Sequence of Play and Timing Summary

I. Withdraw an Archive Copy
- Player withdrawing an archive copy chooses the robot's facing direction.
- Robot receives 2 damage points unless robot had the *Superior Archive Copy* option.
- Robot may begin Powered-Down.

II. Power-Up
- Robots powered-down during the previous turn may be powered-up or may remain powered-down.
- *Power Down Shields* are extended/retracted when robot powers-down/up.

III. Repair Powered-Down Robots
- Robots announced as powering down, during step VII of the previous turn, are now powered-down.
- Repair all damage on powered-down robots.

IV. Deal Program Cards
- For each powered-up robot, deal 9 program cards minus 1 card for each damage point.
- Robots with the *Extra Memory* option receive an additional card.
- Powered-down robots receive no cards.
- Robots with the *Recompile* option may discard this hand and draw a new hand. Robot receives 1 point of damage.

V. Arrange Program Cards

VI. Program Option Cards
- Turn/phase programmed options may be programmed.

VII. Announce Power-Down
- Robots will power-down during step III of the next turn.

VIII. Register Phase
- Repeat phases A through E five times.

A. Reveal Program Cards

B. Robots Move
- Robots move in order of card priority.
- Robots are affected by **pits**, **drains**, and **walls**, and may be pushed by other robots.
- Robots are affected by active **trap door pits**.
- Any robot executing a movement card on a **teleporter** appears as many squares forward as is indicated by its movement card plus 2 squares.
- Any robot executing a movement card in **water** has its first square of movement negated.
- Any robot moving up a **ramp** counts the ramp as a square and moves back one square if it ends movement on the ramp.
- Robots that enter or remain in an active **flamer** square take 1 point of damage.
- A robot attempting to end its movement on an **oil slick** continues to slide in the direction of its movement until stopped by a wall or another robot that is not on an oil slick, or until it is no longer on an oil slick.
- A robot entering a **portal** immediately moves to the other portal of the same color unless the other portal is occupied by another robot.

C. Board Elements Move
- Board element movement is executed in the following order.
  1. **Express conveyor belts** move one square.
  2. **Express conveyor belts** move their second square movement. **Normal conveyor belts** move their first and only square.
  3. **Currents** move one square.
  4. Active **pushers** push one square.
  5. **Gears** turn 90 degrees.
  6. Active **crushers** crush.

D. Resolve Laser Fire
- Board-mounted and robot-mounted **laser** beams damage robots.
- **Radiation** does 1 point of damage during the 5th register phase.
- Active **flamers** do 1 point of damage.
- **Radioactive waste** does 1 point of damage.
- Robots may be pushed by options like *Tractor Beam* or *Big Gun*.

E. Touch Checkpoints
- Robots on **checkpoints** and **repair sites** have now touched them and will withdraw future archive copies from those squares, but robots are not repaired at this time. Any checkpoints touched at this time count toward race victory.
- Robots on **chop shops** may choose one of three chop shop abilities.
- Robots on **radioactive waste** may draw an option card.

IX. End-of-Turn Board Effects
- Robots on **checkpoints** and **repair sites** may repair one damage point per wrench or draw option cards. (Also see the *Turbo Wrench* and *Psycho Wrench* variants.)
- Each virtual robot in its own square becomes real.
- Players who have not announced a Power-Down during step VII, turn in their unlocked program cards. Powered-down Robots retain their program cards in case they suffer register-locking damage while powered down.

Factory Floor Guide

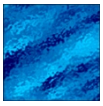
Open Floor

Function: These represent empty factory floor spaces

Operation: Robots move freely through these squares.

Timing: Occurs all the time.

Water

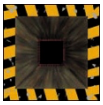


Function: Water slows down robots executing movement cards.

Operation: The first square of movement of a robot executing a movement card from a water square is negated. (A robot executing a Back-Up or a Move 1 will not move; a robot executing a Move 2 will move forward 1 square.) As a robot is moving into a water square from a non-water square, treat the water as open floor.

