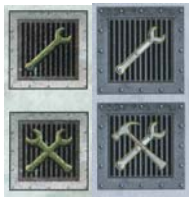
ROBO RALLY

FACTORY FLOOR GUIDE

OPEN FLOOR: Robots move freely through these spaces.

WALL: Robots can't move through walls and lasers can't shoot through them. Robots that attempt to move through a wall simply stay where they are. Adjacent walls between boards count as one wall, not two.

ONE-WAY WALL: These are treated as normal walls from the red side, but are treated as if they don't exist from the green side.



REPAIR SITES:

End of Register Phase – A robot on a repair site places their Archive marker there.

End of Turn – A robot on a repair site repairs 1 point of damage. A robot on a double tool repair site also draws 1 Option card.

FLAGS:

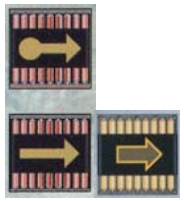
End of Register Phase – A robot on a flag places their Archive marker there and the flag counts towards race victory.

End of Turn: A robot on a flag repairs 1 point of damage.

CHOP SHOP:

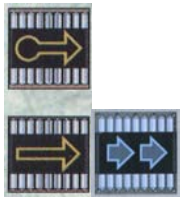
End of Register Phase – A robot on a chop shop can choose to scrap one option and draw a new one; replenish the ammunition of one option; or draw an option card if they do not already have one. (Choose 1.)

DOCKS: The numbered docks on the Docking Bay boards are used as initial starting locations for robots and their Archive markers. They are otherwise considered open floors.



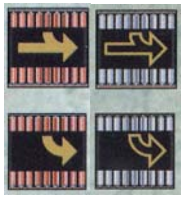
CONVEYOR BELTS:

End of Register Phase – Normal conveyor belts move once each register phase.

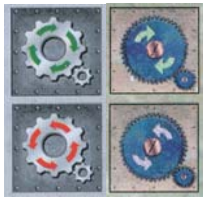


EXPRESS CONVEYOR BELTS:

End of Register Phase – Express conveyor belts move twice each register phase.



ROTATE CONVEYOR BELTS: If a conveyor belt moves a robot onto one of these spaces, rotate it 90° in the direction of the arrow. (In the case of a merging conveyor belt, the robot is rotated only if it enters from the source of the curved arrow.)



GEARS:

End of Register Phase – Gears rotate a robot 90° in the direction of the arrow.

PUSHERS:

End of Register Phase – Pushers activate only on the register phases shown and push robots into the next space. Pushers can move multiple robots.

REPULSOR FIELD: A robot moving into a repulsor field is pushed directly away from the field a number of spaces equal to its movement card and loses any remaining movement from that card. A robot pushed into a repulsor moves a number of spaces equal to the pusher's movement card and the pusher loses any remaining movement from that card.

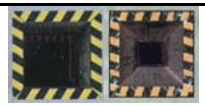
TELEPORTERS: A robot executing a Move card on a teleporter appears as many squares forward as indicated on the card plus 2 squares, ignoring all intervening board elements. A Back-Up teleports the robot 2 squares backwards. If the destination space is occupied by a robot or non-flat object, the teleporter does not activate and the card is resolved normally.

PORTALS: A robot that enters a portal space is immediately moved to the other portal of the same color (facing the same direction) and continues their movement (if any). If the destination space is occupied, the portal does not activate and the portal space is treated as open floor.

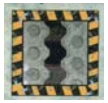
OIL SLICK: Robots ending their movement on an oil slick continues sliding in the same direction until it is no longer on an oil slick, is stopped by a wall, or is blocked by a robot not on an oil slick. If a robot begins their movement on an oil slick, the first square of movement is negated. (A Move-1 or Back-Up has no result, a Move-2 functions like a Move-1, and so forth.)

RAMPS: When a robot is moving or being moved down a ramp from the upper level, the ramp has no effect. When moving or being moved up a ramp, treat the ramp as an extra square of open floor. If a robot stops on that extra square, move the robot back 1 square. (This movement can push robots on the lower level.)

