Player Created board elements

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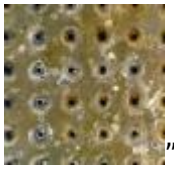
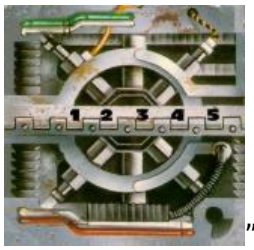
Alternative ground plates

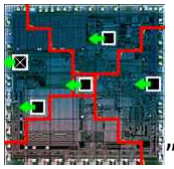
 ” **FUNCTION**: Robots starting their move on Antigrav Fields begin to soar. The robot is flying for the rest of the whole turn. He lands after the fifth register phase or immediately after he received a point of damage. **TIMING**: For the rest of the current turn (and hopefully not shorter).

Big Trapdoor



” **FUNCTION**: This big gear with a wall in the middle works like a secret door. As long as robots stand on the gear, it turns 180° every register phase. (So yes: Robots looking to the wall still look against it after the gear has turned) **TIMING**: Just after the little gears turned 90° in the Board Elements move-Sequence.

Balancing Platform

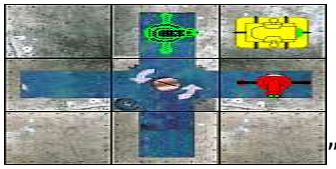
 ” **FUNCTION**: Black holes attract everything, especially moveable objects like robots! All robots in a straight line with the hole get pulled one square closer to the void. The hole affects the whole board, so it's range can be up to 11 squares, even through walls! (though robots cannot be pulled through walls). Treat the square containing the black hole itself as a pit/drain. **TIMING**: Effect occurs right before gears start to turn.

Blaster / Melting Beam

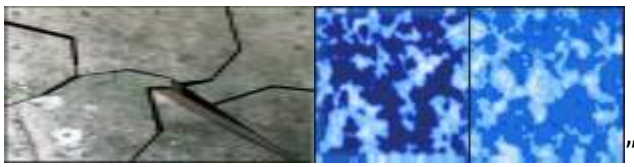
 ” **FUNCTION**: Open bridges are treated as holes, robots cannot pass them. In the register

phases indicated by the numbers on the bridge it closes and is treated like open ground for that register phase. **TIMING**: Bridges open/close after players revealed their program cards (before robots move).

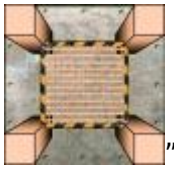
Crossgear


” **FUNCTION**: By pushing the red button (running against it) start the machine. It produces a Tamagotchi, a virtual copy of your robot, on the antenna-side of the wall. Put the virtual counter of your robot on the square facing towards the wall. The Tamagotchi disappears when it touches the copy machine on his side at the square he arose. If either the tamagotchi or the robot get killed, both die immediately. Treat the Tamagotchi in every way like a virtual robot. **TIMING**: The machine can be activated in the Robots move-Sequence. Tamagotchis aren't really board elements, they move around like drones,etc. They are impersonated by the robots virtual bot-tokens. Every time a robot uses a copy machine, a tamagotchi appears. Tamagotchis are treated like virtual bots. They move by executing the players program cards of the real bot that they belong to. Tamagotchis cannot archive, but can tag flags, gain option,... *If either the Tamagotchi or the robot get killed, both die immediately!*

Crumbly Ground


” Both pictures show deep water on the left square, 'ordinary' water (with current) on the right square. **FUNCTION**: Like normal water, but robots standing in or moving through deep water take 1 p.o.d. **TIMING**: Like normal water.

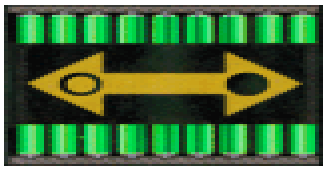
Elevator


” **FUNCTION**: Robots ending their move on an energizer square get energized. In subsequent phases, they execute their program cards in double speed. Priority of cards gets overridden by order of registers. After the robot ran out of programmed cards, he executes his program starting with register 1 again, until the end of the whole turn. **TIMING**: Energizer is active in all 5 reg.phases. Effect on robot (once they are energized) occurs in all remaining reg. phases of the current turn.

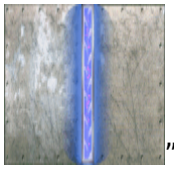
Fast Ramp

 ” **FUNCTION**: It's a finishing line.

Flip (Green) Belt

 ” **FUNCTION**: Fog blocks robots l.o.s. As they cannot see robots on the other site of the fog, they don't fire weapons on them. A robot standing in a foggy square has no l.o.s. at all (never fires). Fog doesn't effect robots (or drones,...) movement. **TIMING**: Occurs when a robot moves into the foggy square or has a l.o.s. at it (not through it).