Timing: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

Pits

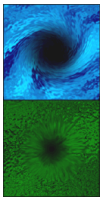


Function: Pits destroy robots.

Operation: When a robot moves onto or over a pit, the robot is destroyed. Open edges of the playing board act like pits, and robots moving off an open edge are destroyed.

Timing: Occurs when a robot moves onto or over a pit.

Drains



Function: Drains destroy robots.

Operation: When a robot moves onto or over a drain, the robot is destroyed. Treat drains as pits.

Timing: Occurs when a robot moves onto or over a drain.

Trap Door Pits

Function: Trap door pits are covered pits that occasionally open to destroy robots.

Operation: If a robot moves onto over this square during a register phase when the trap door pit is active, the trap door pit opens, and the robot is destroyed. When not active, the trap door pit is treated as open floor. When a robot begins a phase on a trap door pit that has suddenly become active, the robot is destroyed.

Timing: During a register phase in which a trap door pit is active, treat it as a pit for the **entire** phase.

Walls

Function: Walls represent one-level-high factory walls that block robot movement and laser fire.

Operation: Robots that attempt to move through a wall will simply stay where they are. Running into walls does not damage a robot. Walls also provide protection from explosive damage. Adjacent walls between boards count as one wall, not two.

Timing: Occurs during Robots Move and Resolve Laser Fire segments of the register phase sequence.

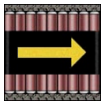
One-Way Walls

Function: One-way walls block robot movement and laser fire.

Operation: One-way walls are treated exactly like normal walls from the red side, but are treated as if they do not exist from the green side. Thus, robots, lasers, explosion damage, and so on may pass through a one-way wall from the green side, but may not pass through from the red side.

Timing: Occurs during Robots Move and Resolve Laser Fire segments of the register phase sequence.

Conveyor

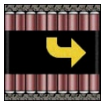


Function: All conveyor belts push robots forward. Normal conveyor belts push robots forward one square.

Operation: Move robots on both normal conveyor belts and express conveyor belts forward one square.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. The first square of normal belt movement and the second square of express belt movement occur simultaneously during step 2 of Board Elements Move.

Turning Conveyor

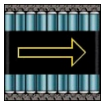


Function: As belts round corners, objects being moved by the belts are also turned.

Operation: If any conveyor belt pushes a robot onto this square, rotate the robot 90˚ in the indicated direction.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. A robot is rotated immediately after any conveyor belt moves it onto this square from the side.

Express Conveyor

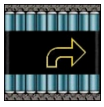


Function: All conveyor belts push robots forward. Express conveyor belts push robots forward two squares.

Operation: Move robots on express belt icons forward one square first. The second square of movement occurs at the same time normal conveyor belts move.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. The first square of movement occurs during step 1 of Board Elements Move.

Turning Express Conveyor



Function: As belts round corners, objects being moved by the belts are also turned.

Operation: If any conveyor belt pushes a robot onto this square, rotate the robot 90˚ in the indicated direction.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. A robot is rotated immediately after any conveyor belt moves it onto this square from the side.

Currents

Function: Currents move robots through water.

Operation: A robot in a current moves 1 square in the direction of the flow. (Robots in a current must also follow all rules for water.)

Timing: Occurs during the Board Elements Move segment of a register phase sequence, after conveyor belts but before pushers during step 3 of Board Elements Move.

Gears

Function: Rotate robots 90˚.

Operation: Robots on these squares are rotated 90˚ in the indicated direction.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. On phases when gears are active, they turn during step 5 of Board Elements Move.

Pushers

Function: Occasionally push robots.

Operation: If a robot is on this square when the pusher is active, the robot is pushed into the adjacent square.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. On phases when pushers are active, they push during step 4 of Board Elements Move.

Crusher

Function: Occasionally destroy robots.

Operation: If a robot is on this square when the crusher is active, the robot is destroyed. Crushers crush only on the phases shown on the crusher.

Timing: Occurs during the Board Elements Move segment of the register phase sequence. On phases when crushers are active, they crush during step 6 of Board Elements Move.

