ROBO RALLY

ULTIMATE COLLECTION RULEBOOK

It was a hard day on the planet. Widget manufacturing computer RSL973, or "Russell" for short, was a bit behind on his widget quota and the other computers had taunted him for it. He had hoped to get back at them in a game of RoboRally, but things weren't going well for him in that either.

Just this last turn, Russell's racing robot had been severely damaged and one of its program registers was stuck. According to the laws of the race, Russell would only get four instructions from the central race computer. Not much, Russell thought.

Russell's opponent in this race was control computer GNGR82, or "Ginger". Russell had given up hope of winning this race. With this much damage, he could power down and sit idle for a turn, repairing all the damage, or he could try to make it to the nearest repair site. Either way, the odds of winning were mighty slim. But a quick calculation showed that fancy robotic footwork would win him some respect from the other planetary control computers and maybe they'd tease him less for missing his quotas.

The central race computer had finished its randomizing and started issuing the instructions that Russell and Ginger would use to program their racing robots. Ginger's robot was undamaged and received a full nine instructions. Ginger would have four instructions left over, while Russell would have to use all of his instructions.

And what poor instructions they were! Russell quickly realized there was no way he could program his robot to reach the repair site. But wait—what was this?

From deep in the back of Russell's "mind", his strategic subroutines suggested an alternate ploy: Russell had a slim chance of reaching the repair site this turn if Ginger could be coaxed into pushing him.

In a race, robots usually push each other as an offensive maneuver; a robot knocked off course might accidentally fall into a pit. That Russell was programming his robot to expect a push and use it to its advantage might at once keep in the race and earn him the respect of his peer control computers.

Russell downloaded the instructions into his racing robot. He was back in the race!

ROBORALLY

RoboRally is a robot race game in which each player attempts to be the first to touch a series of flags by maneuvering a robot across a dynamic race course. The game is for two to eight players playing independent or on teams. Frequently, the race will mutate into multi-player skirmishes as those players who are behind use their weaponry in an effort to slow the opposition. The simultaneous movement rules encourage clever strategies and counter-strategies as players try to second-guess their opponents. Good luck! And may the conveyor belts all be running your way!

SET-UP

1. ASSEMBLE A COURSE: Assemble a course using one or more factory floor tiles. Choose the length of the course by selecting between 1 and 8 flags. Place those flags in sequential order around the board. (A Docking Bay board is optional, but can be used as a starting area, see below.)

Optional Rule – Random Flag Placement: After randomly determining one of the factory floor tiles used in the current course, you can randomly determine a location for each flag by rolling 1d12 twice (once for each axis of the board).

2. CHOOSE ROBOTS: Each player chooses one of the robots and takes the miniature, Archive marker, and Program Sheet for their robot. Place three Life tokens on each player's Program Sheet and also give them a Power Down token.

Optional Rule – Extra Lives: When playing with five or more players, you can use the optional rule of giving each player four Life tokens instead.

3. FINISH BOARD SET-UP: Put the Damage tokens, Power Down tokens, and Factory Floor Guides next to the board. Shuffle the Program and Option decks and put them next to the board facedown.

4. PLACE ROBOTS: Deal each player a single Program card.

Docking Bay Board: If your course includes a Docking Bay board, the player with the highest priority card places their robot on one of the numbered docks. The player may choose any orientation for their robot. Once the first player has placed his robot, the remaining players place their robots in priority order.

Robotic Ovipositor: If your course does not include a Docking Bay board, designate a starting space on the board (where robots will be delivered via robotic ovipositor at the beginning of the race). Because all of the robots are being placed in the same space, they will begin play in Virtual Mode (see below). The player with the highest priority card places their Archive marker on the starting space, choosing whichever orientation they would like. Once this player has placed their Archive marker, the remaining players place their robots in priority order.

