A fast-paced mind-puzzle game for 2 to any number of players, 8 years and up

The central computer has been damaged and it must be repaired. All the warning lights are flashing and the repair robot lurches across the mainboard. Players need to help it reach the damaged spots. Who will be the first to find the way to the next target?

GAME CONTENTS
1 Transparent Robot
1 Color Die
1 Number Die
4 Gameboard Sections (front: black, back: copper-colored)
1 Transparent Starting Chip
25 Transparent Victory Point (VP) Chips

GAME IDEA
Each round, players try to mentally figure out a route for the robot. Starting from its current position, the robot has to reach a target space as determined by dice roll. Finding the shortest route is not what matters – coming up with a solution as quickly as possible is. The first player to do so obtains 1 VP chip. Whoever accumulates 5 VP chips first wins the game.

VARIANT FOR “RICOCET ROBOTS”
This variant requires the “Ricochet Robots” game. The transparent robot comes into play as an additional robot, and the starting chip serves as its position marker. The transparent robot has to observe the same movement rules as the other robots, with the following addition: as usual, it can stop at a wall and make another move or, instead, move through the wall, which costs one additional move. The walls around the centerpiece and at the edge of the playing area are excluded from this rule. The transparent robot may not move through other robots. As usual, it may be used by other robots as an obstacle. If the “multicolored vortex” is the current target chip on the centerpiece, the transparent robot can also be moved to the target space. When encountering a colored barrier, the player can choose whether the transparent robot bounces off or moves through it; but if it moves through it, this costs the transparent robot an additional move.

We thank the unforgotten Alex Randolph, whose wonderful classic “Ricochet Robots” served as an inspiration for this game.

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Graphic design: Fiore GmbH
Special thanks: Sybille & Bruce Whitehill, “Word for Wort” for the English text.
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Example: “pink 1” is the starting space. The target space is “white 2.” Each player tries to be the first to figure out a route to the target space. After a short time, Roland calls out “5.” His route solution is: moving the robot from “pink 1” to “pink 6,” then “white 6,” followed by “red 6,” and finally “red 1.” From there, it reaches the “pink 2” target space. He needed five moves overall. Roland obtains the VP chip from the target space. The starting chip is then put on “white 2.” The next player determines the new target space by rolling the dice and puts one VP chip on the space. A new round can begin.

SUGGESTION
After a few rounds, players can agree on not putting a VP chip on the target space after rolling the dice. Instead, each player reads the target space directly from the dice. This way, all players can start figuring out a solution route immediately after the roll.

VARIANT FOR EXPERTS
After the target space has been determined by dice roll and the VP chip has been placed, the dice are rolled again. Both dice need to remain clearly visible to all players. They indicate the intermediate target space that the robot has to pass through on its route to the target space. The intermediate target doesn’t get a VP chip. If the same starting space or target space is rolled again, players keep rolling until a different space comes up. Now the players have to try to figure out a route that first leads to the intermediate target and then to the target space.

VARIANT FOR “MICRO ROBOTS”
This variant requires the “Micro Robots” game. The transparent robot comes into play as an additional robot, and the starting chip serves as its position marker. The transparent robot has to observe the same movement rules as the other robots, with the following addition: as usual, it can stop at a wall and make another move or, instead, move through the wall, which costs one additional move. The walls around the centerpiece and at the edge of the playing area are excluded from this rule. The transparent robot may not move through other robots. As usual, it may be used by other robots as an obstacle. If the “multicolored vortex” is the current target chip on the centerpiece, the transparent robot can also be moved to the target space. When encountering a colored barrier, the player can choose whether the transparent robot bounces off or moves through it; but if it moves through it, this costs the transparent robot an additional move.

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If the player manages to get the robot to the target space in the exact number of moves she has announced, she obtains the VP chip from the target space. She puts it in her personal supply in front of her. For now, the robot remains on the target space.

If the player does not reach the target space in the exact number of moves she has announced, she has to give one VP chip from her supply – if possible – to the player who currently has the fewest VP chips. If there are several players with the fewest VP chips, the player who sits closest to the active player in clockwise order gets the chip. In any case, the robot is put on the target space and the VP chip lying there is put back into the general supply.

After that, the round ends and a new round is prepared: the robot is replaced by the starting chip and put back next to the playing area. With this, the target space of this round becomes the starting space for the new round. The last player to have rolled the dice passes them to her left neighbor; that player rolls the dice to determine a new target space, as described above under GAME SETUP. He puts a VP chip on the target space and the new round begins.

Special case: In case none of the players has figured out a route solution after 2 or 3 minutes, we recommend that players agree on interrupting the current round and determining a new target space by rolling the dice. The VP chip is relocated from the old to the new target space and play continues.

GAME END

The game can end in one of two ways:

A) One player obtains her fifth VP chip. She is the winner of the game.

B) All 25 VP chips have been distributed. The player with the most VP chips wins the game. If there is more than one player with the most VP chips, the players involved in the tie share the victory.