Checkpoints and Repair Sites

Function 1: Any robot touching a checkpoint or repair site at the end of a phase has its archive location updated, and any checkpoints touched at this time count toward race victory.

Operation 1: Robots surviving laser fire can consider the checkpoint or repair site touched. Only checkpoints touched in sequence count toward race victory.

Timing 1: Occurs during the Touch Checkpoints segment of the register phase sequence.

Function 2: Any robot touching a checkpoint or repair site at the end of a turn is repaired.

Operation 2: Each robot remaining on one of these squares at the end of a turn has 1 point of damage repaired for each wrench appearing in the square. Also, robots on a repair site with two wrenches may choose to receive an option card instead of receiving repairs. (Also see *Turbo Wrench* and *Psycho Wrench* variants.)

Timing 2: Only occurs at the end of a turn, after the fifth register phase.

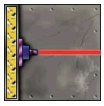
Chop Shop

Function: Chop shops have three distinct abilities that affect option cards. A robot may use only one function of a chop shop per register phase.

Operation: If a robot ends a register phase on a chop shop and has any options, it may either scrap one of its options and draw a new option card to replace it, or it may replenish the ammunition of one of its options. If a robot ends a turn on a chop shop, it may draw an option card even if it has no options.

Timing: Occurs during the Touch Checkpoints segment of the register phase sequence.

Laser Beams

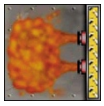


Function: Lasers damage robots.

Operation: Robots caught in a laser beam at the end of a register phase receive 1 point of damage for each beam in the square. Robots are not damaged by moving through a laser beam, and laser beams are blocked by walls and other robots. If two or more robots end their movement in the same laser beam, then only the one closest to the laser mount will be damaged (the closest robot will block the laser from hitting other robots).

Timing: Occurs during the Resolve Laser Fire segment of the register phase sequence.

Flamers

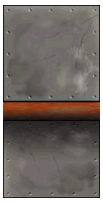


Function: Flamers damage robots.

Operation: When a robot moves onto or through an active flamer, or when a robot fails to leave an active flamer, the robot receives 1 point of damage. If a robot ends a register phase on an active flamer, the robot takes an additional 1 point of damage. Flamers are only active during the register phase shown on the flamer.

Timing: Occurs during the Robots Move segment of the register phase when a robot moves onto or through an active flamer, and again during the Resolve Laser Fire segment of the register phase. During phases when flamers are active, flamers cause 1 point of damage.

Ledges



Function: Ledges separate one level from another.

Operation from Upper Level: When a robot crosses over a ledge from the upper level to the lower level, the robot lands and receives 2 points of damage.

Timing from Upper Level: Occurs when a robot moves over a ledge.

Operation from Lower Level: When a robot is approaching a ledge from the lower level, treat the ledge as a wall.

Timing from Lower Level: Occurs when a robot moves into a ledge.

Ramps

Function: Ramps allow travel from one level to another.

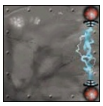
Operation from Lower Level: When a robot is moving up a ramp from the lower level, treat the ramp as an extra square of open floor. If a robot stops on the extra square, move the robot back 1 square.

Timing from Lower Level: Occurs when a robot moves up a ramp.

Operation from Upper Level: When a robot is moving down a ramp from the upper level, the ramp has no effect on robot movement.

Timing from Upper Level: Occurs when a robot moves down a ramp.

Repulsor



Function: Repulsor fields push robots that run into them.

Operation: A robot that runs into a repulsor field is pushed directly away from the field for the number of squares equal to its movement card and loses any remaining movement from that card. A robot that is pushed into a repulsor field by another robot is pushed directly away from the repulsor field for the number of spaces equal to the pushing robot's movement card, and the pushing robot loses any remaining movement from its card. Robots being pushed by a repulsor field can push other robots. A robot can only be pushed by a repulsor field when it runs into a field or when it is pushed into a field by another robot.

Timing: Occurs during the Robots Move segment of the register phase sequence.