TURN SEQUENCE

Each *turn* is made up of five *register phases*. Each turn has the following phases:

1. Deal Program Cards
2. Program Registers
3. Announce Power Down
4. Resolve Register Phases
5. End of Turn Effects

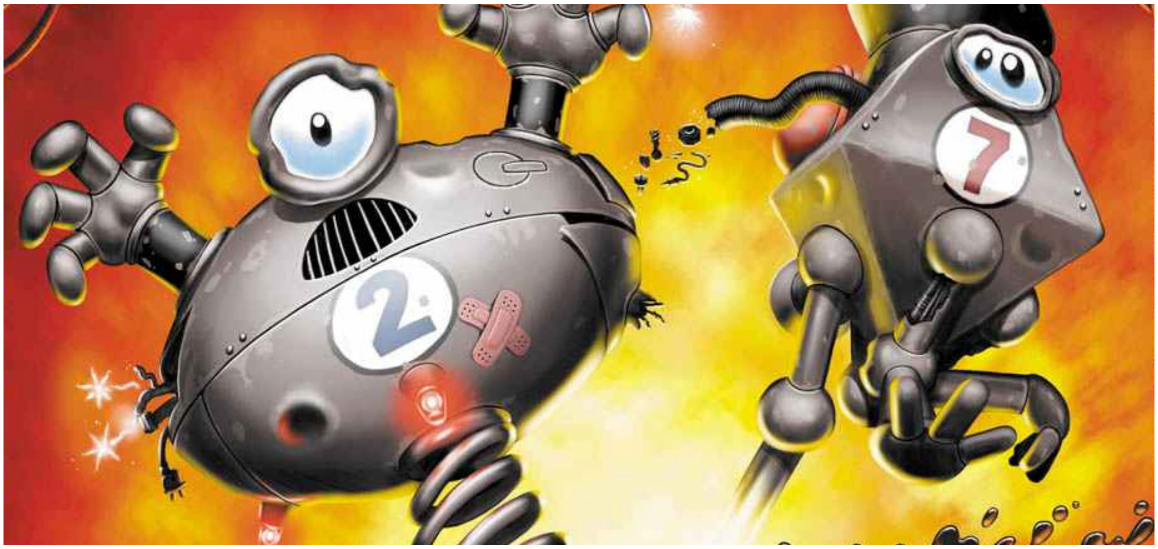
1. DEAL PROGRAM CARDS: Shuffle the Program card deck and deal the cards face down. Undamaged robots receive 9 cards, but as each robot accumulates damage their ability to accept programs is reduced. For each *damage token* a robot has, deal that player one fewer Program card.

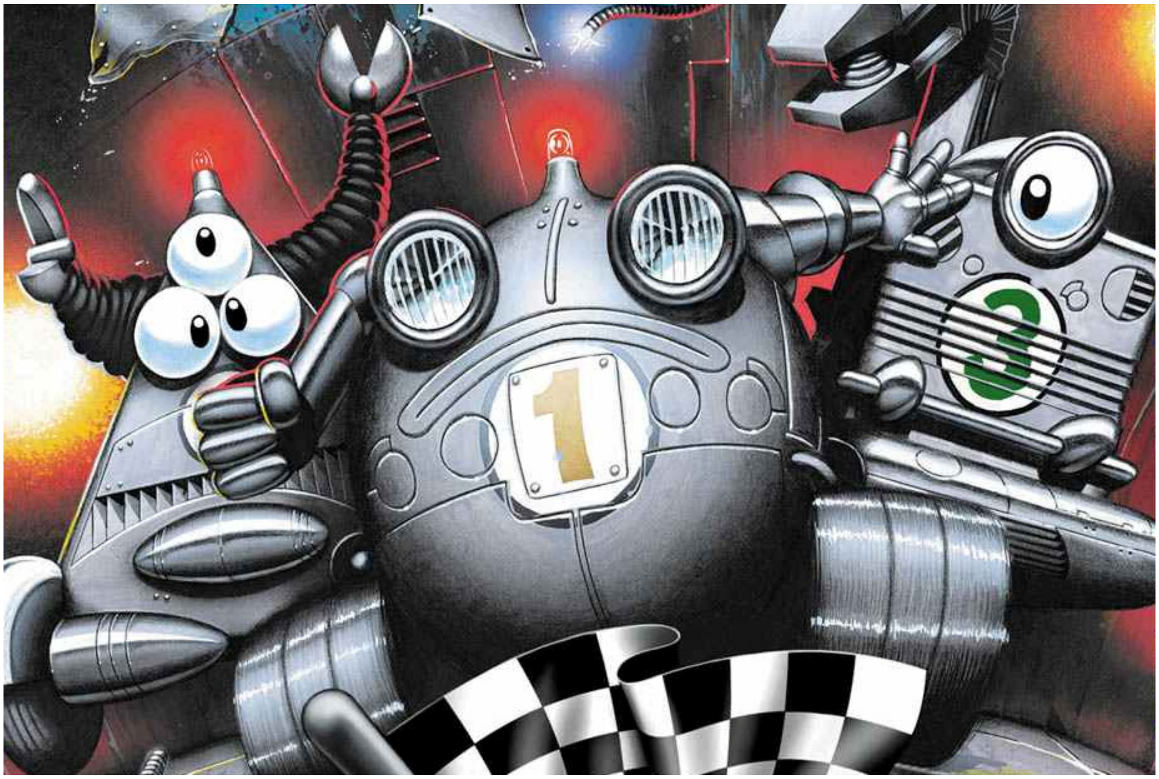
2. PROGRAM REGISTERS: Each player chooses the 5 cards that they want to use this turn and puts those cards into the registers on their Program Sheet, face down, from left to right in the order they'll be executed. (The registers are numbered 1 to 5.) Players discard any cards they have left over.

