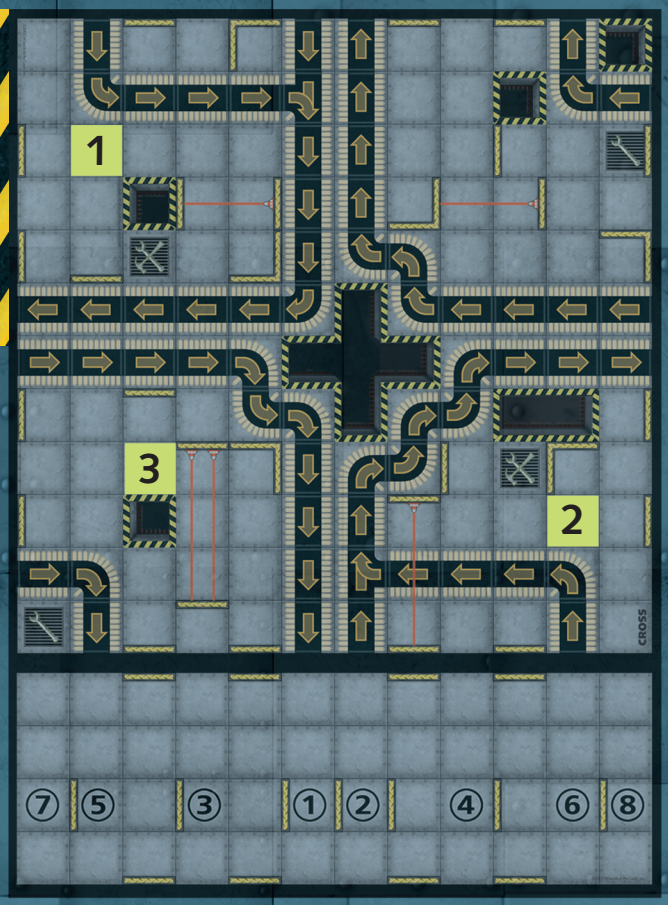
Thankfully not a three-hour tour.

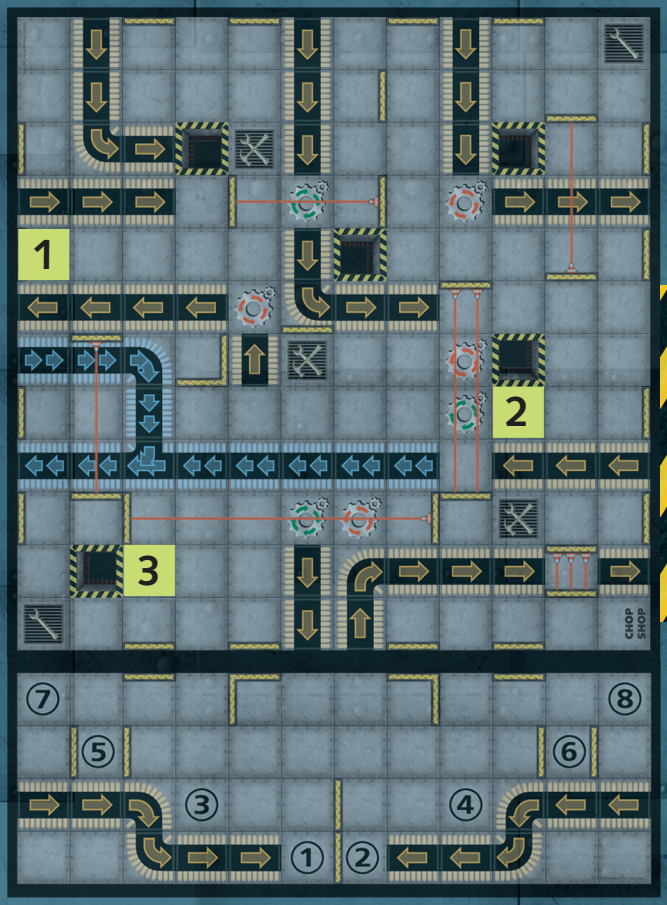
Players: 5–8
Length: Medium
Boards: Maelstrom
Special Rules: None

Lost Bearings

Try to keep your bearings on the twisting conveyor belts.

Players: 2–4
Length: Medium
Boards: Cross
Special Rules: None





Robot Stew

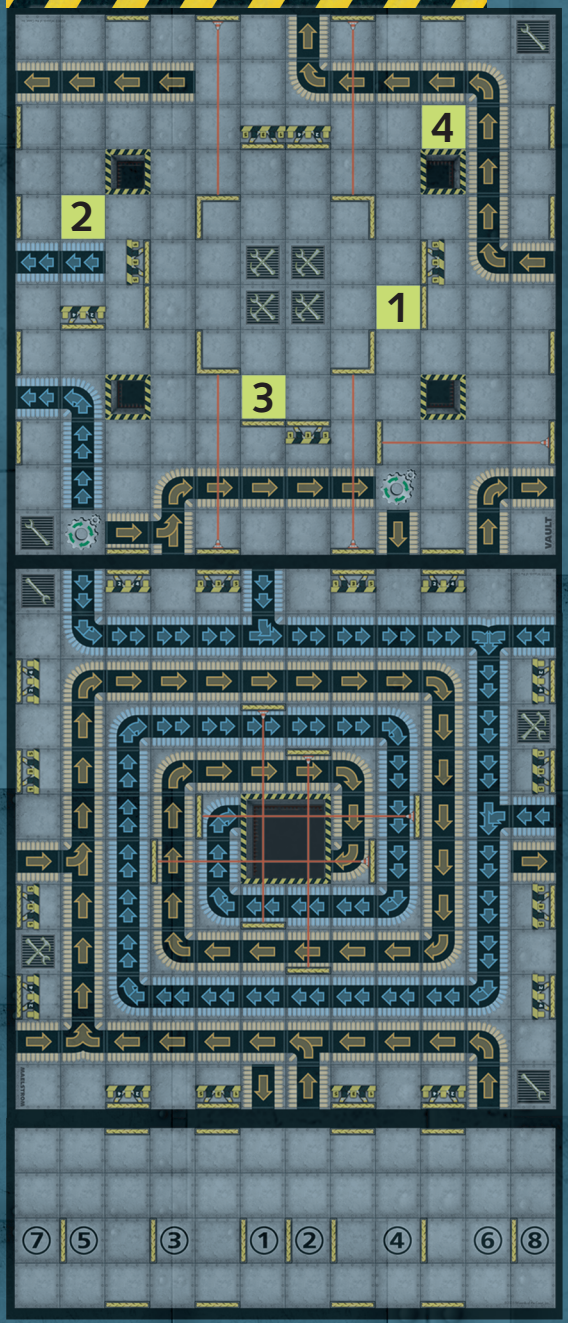
Try not to be the main course served at the Chop Shop.