Portals

Function: Portals move robots to other specific locations.

Operation: A robot that enters a portal during the execution of a movement card immediately moves to the other portal of the same color, and continues its movement from there. If another robot occupies the moving robot's destination portal, the portal does not activate, and the moving robot continues to move as if the portal were open floor.

Timing: Occurs during the Robots Move segment of the register phase.

Randomizer

Function: Randomizers change robot programs.

Operation: A robot on a randomizer replaces its current program card(s) with a card drawn randomly. Later, during the Robots Move segment of the register phase sequence, the robot executes the card according to the card's priority.

Timing: Occurs during the Reveal Program Cards segment of the register phase sequence.

Teleporters

Function: Teleporters modify robot movement cards.

Operation: A robot executing a movement card on a teleporter appears as many squares forward as is indicated by the movement card plus 2 squares, ignoring all intervening board elements. (A robot executing a Move 2 would appear 4 squares forward. If the movement card is a Back-Up, the robot appears 2 squares forward.) If another robot or a non-flat device is in the square the robot would arrive in, the teleporter does not operate and the robot executes its movement card(s) normally. Robots executing rotate cards are not affected by teleporters.

Timing: Occurs during the Robots Move segment of the register phase sequence at the priority of the movement card.

Oil Slicks

Function: Oil slicks move robots.

Operation: If a robot attempts to end its movement on an oil slick, it continues to slide in the direction of its movement until it is stopped by a wall or another robot that is not on an oil slick, or until it is no longer on an oil slick. If a robot slides into another robot that is on an oil slick, both robots slide as described above. Note that a robot does not slide until it attempts to end its movement on an oil slick; robots that are still moving behave in the normal manner. If a robot begins its movement on an oil slick, the first square of movement is negated. Oil slicks have no effect on rotate cards.

Timing: Occurs during the Robots Move segment of the register phase.

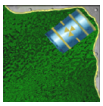
Radiation

Function: Radiation damages robots.

Operation: A robot that ends its turn on a radiation square receives 1 damage point.

Timing: Occurs during the Resolve Laser Fire segment of the register phase sequence during the fifth register phase.

Radioactive Waste



Function: Radioactive waste damages robots and activates dormant options on robots.

Operation: A robot that ends a register phase sequence on a radioactive waste square receives 1 point of damage and may draw an option card.

Timing: Occurs during the Resolve Laser Fire segment of the register phase sequence (when the robot receives 1 point of damage) and during the Touch Checkpoints segment of the register phase sequence (when the player may draw an option card).

RoboRally Program Cards

U-Turn (6)	010, 020, 030, 040, 050, 060
Rotate Left (18)	070, 090, 110, 130, 150, 170, 190, 210, 230, 250, 270, 290, 310, 330, 350, 370, 390, 410
Rotate Right (18)	080, 100, 120, 140, 160, 180, 320, 340, 360, 380, 400, 420
Back-Up (6)	430, 440, 450, 460, 470, 480
Move 1 (18)	490, 500, 510, 520, 530, 540, 550, 560, 570, 580, 590, 600, 610, 620, 630, 640, 650, 660
Move 2 (12)	670, 680, 690, 700, 710, 720, 730, 740, 750, 760, 770, 780
Move 3 (6)	790, 800, 810, 820, 830, 840

RoboRally Option Cards

Armed and Dangerous cards are indicated here with a "*".

1. ABLATIVE COAT

Payload/capacity: 3

Your robot is now covered with a special coat that takes 3 points of damage from any direction or source.

Discard after your robot takes a total of 3 points of damage.

2. ABORT SWITCH

Run Time

Instead of revealing a program card, ignore it and draw a new one randomly from the deck.

Once Abort Switch is activated, draw program cards randomly from the deck for the remainder of the turn.

3. BIG GUN*

Optional Weapon
Launcher
Payload/capacity: 5

You may fire the Big Gun instead of firing your robot's main laser. The Big Gun causes 2 points of damage in addition to pushing your robot back 1 square.