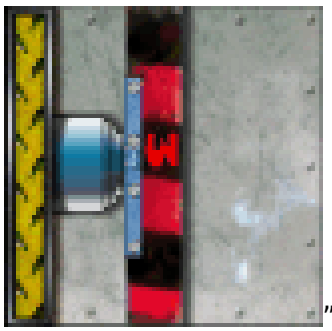
Force Field / Energy Wall

 ” **FUNCTION**: Transporting robots as usual, but three squares per register phase **TIMING**: First square before all other belts, second square contemporaneous with the first square of the blue belt, third square contemporaneous with blue belt's second square and the first and only square of the red belt.

Grave

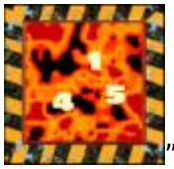
 ” **FUNCTION**: Just in case you play with the rule, that the original teleporters do NOT teleport robots through walls, the high-power teleporters always do! Tming: Contemporaneous with the other teleporters.

Hydraulic Pusher

 ” **FUNCTION**: Ice squares cause robots to slide according to their kinetic

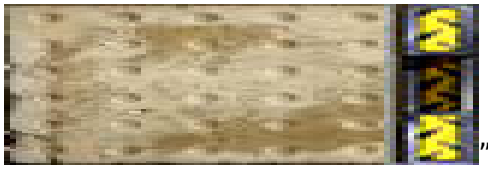
momentum! Once a robot enters the frozen area, place its virtual token in the middle of the spin chart. Until the bot leaves the ice, always execute the program cards on the spin chart. The real robot then moves according to the summed-up move on the spin chart (always execute the movement part first, then the rotation!) *Robo-Factory originally had this requiring the use of a spin chart. Until the chart is produced, I have been using these set of rules from ”* ***FUNCTION****: Slings a robot 6 squares away in a direction indicated by the numbers. In the fifth register phase, the robot is catapulted straight up and lands on the same box/square again.* ***Optional****: The robot receives 2 points of damage due to the rough landing (comparable to the Big Jet-option).* ***TIMING****: Jack pops out in each and every register phase in the Board elements move-Sequence.*

Lava Pit

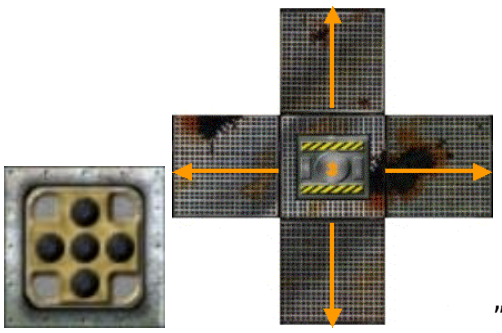


” **FUNCTION**: Turns the green flip belts.If one or more robots moved through a light barrier in the current register phase, the flip belts move in the opposite direction than last register phase. If a light barrier is interrupted constantly by a robot ending its move in it (or turning, ...), the flip belts do not move at all! They start again, when all light barriers are free again (of course in the opposite direction they ended one or more register phases ago). **TIMING**:Whole turn (all five register phases) *FAQ-answers: All light barriers control all flip belts, no single barrier controls a certain belt (we tried that, but it makes things very complicated, if you design some boards, please mail us!) A light barrier is no laser, robots remain unharmed in any way when moving through or ending their move in a light barrier.*

Loophole

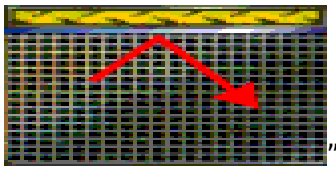

” **FUNCTION**: Pulls all robots, that are in a straight line with the Magnet one square closer (and into the pit). Pulled robots don't rotate **TIMING**:Occurs in the board elements move sequence (C) after the belts moved, before the gears turn.

Mag-Lock

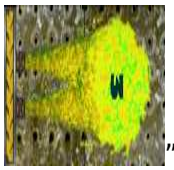

” **FUNCTION**: Destroys robots standing on the square during the register phases as indicated by the number(s). In addition, it pushes robots one square away from it if standing on a square next to it during the register phase as indicated by the number(s). **TIMING**:

Same as Regular Crushers

Mirror

 ” **FUNCTION**: Molten Ore Flows transport robots like currents. But a robot that ends its move in a molten ore flow takes 1 p.o.d.! **TIMING**: Occurs in the Board Elements Move-sequence (C) simultaneously with currents.

Napalm Flamer

 ” **FUNCTION**: A robot ending his move on a rubber square cannot stop immediately, it is bouncing again the amount of squares he just moved (unless he hits a hard wall or normal ground). With a Move 2 he moves 4 squares, priority remains that of the Move 2. Robots also standing on rubber squares are pushed all the way with him. Robots moving/bouncing on rubber squares and hitting a rubber wall move into the wall and then bounce back on the square they came from. This counts as a 1-square-move! The rest of his move the robot is bouncing backwards away from the wall **TIMING**: Affects robot movement in the Robots move-Sequence.