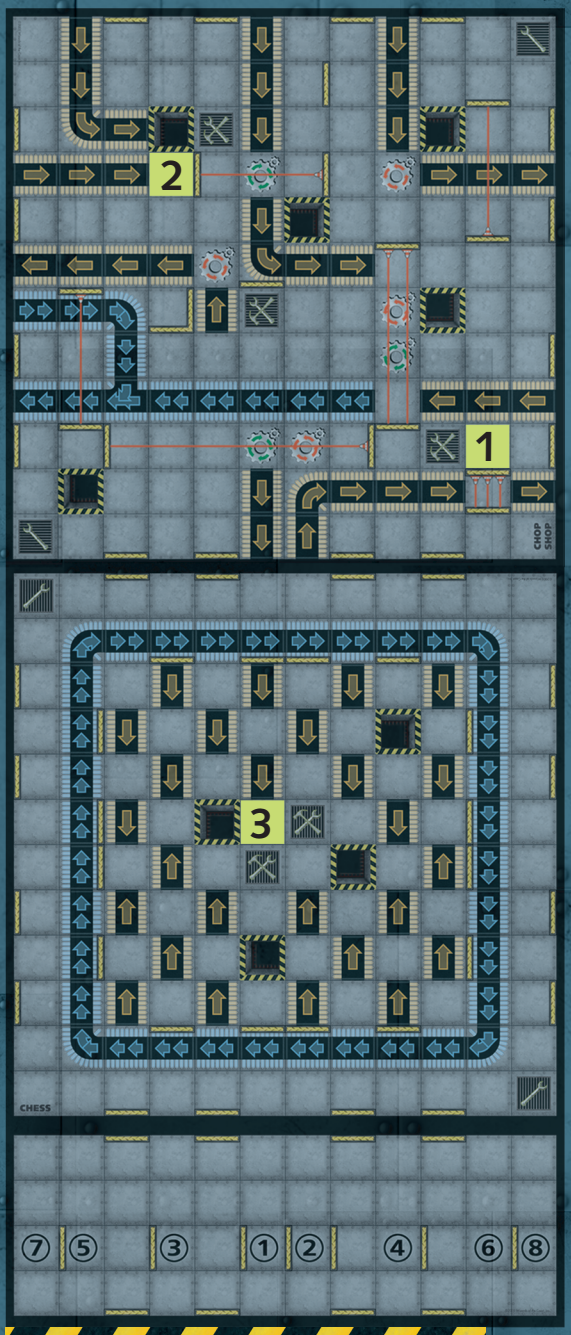
Players: 2–4
Length: Medium
Boards: Chop Shop
Special Rules: None

Oddest Sea

Battle against the Maelstrom for your reward.

Players: 5–8
Length: Long
Boards: Maelstrom, Vault
Special Rules: None





Against the Grain

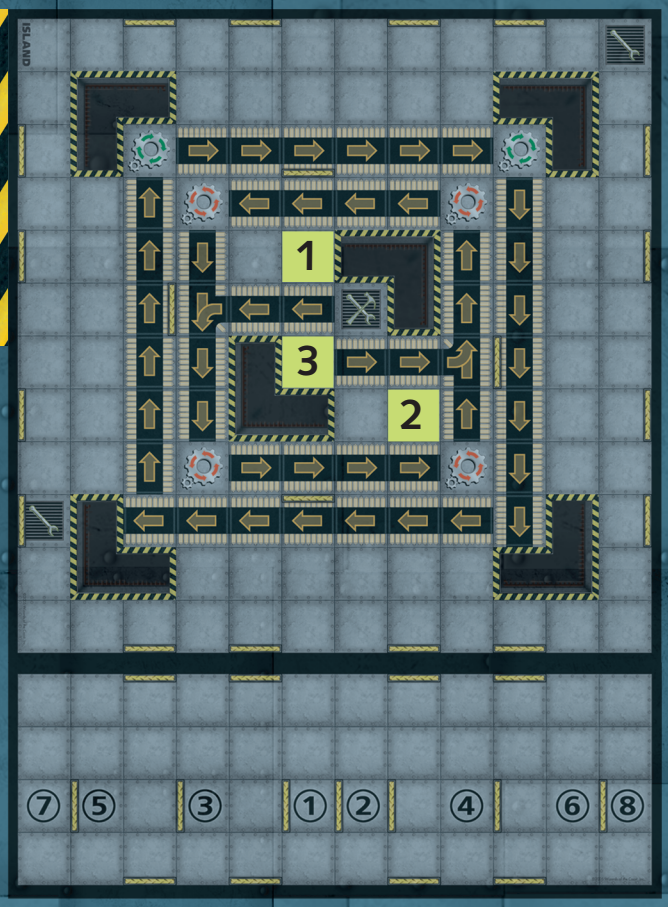
Are you with the conveyor belts or against them?

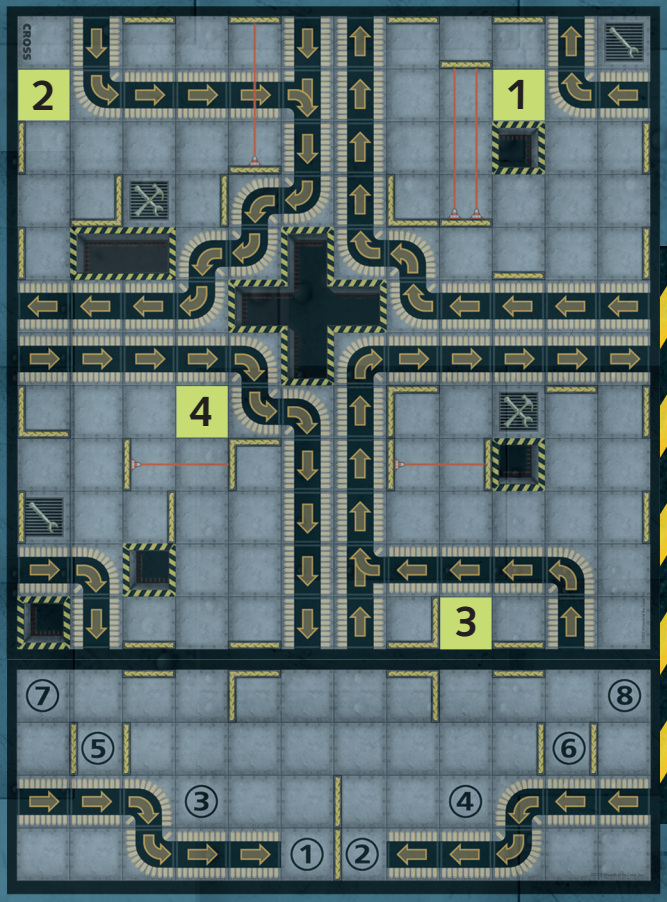
Players: 2–4
Length: Medium
Boards: Chess, Chop Shop
Special Rules: None

Island King

Who will be crowned King of the Island?

Players: 5–8
Length: Short
Boards: Island
Special Rules: None





Tricksy

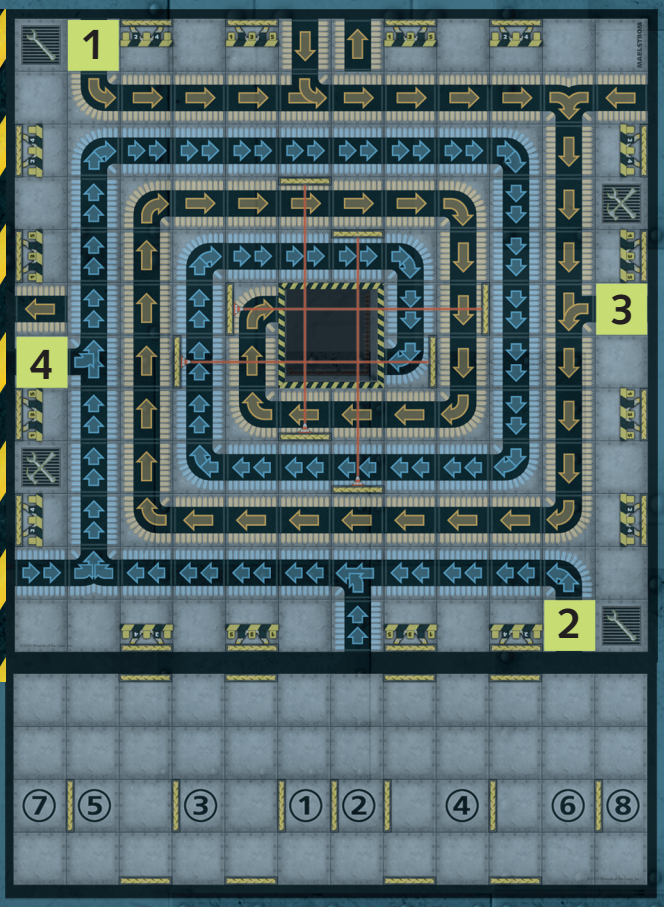
Tricksy flags, tricksy board.