4. BIG JET*

Phase Programmed — Movement
Flying, Booster
Payload/capacity: 1

During robot movement, at the priority of the program card for that phase, your robot flies forward 8 squares before landing and executing its program. The Big Jet allows your robot to fly over walls and other robots, but not between levels. Your robot takes 2 points of damage when it lands.

Destroying the option or exchanging it to prevent damage before its fuel counter has been programmed will cause Big Jet to explode for 4 points of damage.

5. THE BIG ONE*

The Big One

Phase Programmed — Gadget
Device, Launcher
Payload/capacity: 1
Explosive damage: 64

Before robot movement, during the Reveal Program Cards segment of the register phase sequence, place a Big One Token in your robot's square. At the beginning of the first register phase of the following turn, the Big One explodes for 64 points of damage.

Crushers destroy The Big One, causing it to explode; pits destroy The Big One without causing it to explode; The Big One blocks line of sight between robots; The Big One can be pushed by pushers and robots.

Distance	0	1	2	3	4	5	6	7
Explosive Power	64	32	16	8	4	2	1	0

6. BIO OPTION*

When you receive this option, immediately take another option and place it on Bio Option. Each time your robot powers down, discard the other option and draw another. If you withdraw an archive copy of your robot and still have Bio Option, discard the other option and draw another. If you exchange either Bio Option or the other option to prevent damage, discard both options.

7. BRAKES

Run Time

Your robot may now choose to move zero when it is executing a Move 1.

Priority is that of the Move 1.

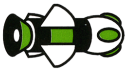
8. BRIDGE LAYER*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 2

When this option is activated, place a bridge token in the square in front of your robot. Bridges may only be placed over pits, and your robot must not be blocked by a wall. For the remainder of the game, treat robots moving over the bridge token as if they were moving over open floor.

9. BUZZ BOMB*

Buzz Bomb



Turn Programmed
Flying Device, Launcher
Payload/capacity: 3
Explosive damage: 4

When you activate this option (and each turn until the buzz bomb explodes), take five program cards and use them to program the buzz bomb. If the buzz bomb collides with a robot or wall, it explodes for 4 points of damage. Buzz bombs are pushed by pushers; crushers will destroy a buzz bomb, causing it to explode; only one buzz bomb may be in play at a time.

Distance	0	1	2	3
Explosive Power	4	2	1	0

10. CIRCUIT BREAKER

Any time your robot ends a turn with 3 or more points of damage, it will automatically begin the next turn powered down.

11. CONDITIONAL

After programming all five registers, you may place one of the remaining program cards on this option. This conditional program may then be substituted for any program card in your registers before cards for that register phase are revealed.

Discard the conditional program at the end of the turn, but keep this option.

12. CONVERTER*

When your robot is damaged, place an energy counter on this option instead of taking a damage chit. When your robot executes its next movement card, remove an energy counter and modify the movement card as shown below.

Movement Card	Result With Energy Counter
Move 1	Move 2
Move 2	Move 3
Move 3	Move 4
Back-Up	Back-Up 2

If there are more than two energy counters on this option at any time, the option explodes for 2 points of damage (and is discarded). Destroying the option or exchanging it to prevent damage will cause it to explode for 1 point of damage for each energy counter on the option.

13. CRAB LEGS*

Phase Programmed — Movement

You place a Move 1 card in the same register as a Rotate Left or Rotate Right card, and during that phase, your robot will move 1 square to the left or right, respectively, without rotating.

14. DRONE LAUNCHER*

Drone 860

Optional Weapon
Flying Device, Launcher
Payload/capacity: 3
Explosive damage: 2

You may launch a drone instead of firing your robot's main laser. Take 3 drone tokens and 3 drone target counters when you receive this option.

Target acquisition: Instead of firing your main laser, place a drone target counter in the same square as a target robot and place a drone token in your robot's square. The drone target counter remains in the square and is not affected by board elements or robots. Target robot must be in your robot's line of sight.