Robots with turn-programmed or phase-programmed Option cards must also program them at this time as instructed on the Option card (see *Option Cards*, pg. 8).

Optional Rule – On the Clock: When each player finishes programming their registers, they announce "Done". Once a player is done, they can't look at their cards or rearrange them. When only one player remains who hasn't said "Done", flip over the thirty-second timer. The remaining player has until the timer runs out to finish programming their robot. If the timer runs out before the player finishes, the player to their right takes their unused cards, shuffles them, and deals them randomly into remaining empty registers (without looking at the cards).

If only one player is programming registers on a given turn (because the other robots are powered down or out of the game), flip over the timer as soon as that Player has been dealt a full set of Program cards.





3. ANNNOUNCE POWER DOWN: At this point, a player can indicate that they will *power down* at the end of the turn by putting the Power Down token on their Program Sheet. A robot that is powered down discards all their damage tokens during the Deal Program Cards phase (i.e., at the beginning of the turn after they announce that they're going to power down).

A robot does not receive or execute Program cards while powered down, but board elements and other robots can still affect it and it can still take damage. Do not wipe the registers of a powered down robot until they power up.

If a player announces a power down for the next turn but are destroyed before then, when they return to play they can choose to be either powered down or not.

If a robot was powered down on the current turn, a player may decide to leave them powered down at the end of the turn (because of new damage tokens, for example).

4. RESOLVE REGISTER PHASES DOWN: See *Register Phases* on page 5.

5. END OF TURN EFFECTS: Once all five register phases have been completed, it's time to clean up the mess. Complete the following end of turn effects:

- ❖ **RADIATION**: A robot on a radiation space takes 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.
- ❖ **WIPE REGISTERS**: Discard all Program cards from registers that aren't locked.
- ❖ **CONTINUE POWER DOWN**: Players whose robots were powered down this turn can announce that they will remain powered down next turn.
- ❖ **RETURN ROBOTS TO PLAY**: Each robot that was destroyed this turn re-enters play in the space containing its Archive marker and receives 2 damage tokens. (The player chooses which direction the robot faces.) If a robot would re-enter the race on the same space as another robot, they are in *Virtual Mode*.

REGISTER PHASES

There are five register phases during each turn. During each register phase, perform the following steps in order:

A. Reveal Program Card
B. Robot Movement
C. Board Elements Move
D. Resolve Laser Fire
E. Touch Checkpoints

A. REVEAL PROGRAM CARD: Each player simultaneously reveals his or her Program card for the current register.

RANDOMIZER: A robot on a randomizer receives a random new Program card which replaces the card(s) in the register currently being revealed. The cards being replaced are discarded.

B. ROBOT MOVEMENT: In the order of their priority numbers (from highest to lowest), resolve each robot's Program card.

PROGRAM CARDS:

Move Cards: A Move-1 card moves a robot forward 1 space, a Move-2 card moves a robot forward 2 spaces, and a Move-3 card moves a robot forward 3 spaces.

Back-Up: A Back-Up card moves a robot backwards 1 space.

Rotate Left/Right: A Rotate card rotates the robot 90° in the indicated direction.

U-Turn: A U-Turn card rotates a robot 180°.

PUSHING: When robots collide, the moving robot will push the other in the direction of their movement. Robots can be pushed anywhere on the board (or off the side!), even into a pit or onto a conveyor belt. A robot can't be pushed through a wall, so the movement of the pushing robot will simply stop if the pushed robot runs into a wall.

BOARD ELEMENTS: Robots being moved or pushed are affected by Drains, Flamers, Ledges, Oil Slicks, One-Way Walls, Pits, Portals, Ramps, Repulsor Fields, Teleporters, Trap Door Pits, Walls, and Water. See *Board Elements* on page 11.

