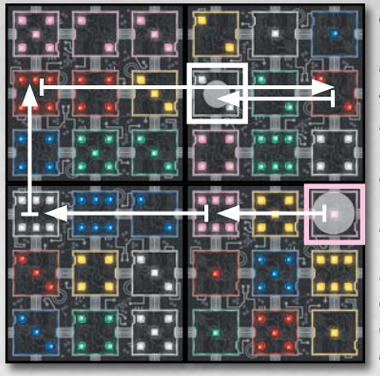


Example: *"pink **1**" is the starting space. The target space is "white **2**." Each player tries to be the first to figure out a route to the target space. After a short time, Roland calls out "5!"*

*His route solution is: moving the robot from "pink **1**" to "pink **6**," then "white **6**," followed by "red **6**," and finally "red **2**" follow. From there, he reaches the "white **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 "RICOCHET 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.

Author: Andreas Kuhnekath
Graphic design: Fiore GmbH
Special thanks: Sybille & Bruce Whitehill, "Word for Wort" for the English text.

English version:

31 rue de la Coopérative
Rigaud QC J0P 1P0
Canada
www.zmangames.com
info@zmangames.com

MICRO ROBOTS

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

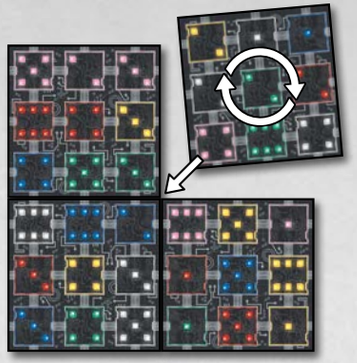
The central computer has been damaged and it must be repaired. All the warning lights are flashing and the repair robot lurches across the mainboard. Players need to help it reach the damaged spots. Who will be the first to find the way to the next target?

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.



GAME SETUP

First, choose which side of the gameboard sections to use: **either** black **or** copper-colored. All sections need to show the same color.

In the middle of the table, put the 4 gameboard sections together to form a 6x6 square playing area comprised of 36 spaces. You can orient the sections in any way you want.

Ensure that the playing area is easily visible to all players.

Set the 2 dice, the robot, and the starting chip next to the playing area. Put the 25 VP chips next to that as a general supply.

Before the first round, the youngest player rolls both dice in order to determine the robot's starting space:

Each space of the playing area is clearly determined by its combination of one of the colors (**blue**, **yellow**, **green**, **red**, **pink**, or **white**) and a number from **1** to **6**. Each color-number combination exists only once in the playing area.

Example: *"pink"*  *and "***1***"*  *determine the "***pink 1***" starting space:*  .

The starting chip is placed on the corresponding space. For the time being, the robot stays next to the playing area for a better overview. Later on, the robot will be used to check the route solution. After that, the player re-rolls the two dice in order to determine the first target space. If she rolls the starting space again, she keeps rolling until a different space comes up. A VP chip is placed on the target space. The first round can begin.

COURSE OF THE GAME

Once the target space has been determined, the round begins. **Simultaneously**, all players try to figure out **in their mind** a route for the robot to get from the starting space to the target space. The following **movement rules** have to be observed:

1. The robot may move only horizontally or vertically.
2. The robot may move only to a space that matches either the color or the number of its starting space. This does not necessarily have to be the closest matching space.

Each move from one space to another space counts as one move.

Example: *The starting chip is lying on "***pink 1***." In this case, you have three possibilities for your first move. The robot can move in a vertical direction to "***blue 1***" or "***yellow 1***"; in a horizontal direction, it can move to "***pink 6***". You decide to move the robot to "***pink 6***." For your next move, you can choose between "***blue 6***" or "***white 6***" in a horizontal direction, or "***pink 4***" in a vertical direction, and so on.*

This way, each player determines the robot's route in their mind, move after move, until the robot reaches the target space. As soon as one player has figured out a solution, she announces aloud the number of moves she thinks is required. She takes the robot and verifies her solution by actually moving the robot from the starting space to the target space in the number of moves she has announced.

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.