Drone movement and destruction: Drones are flying devices. Crushers and pushers cause drones to explode, and drones pass through other flying devices (including other drones). Drones move at the priority shown on the drone's token.

During the Robots Move segment of the register phase sequence, move the drone 3 squares toward the drone target counter at the priority shown on the drone counter. (If the counter is less than 3 squares away, move the drone onto the counter.) If a drone collides with a robot, the drone explodes immediately, pushing the robot 1 square away from the drone; this pushing may occur before the robot has finished executing its program. Other robots damaged by the explosion are not pushed.

If the drone reaches the square containing the target counter without exploding, it will remain in that square until another robot enters its line of sight. Rotate the drone 90˚ to the left each register phase. If a robot is in the drone's line of sight during Resolve Laser Fire, place the target counter in the same square as the target robot and move the drone as described above.

Distance	0	1	2
Explosive Power	4	2	1

15. DOUBLE BARREL LASER

Main Laser Mod

Your robot's main laser has been modified to fire two shots.

May be used with FIRE CONTROL and/or HIGH POWER LASER.

16. DUAL PROCESSOR*

Phase Programmed — Movement

You may place two program cards in the same register in any of the following combinations, and during that phase, your robot will move as described below.

Card Combination	Effect
Move 2, Rotate Right	Move 1, then Rotate Right
Move 2, Rotate Left	Move 1, then Rotate Left
Move 3, Rotate Right	Move 2, then Rotate Right
Move 3, Rotate Left	Move 2, then Rotate Left
Move 3, U-Turn	Move 1, then U-Turn

17. EXTRA MEMORY

Your robot receives one extra program card per turn. This option does not prevent your robot from being destroyed when it has received 10 points of damage.

18. FIRE CONTROL

Main Laser Mod

You have targeting control of your robot's main laser.

When scoring a point of damage, you may choose to use the damage to lock a register or destroy a particular option.

19. FLYWHEEL

Turn Programmed

After programming all five registers, you may place one of the remaining movement cards on this option. In a subsequent turn, that card may be added to the program cards dealt you. For example, this gives an undamaged robot 10 program cards (9 normal and 1 from the flywheel).

20. FOURTH GEAR

Run Time

Your robot may now choose to move forward 4 squares when it is executing a Move 3.

Priority is that of the Move 3.

21. FROG LEGS*

Run Time

You may now treat your robot as if it were flying when it is executing a Move 2 or Move 3.

This option cannot be activated while your robot is flying. When using this option, your robot flies 2 or 3 squares (depending on whether a Move 2 or Move 3 is being executed) and then lands.

22. GOO DROPPER*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 3


Goo

When this option is activated, place a goo token in your robot's square. If a robot passes over or stops on the goo, the robot cannot leave that square until the goo is destroyed. A robot may destroy the goo by attempting to move a total of four squares in any direction (for example, four Move 1s or a Back-Up and a Move 3). If a robot is pushed while on goo, this also counts toward the four squares. Robots may rotate freely on goo. Goo cannot be placed on pits, conveyor belts, water, currents, or teleporters. Pushers do not affect goo.

23. GYROSCOPIC STABILIZER

Turn Programmed

On any turn you choose to activate this option, your robot is not rotated by gears or conveyor belts.

24. HIGH POWER LASER

Main Laser Mod

Your robot's main laser has been modified to shoot through one wall or robot to reach a target robot. If you shoot through a robot, that robot also receives damage.

May be used with FIRE CONTROL and/or DOUBLE BARREL LASER.

25. HOMING DEVICE*

Optional Weapon and Turn Programmed

Optional Weapon: You may place a homing device token on a target robot instead of firing your robot's main laser. Target robot must be in your robot's line of sight. On subsequent turns, you place a homing device token on another robot in the same way, but this removes the homing device token from the previous robot.

Turn Programmed: When this option is activated, ignore your hand and "home in" on the target robot. During each register phase, move forward 3 squares if doing so will bring your robot closer to the target robot. (If the target robot is less than 3 squares away, move to the target robot's square.) If moving forward wouldn't bring your robot closer to the target robot, or if your robot is blocked from moving forward by a wall, then rotate your robot left each register phase until moving forward will bring your robot closer to the target robot. Priority of this movement is 850.