C. BOARD ELEMENTS MOVE: During this step, board elements move in the following order.

1. **EXPRESS CONVEYOR BELTS**: Simultaneously move all robots on an express conveyor belt 1 square in the direction indicated by the arrows on the express conveyor belt.
2. **ALL CONVEYOR BELTS**: Simultaneously move all robots on a conveyor belt or an express convey belt 1 square in the direction indicated by the arrows on the conveyor belt. (This means that robots on express conveyor belts will be moved by the belt *twice* during the Board Elements Move step.)

CONVEYOR BELT MOVEMENT: All conveyor belt movement is simultaneous and has no priority ranking. Robots being moved by conveyor belts never push other robots.

Converging Belts: If two conveyor belts converge on the same space and robots being moved by the belts would arrive in the space at the same time, do not move either robot.

Rotating Conveyor Belts: Some conveyor belts have a curved arrow, indicating a rotating section. A robot that's moved onto a rotating conveyor belt space during conveyor belt movement is rotated 90° in the direction indicated by the arrow (as if they were going around the corner). (*Note:* This rotation does not happen if the robot moves or is pushed onto the space during the Robot Movement phase.)

3. **CURRENTS**: Simultaneously move all robots in a current 1 square in the direction indicated by the arrows on the current. (Current movement is similar to conveyor belt movement.)
4. **PUSHERS**: Pushers activate on the register phases indicated on the pusher. If a pusher is active during this register phase, it will push a robot 1 space directly away from it. (Pushers can move multiple robots.)
5. **GEARS**: Any robot on a gear will rotate 90° in the direction indicated by the arrows on the gear.
6. **CRUSHERS**: Crushers activate on the register phases indicated on the crusher. If a crusher is active during this register phase, any robot or device on the crusher is destroyed.

D. RESOLVE LASER FIRE: During this step resolve damage-dealing effects in the following order.

1. **BOARD LASERS**: A robot in a space that has lasers receives 1 damage token for each laser in that space. Lasers don't pass through robots, so if multiple robots are in the path of the same beam, only the robot closest to the source of the laser is damaged.

   Pervasive Board Lasers: If a robot is pushed or moved into a board laser at any point during the Resolve Laser Fire Step, they take 1 damage token unless another robot is blocking the beam. If a robot is exposed to a board laser because a robot that was previously blocking the beam for them is moved, they take 1 damage token.

2. **ROBOT LASERS**: In addition to the lasers shown on the board, every robot has a main forward-firing laser. All robots fire their lasers and other weapons simultaneously. Robots on the same level can fire on one another, but robots on different levels cannot.

   Forced Movement: Any movement forced by a robot's weapon (due to Option cards, for example) is resolved *after* the damage from all weapons is resolved. By default, this movement can push other robots. If two robots would simultaneously converge on the same space due to forced movement, do not move either robot.

3. **FLAMERS**: A robot on an active flamer takes 1 point of damage. (Flamers are only active on the register phases shown on the flamer.)
4. **RADIOACTIVE WASTE**: A robot on radioactive waste takes 1 point of damage.

E. TOUCH CHECKPOINTS: Any robot that's survived the mayhem to this point and is on a checkpoint "touches" that checkpoint.

- **REPAIR SITES**: A robot on a repair site places their Archive marker there. (However, they do NOT repair. Robots don't repair until the end of the turn.)
- **FLAGS**: Flags mark the course robots must follow to complete the Roborally. A robot on a flag places their Archive marker there and the flag counts towards race victory. (Robots must touch flags in numerical order for them to count towards race victory.)
- **CHOP SHOPS**: Robots on a chop shop can choose one of three options:
  - Scrap an Option card they possess and draw a new one to replace it.
  - Replenish the payload of an Option card they possess.
  - If they do not already have an Option card, they can draw one at no cost.
- **RADIOACTIVE WASTE**: Radioactive waste can activate dormant options on a robot's chassis. A robot on radioactive waste may draw one Option card.

DAMAGE AND DESTRUCTION

When a player's robot is damaged, place a damage token on the robot's Program Sheet starting with the space farthest to the right on the damage line.

LOSS OF PROGRAM CARDS: Because being lasered, rammed, pounded, or pushed into a pit tends to affect a robot's ability to "think", damaged robots get one fewer Program card for each damage token they have.