Players: 2–4
Length: Long
Boards: Cross
Special Rules: At the beginning of the game, each player is dealt three Option cards, face down. Players then select one and put the other two on the bottom of the Option deck.

Moving Targets

Chase the flags round and round, but don't fall in!

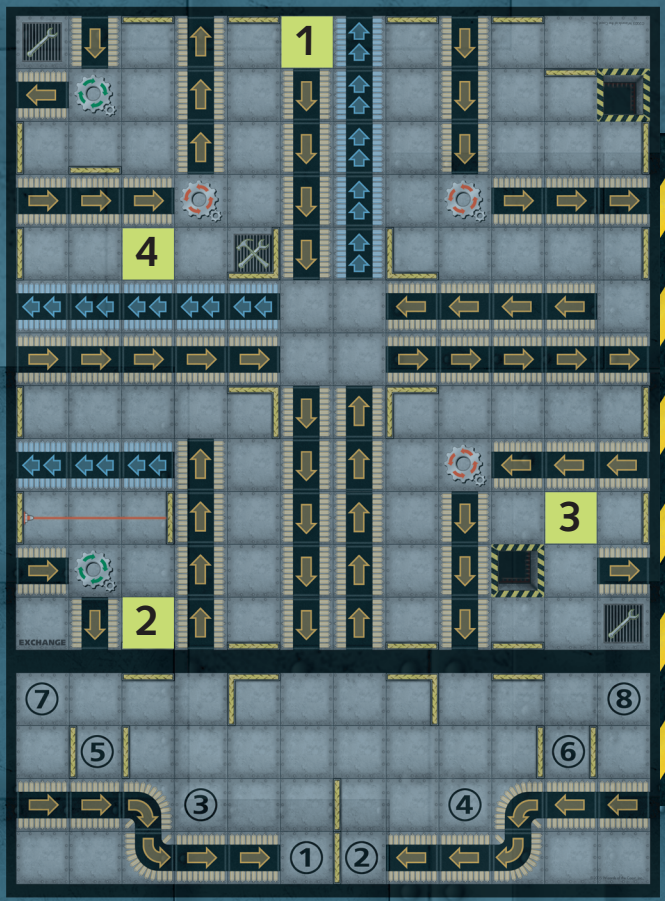
Players: 2–8
Length: Medium
Boards: Maelstrom
Special Rules: During each register phase, the flags are moved by conveyor belts the same way that robots are. Flags that fall into a pit appear back on the board in their starting locations at the beginning of the next phase. Any Archive markers on those flags remain intact, and any robots that have touched those flag still have credit for doing so.



Set to Kill

Bringing up the rear isn't always such a bad thing.

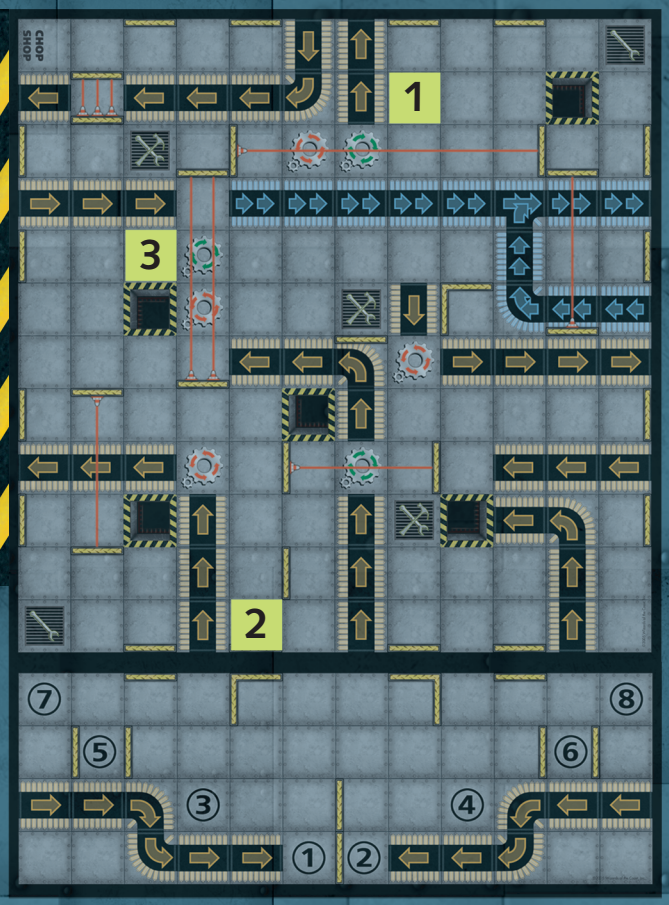
Players: 5–8
Length: Medium
Boards: Exchange
Special Rules: All robot laser fire is doubled, including lasers added with Option cards. For example, the Rear-Firing Laser fires two shots instead of one, and the Double-Barreled Laser would increase that to four. Laser replacement Options such as Pressor Beam and Radio Control still don't deal any damage.

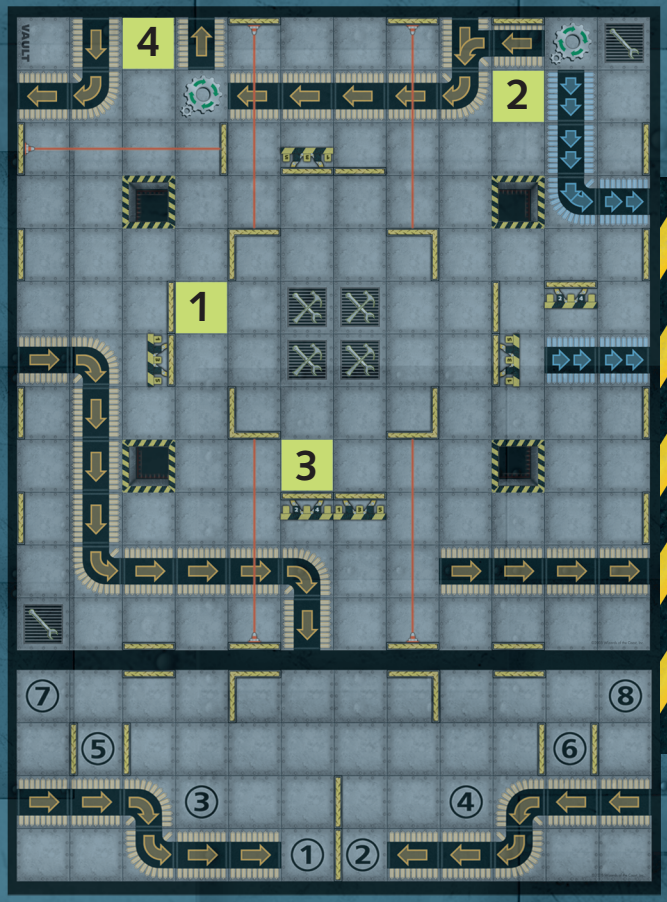


Factory Rejects

Defective robots . . . at least everyone's in the same boat.

Players: 5–8
Length: Short
Boards: Chop Shop
Special Rules: All robots start the game with 2 Damage tokens and don't have the ability to power down.