When using this option, program your robot as normal. If the target robot is destroyed while this option is active, execute the remainder of your program.

26. INTERCEPTOR*

Optional Weapon

You may place an intercept token on a target robot instead of firing your robot's main laser. Target robot must be in your robot's line of sight.

After cards are dealt on subsequent turns, you may choose to exchange cards with the player whose robot has your intercept token. Take the intercept token back. Both players should have the same number of cards before and after exchanging cards. The player with fewer cards give her whole hand to the other player and draws randomly from the other player's hand to replace her hand.

27. MECHANICAL ARM

Run Time

Any time your robot ends a register phase on one of the four squares bordering a checkpoint, it may use the mechanical arm to "tag" the checkpoint. *Tagging a checkpoint using mechanical arm updates the robot's archive location to the location of the checkpoint.*

A wall will block the arm, but another robot on the checkpoint will not.

28. MINE LAYER*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 3
Explosive damage: 4


Mine

When this option is activated, place a mine token in your robot's square. If a robot passes over or stops on a mine, the mine explodes for 4 points of damage.

Mines are not affected by lasers and pushers; crushers destroy mines causing them to explode; pits destroy mines without causing them to explode.

Distance	0	1	2	3
Explosive Power	4	2	1	0

29. MINI HOWITZER

Optional Weapon
Payload/capacity: 5

You now have the option of firing a mini howitzer instead of your robot's main laser.

The mini howitzer will cause 1 point of damage in addition to pushing the target robot 1 square away from you.

After 5 shots, discard this option.

30. MISSILE LAUNCHER*

Optional Weapon
Flying Device, Launcher
Payload/capacity: 3
Explosive damage: 4


Missile 715

You may launch a missile instead of firing your main laser.

Missile movement and destruction: Missiles are flying devices. Crushers and pushers cause missiles to explode, and missiles pass through other flying devices (including other missiles). Missiles move at the priority shown on the token.

During the Robots Move segment of the register phase sequence, move the missile forward 2 squares. The missile is moved forward during the phase it is launched and in each subsequent phase. If the missile collides with a robot or wall, the missile explodes immediately for 4 points of damage.

Distance	0	1	2	3
Explosive Power	4	2	1	0

31. OPTION DAMPING FIELD*

Turn Programmed

When this option is activated, all options (except this one) within a 3-square radius of your robot are deactivated or cannot be used. Devices already released by options continue to function normally. If any robot's booster or launcher is programmed to take effect while the robot is within range of Option Damping Field, discard any counters or tokens that were programmed for that phase.

32. OVERLOAD OVERRIDE*

Phase Programmed — Movement

You may place two program cards in a single register and execute both in that register phase, or you may leave a register unprogrammed. When two cards are placed in the same register, the movement card is the primary card. If two movement cards are placed in the same register, you must choose which one will be the primary card at the time the cards are placed. If you leave a register unprogrammed, you must still place a card from your hand in that register to serve as the primary card. Your robot takes a point of damage each time this option is used.

33. PORTABLE TELEPORTER*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 1


Teleporter

When this option is activated, place a portable teleporter token in your robot's square. The portable teleporter is treated as a teleporter board element and is active for all robots as soon as it is launched. Lasers and pushers do not affect portable teleporters; pits and crushers destroy portable teleporters.

34. POWER DOWN SHIELD

When your robot powers down, a shield comes out on each of the robot's four sides. Each shield protects the robot from 1 point of damage per register phase.

When the robot powers up, the shields retract.

35. PRESSOR BEAM

Optional Weapon

You now have the option of firing a pressor beam instead of your robot's main laser.

The pressor beam will push a target 1 square away from you.

36. PROXIMITY MINE*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 3
Explosive damage: 4


Proximity Mine

When this option is activated, place a proximity mine token in your robot's square. Any non-flying robot passing within 1 square of the mine will cause the mine to explode for 4 points of damage.