LOCKED REGISTERS: If a robot has 5 or more damage tokens, its registers begin to lock up starting with register 5 and working down to register 1. Once a register is locked, the Program card in that register cannot be discarded. (The same card will be executed every turn until the damage token locking that register is removed.)

As you repair damage, you must unlock registers in reverse order, from the lowest (register 1) to highest (register 5).

A robot with all its registers locked still moves – the Program cards from the previous turn stay in place and that program is simply executed again.

DESTRUCTION: A robot is destroyed when it receives its tenth damage. A robot can also be instantly destroyed by certain board elements or by moving off the edge of the board.

When a robot is destroyed, the player discards a *Life token*. If the robot has any Option cards, the player chooses one option to be destroyed (the Option card is discarded). When the player discards the robot's last Life token, it's permanently out of the game. Otherwise, the robot will re-enter play at the end of the turn.

USING OPTIONS TO PREVENT DAMAGE: If a player's robot has an Option card, they can choose to discard it to avoid receiving a damage token. The player can do this with as many Option cards as they possess, but they must make the exchange when the damage token is first received. (*Note*: In some cases, destroying an option may result in an explosion. See *Explosions*, page 9.)

DAMAGE TOKENS	**EFFECT**
0	Dealt 9 Program cards
1	Dealt 8 Program cards
2	Dealt 7 Program cards
3	Dealt 6 Program cards
4	Dealt 5 Program cards
5	Dealt 4 Program cards, lock register 5
6	Dealt 3 Program cards, lock registers 5 and 4
7	Dealt 2 Program cards, lock registers 5, 4, and 3
8	Dealt 1 Program card, lock registers 5, 4, 3, 2, and 1
9	Dealt 0 Program cards, lock all registers
10	Destruction!

OPTION CARDS

USING OPTION CARDS

- **TURN-PROGRAMMED**: A turn-programmed Option card must be programmed during the *Program Registers* phase (see page 3). The specific method of programming the option and the effect it will have is described on the Option card.
- **PHASE-PROGRAMMED**: A phase-programmed Option card must be programmed during the *Program Registers* phase (see page 3). Phase-programmed options can only be used once per register phase, but can be used multiple times per turn. Options which use counters are programmed by placing the counter on the register phase during which the option will activate. Options which allow you to play multiple cards in a single register phase can be programmed by simply placing the appropriate cards in the register phase. All other phase-programmed options are programmed by placing the Option card in the appropriate register phase.
  - **PRIMARY PROGRAM CARDS**: Some phase-programmed options allow multiple cards to be placed in a single register phase. The *primary card* is whichever card is placed on the bottom of the face-down program stack.
  - **PHASE-PROGRAMMED (GADGET)**: Only one phase-programmed gadget can be used during a single register phase.
  - **PHASE-PROGRAMMED (MOVEMENT)**: Phase-programmed movement options takes effect during the robot movement at the priority of the primary program card for that phase.
  - **DESTRUCTION**: If a phase-programmed option is destroyed during a turn in which it has been programmed, the program for the current turn remains in effect.
- **RUN-TIME**: A run-time Option card will specify the times or conditions when it may be used. The use of a run-time option does *not* have to be programmed; the decision to use the option is made at the time of use.
  - **RUN-TIME (MANDATORY)**: A mandatory run-time Option card *must* be used at certain times or when certain conditions are met.
- **WEAPONS**: Option cards featuring additional weapons, main laser modifications, or optional weapons have their own special rules. See *Weapons*, below.

DEVICES: Devices are treated like powered-down robots with respect to board elements (e.g., pushers, conveyor belts, etc.). Devices do not take damage and are in no way affected by other options. Devices are destroyed by pits and crushers.

- **FLAT DEVICES**: Flat devices aren't pushed by pushers or other robots. They are not activated by other devices or flying robots.
- **FLYING DEVICES**: Flying devices aren't affected by conveyor belts, currents, gears, oil slicks, pits, randomizers, teleporters, or water. They are also not affected by flat devices.
- **LAUNCHERS**: Any device brought into play by a launcher is placed in the robot's square facing forward (unless otherwise specified). It immediately becomes active, but is not considered active for the robot launching it until the Resolve Laser Fire segment.

EMPTY OPTIONS: After the ammunition, fuel, or other payload of an option has been spent, the option remains attached to the robot. It can be destroyed, exchanged to prevent damage, or otherwise used like any other Option card.