Particle Accelerator

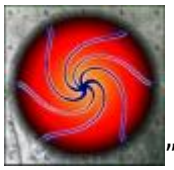
 ” **FUNCTION**: Pistons have two positions: up or down. All pistons of the same colour always move into the same position. A down piston is treated like normal ground. A robot entering a square with an up piston pushes it down, forcing pistons of the other colour to move up! A robot in a square with an upcoming piston slides down into an adjacent square in the direction indicated by the arrow on the piston (without rotating of course) **TIMING**: Happens on the fly during robot- and board elements move-sequences! Most likely (and designed) to happen several times during one register phase!

Puddle

 ” **FUNCTION**: Robots moving into or through a Radio Beam receive a remote move, which they have to use in their program for the next turn. Robots do not get

damaged by Radio Beams (but can receive up to 2 remote programs per register phase). The remote program is changed randomly every turn. *We recommend to use damage-tokens (upside-down) to keep track of the distributed remote programs.* **TIMING**: Like flamers, but active in all 5 register phases.

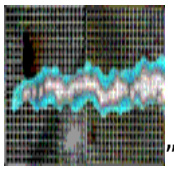
Repeater


” **FUNCTION**: Like on Repair sites, robots can store there archieve here (but neither repair nor exchange/gain options). In addition, at the end of phases 1-4, the robot may choose to replace his next programmed register (2.-5.) with a card of his choice (that is still in pile). A robot ending on a reset site at the end of the fifth register phase gains one program card of his choice for the next turn (but replacing one of his random cards - an undamaged robot receives 8 usually dealt cards in addition to his free choice-card) **TIMING**: Allways (like Repair sites and Chop shops)

Rotating conveyor belts


” **FUNCTION**: This time, the entire room rotates 90° CW every turn. Rooms without robots in them do not rotate! **TIMING**: Rotation takes place in the End-of-Turn-Sequence.

Soporific Gas


” **FUNCTION**: Sluices have 2 states-open (in the picture) and closed. Open sluices can be treated like open ground (robots trying to move on an open sluice from the upper level fall down, taking two p.o.d.) In the register phases indicated by the numbers the sluice is closed. It can be treated like open ground on the upper level (and behaves like a solid wall on the lower level). **TIMING**: The sluice changes its state after program cards are revealed before (!) robots move. *Robots standing on the sluice square when it closes get killed immediately!*

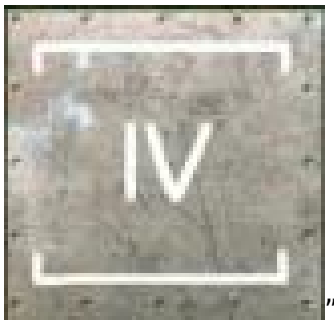
Smoke

 ” **FUNCTION**: Smokestacks are ordinary pits (they are just rounder 🙂. Smokestacks emit smoke. **TIMING**: Always (it's nothing but a bottomless pit). *Robots equipped with the tip-toe-legs option can enter squares with smokestacks without falling in!*

Soap

 ” **FUNCTION**: Robots running (or being pushed) against a spikey wall receive one p.o.d. **TIMING**: Always

Start



” **FUNCTION**: Every robot attempting to end its move on the sand slips down one square (without changing the direction he is looking in) In the corners of the crater, the robot slips down diagonaly. **TIMING**: Affects robot movement in the Robot move sequence as well as in the Board elements move-Sequence.

Trapdoor

 ” **FUNCTION**: Turrets are little weapons rising in the center of a pit. They can rotate or shoot. After program cards are dealt, pick 5 of the unused cards at random to determine the behaviour of all turrets on the board. Rotate cards cause the turrets to rotate, there is a special token to keep track of the turrets'current position. A move card causes the turret to fire a (normal) laser beam. Robots trying to enter a turret's square fall into the pit. In all other aspects, turrets behave like a wall: they block robots' l.o.s. and weapons, they cannot be destroyed or moved. **TIMING**: The program cards for the turrets are revealed along with the players'cards. The turrets then either rotate in sequence C when the gears rotate or shoot in sequence D simultaneous to the board-mounted lasers. ***Variant rule****: Turrets are armed with traktor and pressor beams instead of ordinary lasers! A*

move card cause them to push robots a number of squares (1,2, or 3 according to the program card) or pull them 1 square nearer to the turret's pit (in case the program card was a back-up).

Ventilator

” **FUNCTION**: Waterfalls transport robots like currents. But they also transport the robot down one or more levels. For every level a robot falls down, it takes 2 p.o.d.s. **TIMING**: Occurs in the Board-Elements_move-sequence (C) simultaneously to the currents.

CategoryRoborally