Distance	0	1	2	3
Explosive Power	4	2	1	0

37. RADIO CONTROL

Optional Weapon

You now have the option of using a radio control beam instead of your robot's main laser.

The radio control beam can only target a robot within 6 squares, and it replaces that robot's entire program with a copy of your robot's program. In cases of card priority, the target robot moves after your robot.

38. RAMMING GEAR

Additional Weapon

When your robot pushes another robot, that robot receives a point of damage in addition to being pushed.

Even if the target robot can't be moved, it still receives a point of damage.

39. REAR LASER

Additional Weapon

Your robot has a rear-firing laser in addition to its main laser.

40. RECOMPILE

You may receive a new hand once per turn before your robot is programmed.

Your robot takes a point of damage after you receive the new hand.

41. REENGINEERING UNIT*

Run Time

When your robot pushes another robot, you may exchange this option for an option on the other robot.

42. REFLECTOR*

Turn Programmed

When your robot is hit by one or more lasers, your robot takes damage from the laser(s) and each laser is reflected back to its source. Program the direction the reflector faces by turning this card to indicated front, back, right, or left.

43. RETRO-ROCKETS*

Phase Programmed — Movement
Flying, Booster
Payload/capacity: 3

When this option is activated, your robot flies back 2 squares per fuel counter before executing its program. You may program more than one fuel counter in a single register.

Destroying the option or exchanging it to prevent damage before all of its fuel counters have been programmed will cause Retro-Rockets to explode for 1 point of damage per unprogrammed fuel counter.

44. REVERSE GEARS

Run Time

Your robot may now choose to back up 2 squares when it is executing a Back-Up.

Priority is that of the Back-Up.

45. ROBO-COPTER*

Turn Programmed

Flying

Program this option by placing an unused movement card on this option. (You may not place a rotate card on this option.)

When the option is activated and as long as the robo-copter remains active, your robot is flying. During each register phase, execute the movement card on this option and then execute your program card. At the end of each turn, your robot lands. If blocked or pushed by a robot, wall, or pusher, discard the movement card on this option; your robot lands and executes the rest of its program. If the option is active and your robot takes damage, you must exchange (and destroy) this option to prevent the first point of damage. Discard the movement card on robo-copter at the end of the turn.

46. SCRAMBLER

Optional Weapon

You now have the option of firing a scrambler instead of your robot's main laser.

The scrambler allows you to replace the next programmed card of a target robot with a random one from the deck. This option cannot be used on the fifth register phase.

47. SCRAMBLER BOMB*

Phase Programmed — Gadget
Flat Device, Launcher
Payload/capacity: 1

Scrambler

When this option is activated, place a scrambler token in your robot's square. At the beginning of the next turn, the programs of all robots within 6 squares of the scrambler bomb are discarded. Those robots execute program cards at random for the entire turn.

Pits and crushers destroy scrambler bombs without setting them off.

48. SELF-DESTRUCT*

Phase Programmed

Explosive damage: 16

This option will be destroyed at the beginning of the register phase in which it has been programmed. If destroyed or exchanged to prevent damage, this option explodes for 16 points of damage.

Distance	0	1	2	3	4	5
Explosive Power	16	8	4	2	1	0

49. SHIELD

Turn Programmed

Your robot now has a shield that protects the robot from 1 point of damage per register phase.

Program the direction the shield faces by turning this card to indicated FRONT, BACK, RIGHT, or LEFT.

50. SUPERIOR ARCHIVE COPY

You may withdraw your next archive copy undamaged, even if you discard this option when your robot is destroyed.

51. TRACTOR BEAM

Optional Weapon

You now have the option of firing a tractor beam instead of your robot's main laser.

The tractor beam will pull a target robot 1 square toward you. The beam may not be used if the target robot is in an adjacent square.

52. TURRET

Turn Programmed

Your robot now has a turret for its main laser and optional weapons.

Program the direction the turret faces by turning this card to indicate FRONT, BACK, RIGHT, or LEFT.