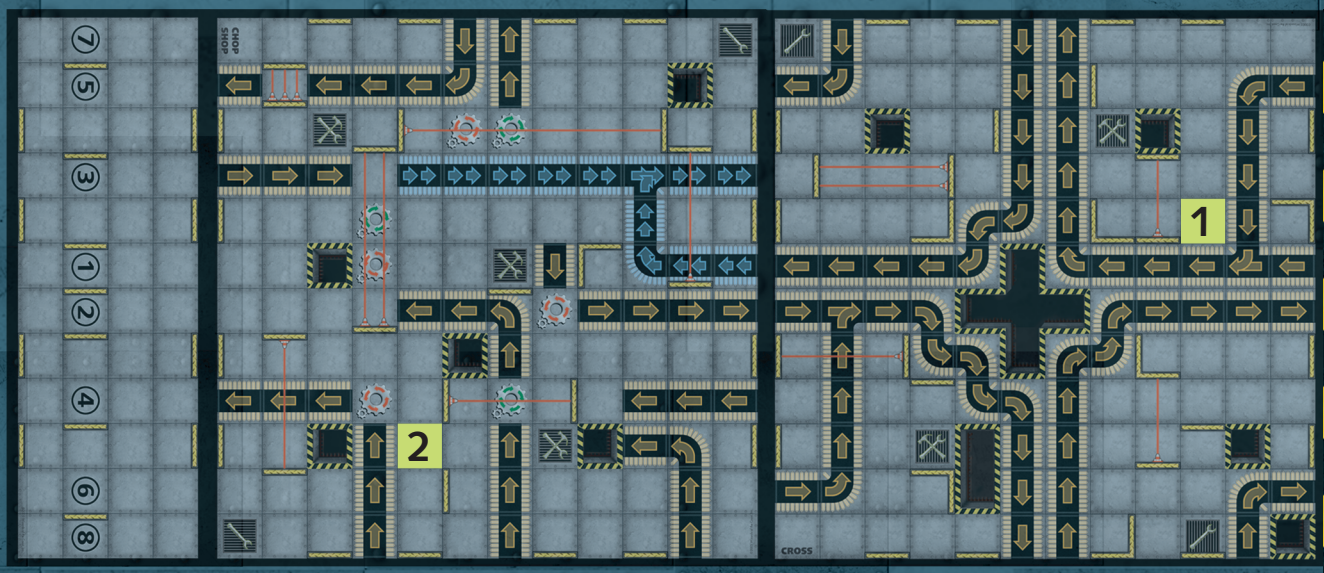


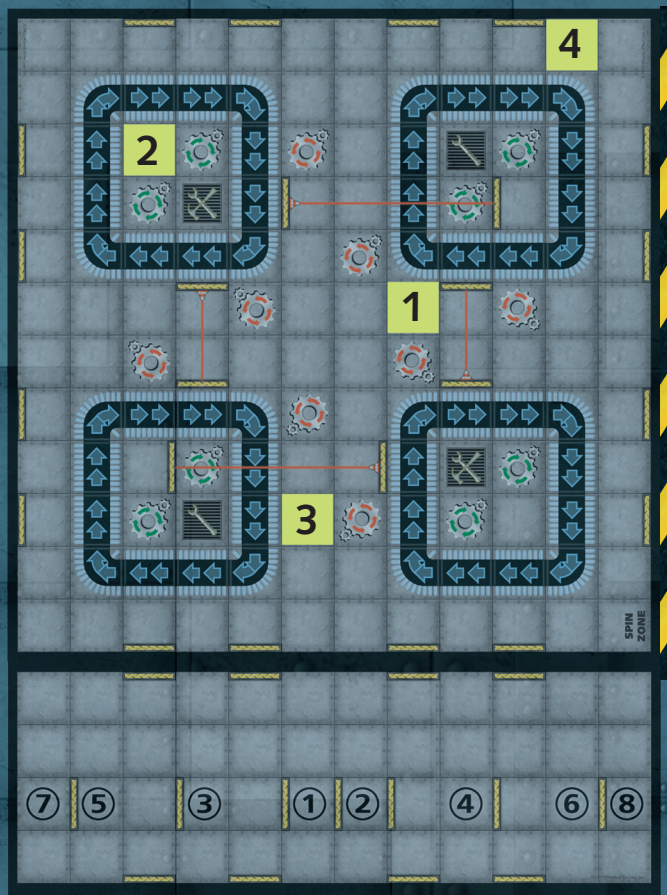


Option World

Raid the Vault. Options galore!

Players: 2–8
Length: Medium
Boards: Vault
Special Rules: Robots that end the turn on a single-wrench space or a flag draw one Option card instead of discarding a Damage token. Robots that end the turn on a crossed wrench/hammer space draw two Option cards instead of discarding a Damage token and drawing one Option card.





Ball Lightning

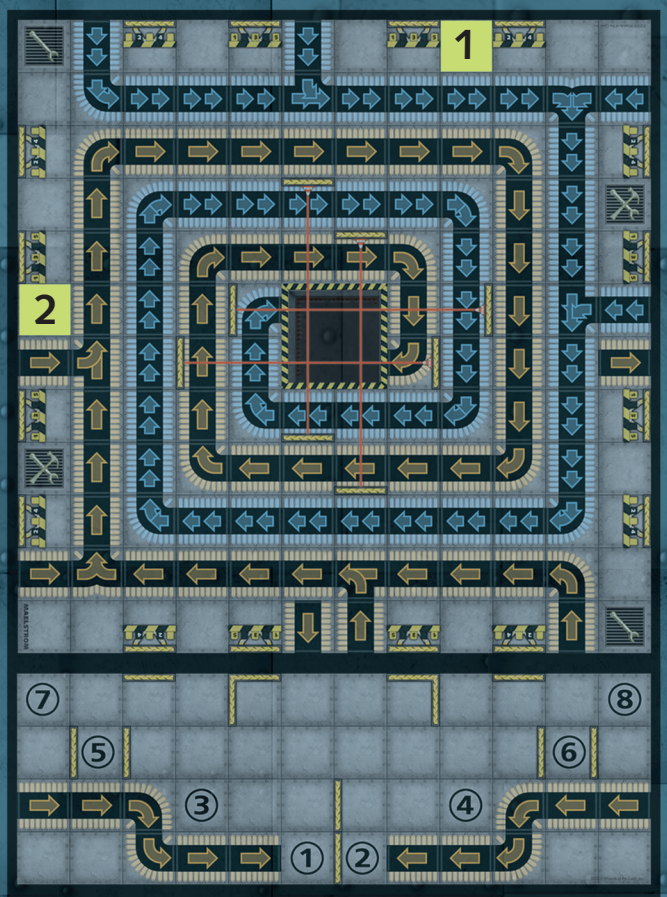
Think like lightning and program even faster.

Players: 2–8
Length: Short
Boards: Spin Zone
Special Rules: Players have only thirty seconds (one turn of the timer) to program their robots each turn. If the timer runs out before a player finishes, put that player's unused cards face down on the table, and the player to the right uses those cards to randomly fill in the remaining empty registers (without looking at the cards). Discard any cards that are left over.

Tight Collar

Try to stay out of tight situations.

Players: 2–8
Length: Medium
Boards: Chop Shop, Cross
Special Rules: Players have one minute (two turns of the timer) to program their robots each turn. If the timer runs out before a player finishes, put that player's unused cards face down on the table, and the player to the right uses those cards to randomly fill in the remaining empty registers (without looking at the cards). Discard any cards that are left over.



Day of the SuperBot

Destroy the SuperBot and steal its powers!

Players: 5–8
Length: Medium
Boards: Maelstrom
Special Rules: The robot that starts the game on Dock 1 is the SuperBot. At the end of each turn, the SuperBot automatically discards all its Damage tokens. In addition, its laser fire is doubled, including lasers added with Option cards. For example, the Rear-Firing Laser fires two shots instead of one, and the Double-Barreled Laser would increase that to four. Laser replacement Options such as Pressor Bram and Radio Control still don't deal any damage. The SuperBot is also the only robot that gets any credit for touching flags.