LEDGES: A robot on the lower level treats a ledge as if it were a wall. A robot on the upper level can cross a ledge, falling to the lower level and taking 2 points of damage.




PITS: Essentially bottomless shafts. When a robot moves onto or over a pit, the robot is destroyed.



TRAP DOOR PITS: Trap door pits activate only on the register phases shown. During those register phases, treat them as pits. On other phases, treat them as open floors.

CRUSHERS:

End of Register Phase – Crushers activate only on the register phases shown. A robot on a crusher when it activates is destroyed.

LASER BEAMS:

End of Register Phase – A robot on this space receives a 1 point of damage for each beam in the space. If multiple robots end their space in the same beam, only the one closest to the laser mount takes damage.

FLAMERS: Flamers activate only on the register phases shown on the flamer.

Robots Move – A robot entering or failing to leave an active flamer takes 1 point of damage.

End of Register Phase – A robot on an active flamer takes 1 point of damage.

RANDOMIZER: Randomizers change robot programs.

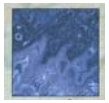
Reveal Program Cards – A robot on a randomizer receives a random new program card to replace the card(s) in the register being revealed.

RADIATION:

End of Turn – A robot on a radiation square receives 1 point of damage.

RADIOACTIVE WASTE: Radioactive waste both damages robots and activates dormant options on robots.

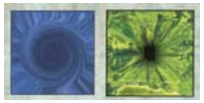
End of Register Phase – A robot on radioactive waste receives 1 point of damage and may draw an option card.



WATER: A robot leaving a water space at any point during their movement has one square of movement negated. (A Move-1 or Back-Up has no result, a Move-2 functions like a Move-1, and so forth.) Water only affects movement due to movement cards. (Pushed robots, for example, are moved normally.)

CURRENT:

End of Register Phase – A robot in a current moves one space in the direction of the current.



DRAINS: Drains function as pits.

RoboRally Ultimate Collection - Justin Alexander
http://www.thealexandrian.net

REGISTER PHASE TIMING

A. REVEAL PROGRAM CARDS

- Players reveal the program card in their current register.
- **RANDOMIZER**: Any robot on a randomizer receives a random program card to replace the card(s) in their current register.

B. ROBOT MOVEMENT

- Robots move, in order of priority.
- Robots are affected by **DRAINS**, **FLAMERS, LEDGES, OIL SLICKS, ONE-WAY WALLS, PITS, PORTALS, RAMPS, REPULSOR FIELDS, TELEPORTERS, TRAP DOOR PITS, WALLS**, and **WATER**.

C. BOARD ELEMENTS MOVE

1. **EXPRESS CONVEYOR BELT**: Move robots 1 square.
2. **EXPRESS & NORMAL CONVEYOR BELTS**: Move robots 1 square.
3. **CURRENTS**: Move robots 1 square.
4. **PUSHERS**: If active, push robots 1 square.
5. **GEARS**: Turn 90°.
6. **CRUSHERS**: If active, destroy robots.

D. RESOLVE LASER FIRE

- **LASERS**: Board-mounted and robot-mounted laser beams damage robots. (Robot lasers deal 1 point of damage by default.)
- **FLAMERS**: Flamers deal 1 point of damage.
- **RADIOACTIVE WASTE**: Radioactive waste deals 1 point of damage.

E. TOUCH CHECKPOINTS

- **REPAIR SITES**: A robot on a repair site places their Archive marker there. (They do NOT repair.)
- **FLAGS**: A robot on a flag places their Archive marker there and the flag counts towards race victory.
- **CHOP SHOPS**: Robots choose one of the chop shop's options.
- **RADIOACTIVE WASTE**: Robots on radioactive waste may draw 1 option card.

END OF TURN (after 5th register phase)

- **RADIATION**: Radiation deals 1 point of damage.
- **REPAIR SITES**: A robot on a repair site repairs 1 point of damage. A robot on a double tool repair site also draws 1 Option card.
- **FLAGS**: A robot on a flag repairs 1 point of damage.