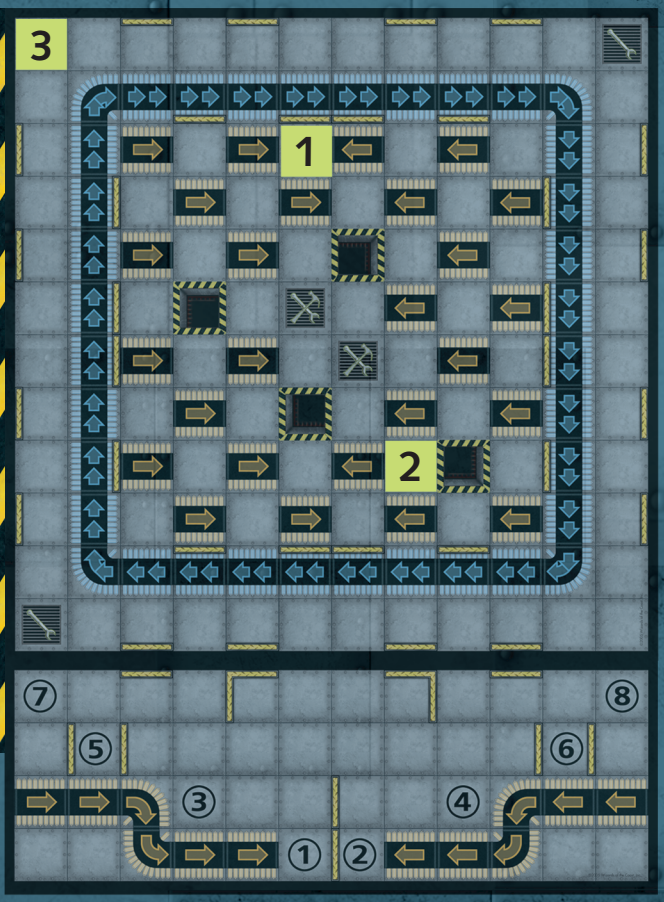
The catch? If the SuperBot is destroyed, the robot that last shot it with a laser or directly pushed it immediately becomes the new SuperBot, and the former SuperBot must learn to adjust to life as a regular robot again. If multiple robots shot the SuperBot the phase it's destroyed, check the priority numbers on the Program cards for that register. The robot with the lowest number took the last shot and becomes the new SuperBot. Since the other robots can't touch flags, their sole goal is to kill the SuperBot and become the new one, although they don't have to work together—they can still shoot and push each other as normal.

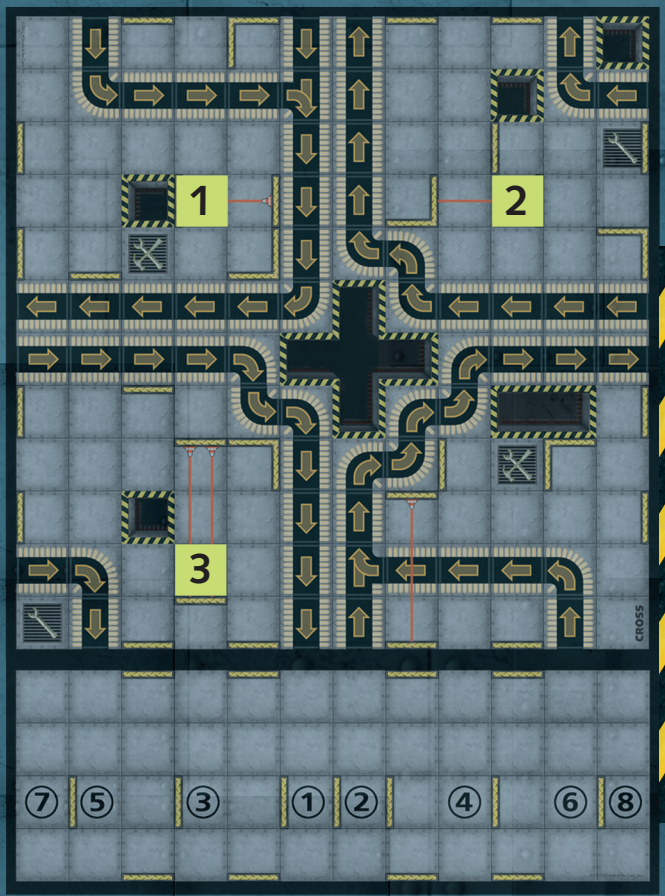
If a SuperBot touches the first flag, is destroyed, and later becomes the SuperBot again, it still has credit for that flag and can proceed to the second one. The first SuperBot to touch both flags in order wins the game.

Interference

Control two robots: a racer and a blocker.

Players: 2–4
Length: Medium
Boards: Chess
Special Rules: This is a perfect two-player variant but can handle three or four players as well. Each player controls two robots: one "racer" and one "blocker." The blocker can't touch flags, so its sole purpose in life is to interfere with the other players' racers. Players get two distinct hands of cards each turn, one for the blocker and one for the racer, and create a separate program for each. There's no trading of cards between the two hands. When programming, start the timer only if all players but one have finished programming both their blocker and their racer. A player wins if all their opponents' racers have run out of Life tokens OR if they've touched all the flags in order.

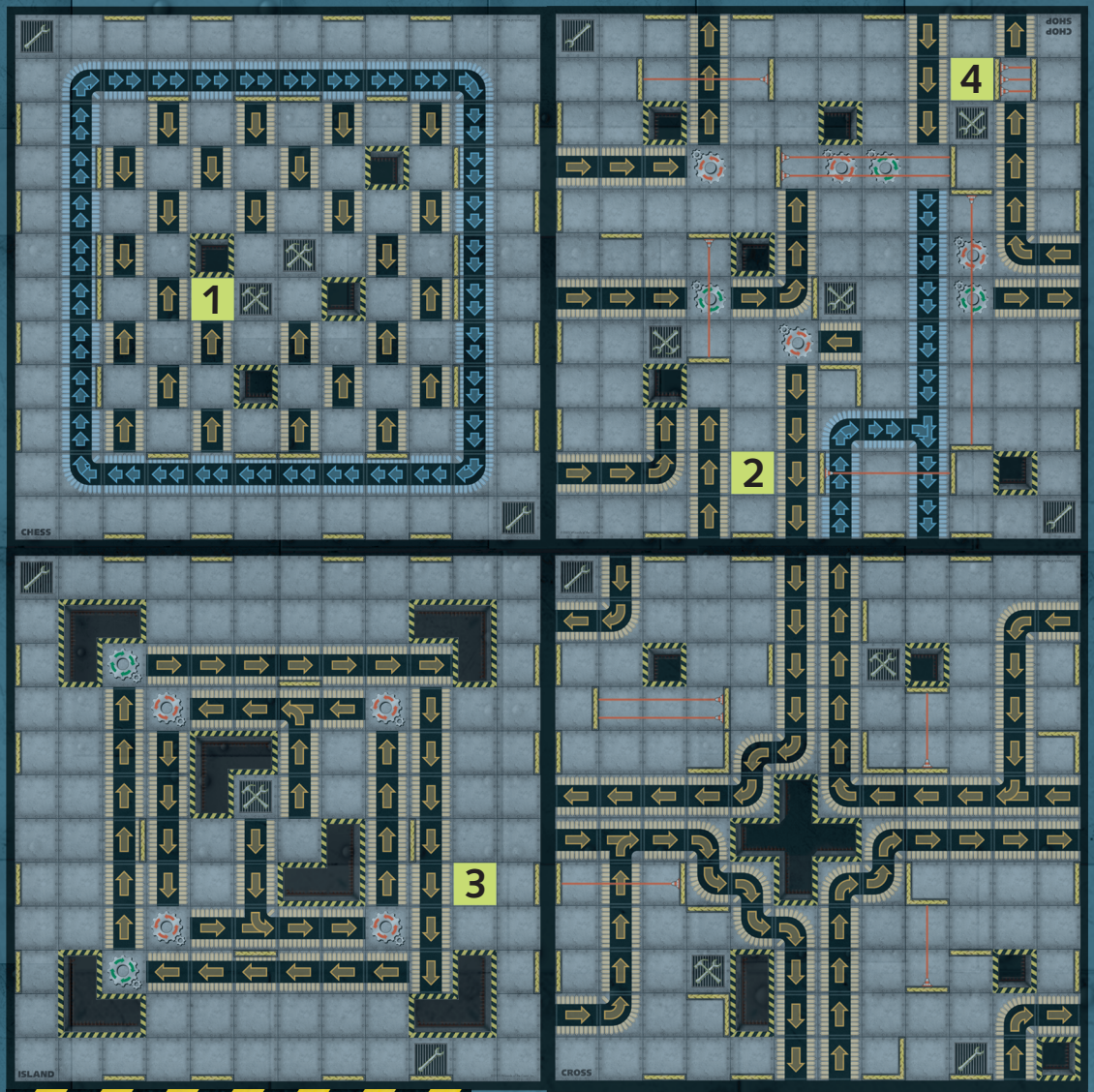




Flag Fry

Some sadist designed this course with flags *inside* the laser beams.

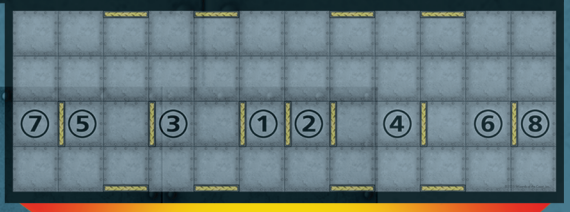
Players: 2–8
Length: Short
Boards: Cross
Special Rules: At the beginning of the game, deal one Option card to each player.



Frenetic Factory

Welcome to crazy world.

Players: 5–8
Length: Long
Boards: Chess, Chop Shop, Cross, Island
Special Rules: Whenever a robot touches a flag, its owner flips a coin. If it comes up heads, rotate the board the robot is on 90° (one-quarter turn) clockwise. All flags and robots on that board stay in place when it's turned.

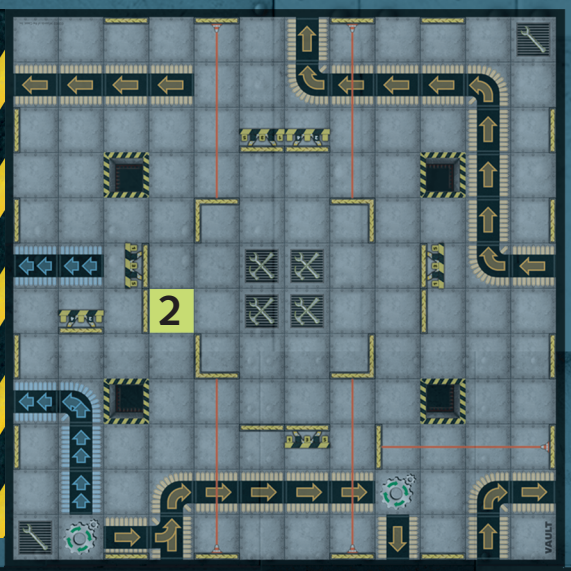


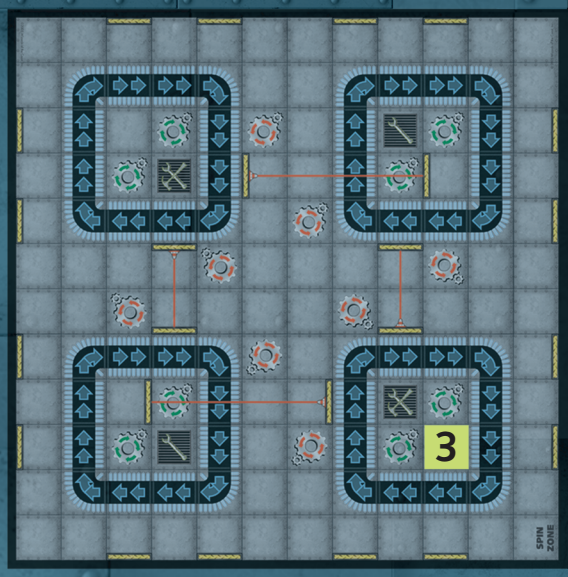
WARNING:
EXTRA BOARDS REQUIRED!

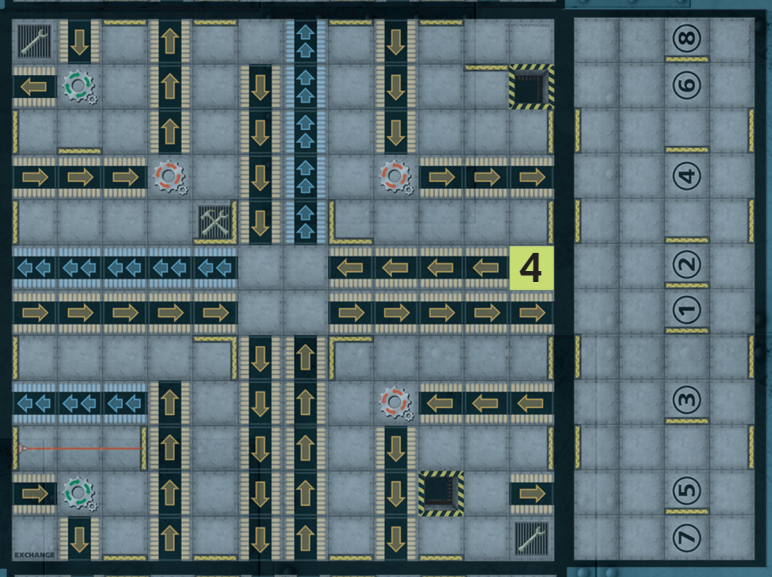
Marathon Madness

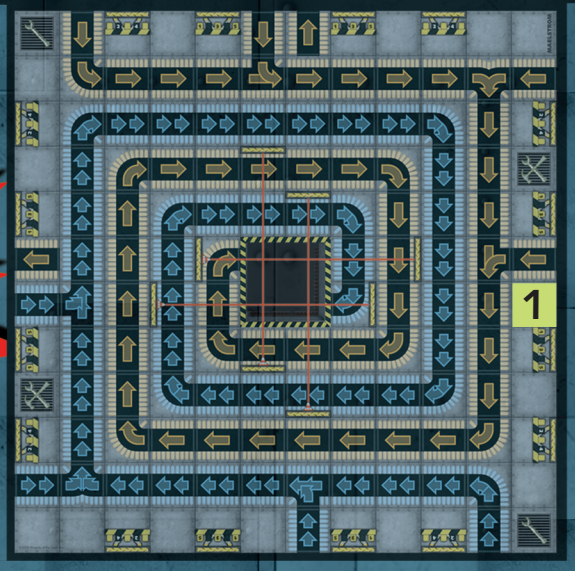
A marathon race for the hardcore player.

Players: 5–8
Length: Long
Boards: Exchange, Maelstrom, Spin Zone, Vault
Special Rules: At the beginning of the game, deal one Option card to each player.



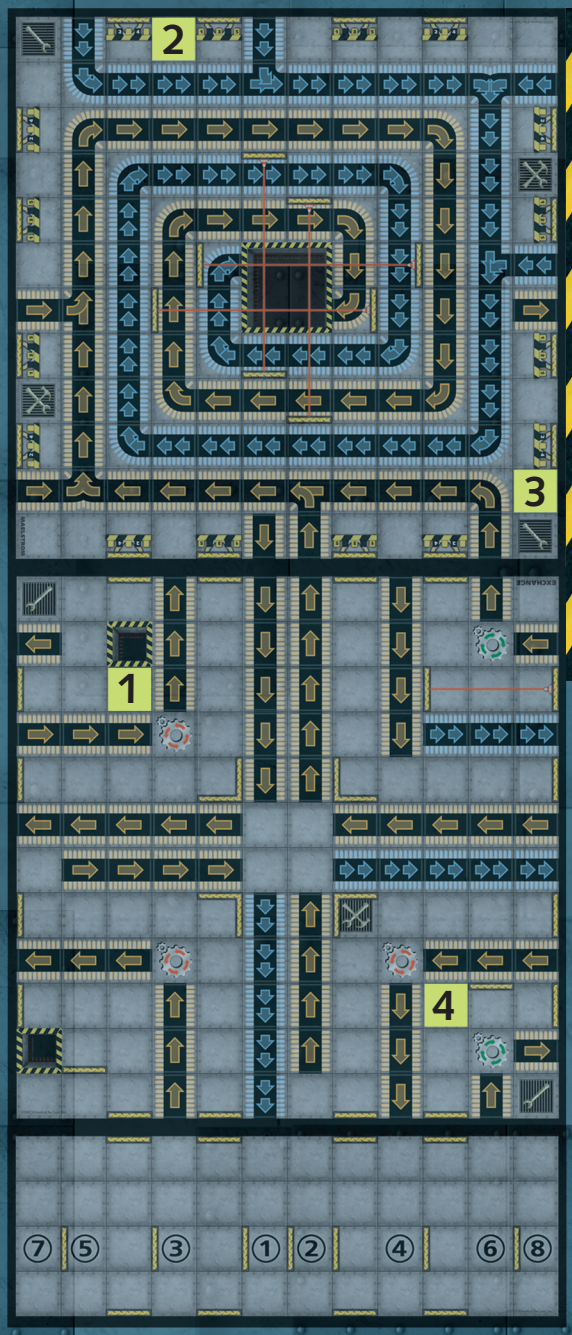






WARNING:
EXTRA BOARDS REQUIRED!

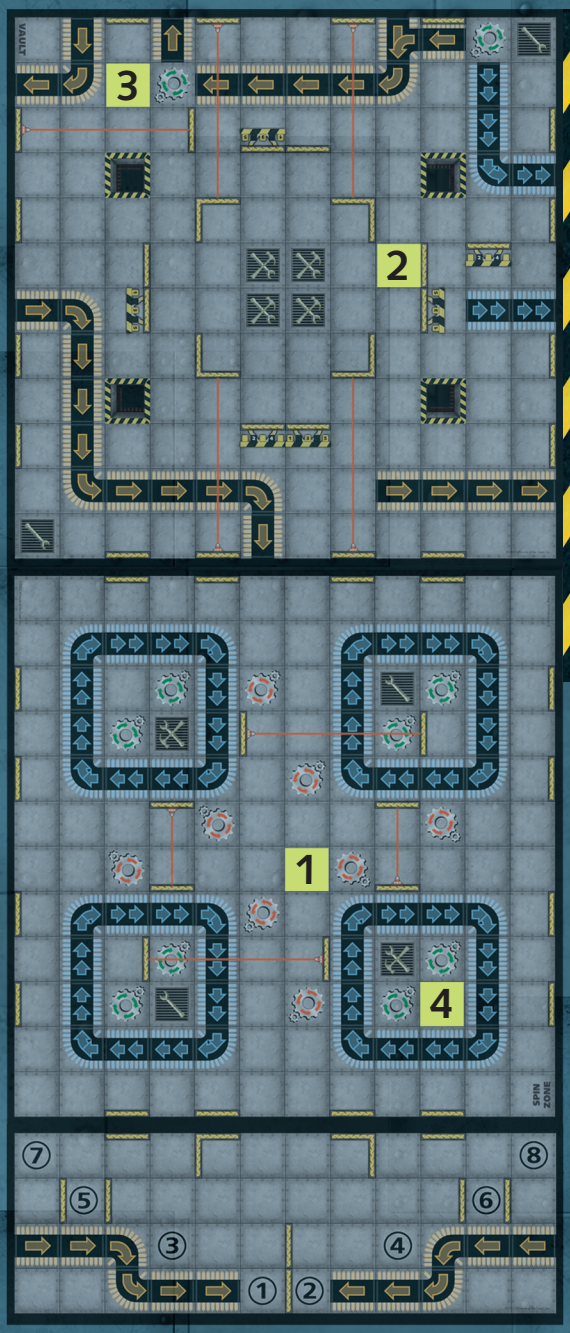
TEAM COURSES



Tandem Carnage

Teams of two battling to complete the race.

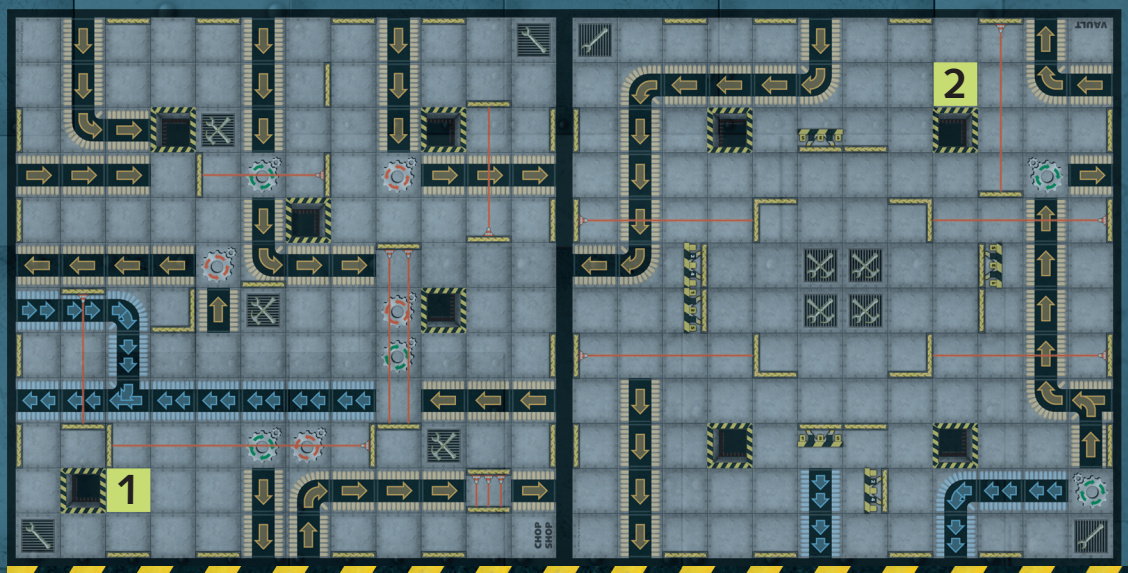
Players: 4, 6, or 8
Length: Medium
Boards: Exchange, Maelstrom
Special Rules: Each two-player team tries to complete the race by touching the flags in order as usual. The twist is that each flag only has to be touched by a single robot from the team, though they still have to be touched in order. Your team can have a single robot touch all the flags, but cooperating is the most effective strategy.



All for One or One for All?

Two teams, each trying to send one robot on to victory.

Players: 4, 6, or 8
Length: Long
Boards: Spin Zone, Vault
Special Rules: Players are divided into two even teams. If any individual robot touches all the flags in order, that robot's team wins the game. It's up to the teams to decide whether to have all their robots going for flags or split up and have some of them interfering with the other team.



Capture the Flag

Capture the other team's flag and bring it home.

Players: 4, 6, or 8
Length: Medium
Boards: Chop Shop, Vault
Special Rules: This course isn't about touching the flags—it's about grabbing them and racing for home turf! Split the players into two teams and flip a coin. The team that wins the coin toss gets to choose which board they'd like as their home board. They then set up their robots anywhere in the back six rows of the board they've chosen (farthest from the other board). After that, the other team sets up their robots in their own back six rows. You can start out robots anywhere except in a pit.

If a robot that's on its home board pushes a robot from the other team and survives the phase, take the pushed robot off the board completely. (This isn't considered destruction, so the pushed robot doesn't lose a Life token for it.) At the end of the turn, that robot reenters play on its home board, again anywhere in the back six rows, except that there can't be a robot from the other team in its line of sight that's 3 spaces away or closer.

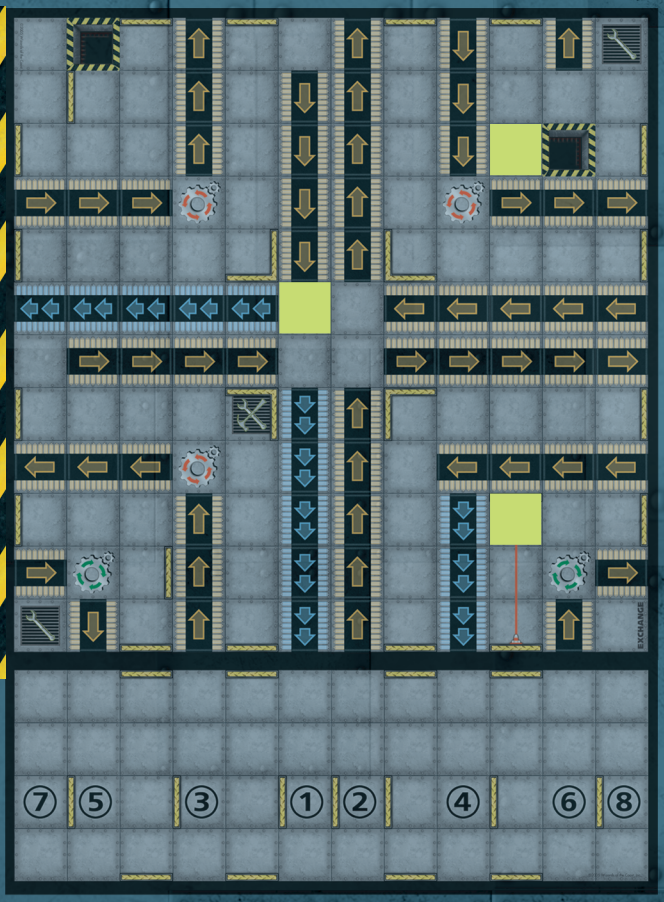
When a robot touches the other team's flag, it picks up that flag and carries it. If a robot carrying a flag is destroyed or is pushed when on an enemy board, the flag drops until another robot picks it up. If a robot touches its own team's flag while on its home board, the flag immediately returns to its starting space.

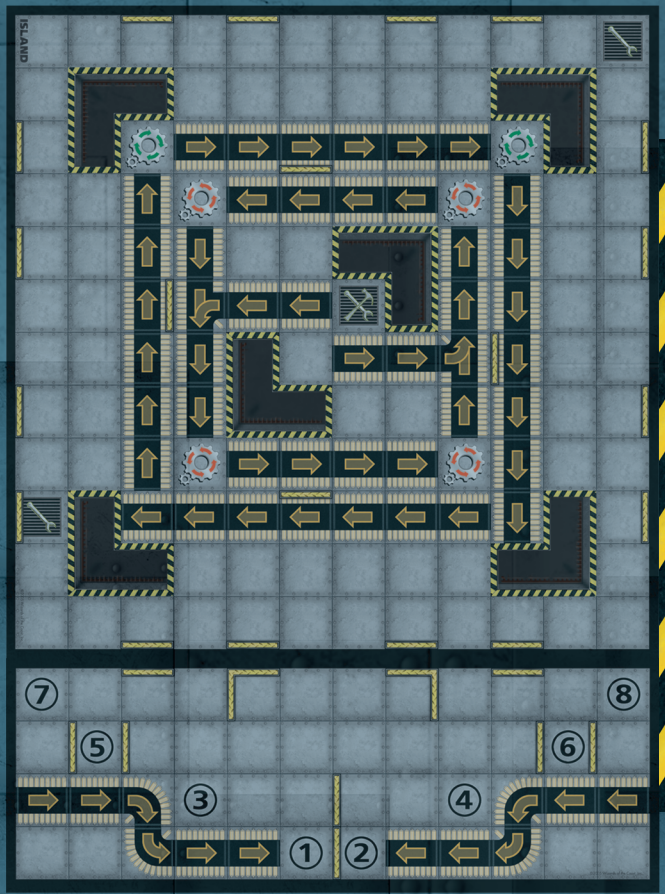
A team wins the game if, at the end of any turn, one of their robots has the enemy flag on their home board.

Toggle Boggle

Two teams vying to control all three flags simultaneously.

Players: 4, 6, or 8
Length: Medium
Boards: Exchange
Special Rules: Your team's robots can touch the flags in any order, claiming them for your team. Control them all at the same time, and your team wins! Just one little thing: your claim lasts only until the other team touches the flag. Whenever a robot touches a flag, place its Archive marker on top of any others to show which team controls it. If a robot is destroyed, that player must sit out for a full turn before reentering the game (follow the normal reentry rules).





War Zone

A battle to the death between two teams.

Players: 4, 6, or 8
Length: Medium
Boards: Island
Special Rules: Forget the flags! This course is for all-out war. There are two teams of robots, evenly split, and the only way to win is to completely run the other team out of Life tokens. For even more excitement, at the beginning of the game deal one Option card to each player. With no flags, it's all about pushing, lasers, and gathering additional Option cards for an advantage over the other team.

BUILDING YOUR OWN COURSES

After you've played a few times, you'll develop a sense of how to put together your own racecourses and where to place the flags. The most important question to ask when building your own course is "Do we want a course with lots of robot interaction, or are we in the mood for a more solitary struggle against the board elements?"

The more often the robots interact, the more your programs have to take your competitors as well as the board into account. After all, being pushed off course (or off the board!) does have a tendency to mess up your plans.

You can still have a difficult game even without a lot of robot interaction, since you still have to create programs that work in whatever crazy situation you get yourself into. Lasers and pits are deadly, and if you find yourself facing a pusher or conveyor belt you weren't expecting, there's no telling where you could end up!

Robot Interaction

For most players, the real fun of a **RoboRally**™ game lies in the robot interaction. Will your carefully made plans be foiled by another robot pushing you around? Or will you have lots of chances to zap other robots with your laser and mess with them using your Option cards?

When designing interactive courses, the main thing you need to consider is flag placement. First, choose easy-to-reach spaces so that the robots aren't distracted by all the pits or lasers and keep their eyes on the flags (and their competitors). Second, make sure the robots will need to crisscross the boards instead of going from one flag to the next in a straight line. Besides offering more robot interaction, a crisscross pattern allows trailing robots to mess with those out in front, giving them a chance to catch the leaders—and to keep them from getting too comfortable!

Solitary Struggle

Sometimes you'll be in the mood for a race that focuses on the interaction between your robot and the board elements. Let's face it: it's hard enough to navigate some of these boards without any other robots getting in the way! To keep these games interesting, use the more complex boards—Maelstrom, Vault, and Cross are great for this kind of course.

Don't try to eliminate the robot interaction entirely; just place your flags so it's less of a factor than with an interactive design. You can also choose harder-to-reach spaces for the flags.

Length & Complexity

Long, complex courses aren't necessarily the most fun. No one wants to be stuck in a game that's gone on for too long!

When designing your first few courses, go a little easy on the players: choose simpler boards, use fewer of them, and place the flags so they're not impossible to get to. It's much more fun to play a shorter and simpler game than you intended than to go to the other extreme. (Still, just in case you have a burning desire for a marathon session, we've included extra flags for your courses. Use all eight, have one team go for evens and the other for odds—get creative!)

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