EXPLOSIONS: Each explosion is rated with a damage amount. Any robot in the space where the explosion takes place suffers the full damage amount from the explosion. The explosion deals half damage for every space of distance from the original explosion. (For example, an 8-point explosion would deal 2 points of damage to a robot standing two spaces away.)

- **BOOSTERS**: If a booster option is destroyed with unused fuel tokens, it creates one 2-point explosion per fuel token remaining.
- **EXPLOSIVE LAUNCHERS**: If a launcher option is destroyed with unused explosive devices, it creates a 4-point explosion per device.

FLYING: Some options cause a robot or device to fly a small distance above the factory floor. Flying does not change the level a robot or device is on.

- **VS. BOARD ELEMENTS**: Flying robots and devices are not affected by conveyor belts, currents, drains, gears, oil slicks, pits, randomizers, teleporters, or water. Flying robots do not suffer 2 points of damage when they fall off ledges. They are affected normally by all other board elements.
- **VS. DEVICES**: Flying robots and devices are not affected by flat devices.
- **VS. ROBOTS**: Flying robots push and shoot other robots normally.
- **LANDING**: If a flying robot's movement would end on a space they cannot land on (such as a space containing another robot), move the landing robot into the next open square (determined by the direction the flying robot is moving).

WEAPONS

- **ADDITIONAL WEAPON**: Additional weapons are used in addition to the robot's main laser. Unless stated otherwise, the additional weapon fires whenever the main laser may be fired. Robots must always use an additional weapon when possible.
- **MAIN LASER MODIFICATION**: A main laser modification permanently alters the effect of the robot's main laser. Whenever the main laser is fired, it includes the effect of the main laser modification. The effects of multiple main laser modifications stack.
- **OPTIONAL WEAPON**: An optional weapon may be used anytime the main laser may be fired. The effect of the optional weapon replaces the main laser. (Note: At least one weapon must be used.)

WINNING THE GAME

The winner is the first player to touch all the flags in order. The game can end as soon as the winner touches the last flag, or play can continue to determine runners-up.

A ROBOTIC MISCELLANEA

COMPONENTS: Ammunition, devices, fuel tokens, and similar items are not limited by the number of counters included in the box.

COUNTING SQUARES: Whenever you need to measure distance, count squares "as the robot moves". (For example, a space diagonally adjacent to a square is at least two squares distant – requiring both a horizontal and vertical move to reach. A space on the opposite side of a wall is at least three squares distant.)

EDGE OF THE BOARD: Treat the edge of the board as a pit. Any robot moving off the edge of the board is instantly destroyed.

EMPTY LOCKED REGISTERS: If a register is empty and becomes locked, fill that register with a random card.

LEVELS:

- ❖ Robots on the same level can fire on one another, but robots on different levels cannot.
- ❖ Flying does not change the level a robot or device is on.
- ❖ Explosive damage between levels is calculated by counting the difference between levels as an extra square.

MOVING FLAGS: Flags in certain positions may be affected by board elements. Flags are treated as flat devices that can be pushed by pushers.

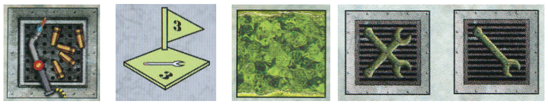
RESOLVING SEQUENCING DISPUTES: If players need to make decisions (like the direction their robots face when re-entering play) and they can't agree on the order in which those decisions should be made, give each player a random Program card and have them make the decision in order of highest Priority to lowest Priority.

VIRTUAL MODE: If a robot re-enters play on the same space as another robot, they do so in Virtual Mode. Use the robot's Archive marker to indicate their facing. A robot in Virtual Mode does not interact with other robots and cannot be damaged or destroyed by board elements or other robots. (They can, however, still be affected by non-damaging board elements.)

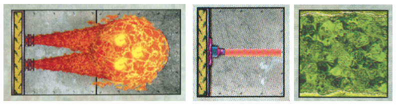
The robot will remain in Virtual Mode as long as they share a space with another robot. As soon as the robot no longer shares a space with another robot, they become "real": The robot is placed in that space with the same orientation and their Archive marker is returned to the last checkpoint the robot touched.

BOARD ELEMENTS

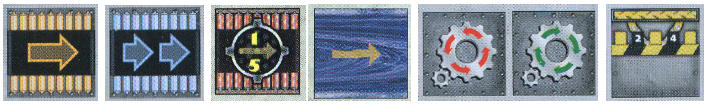
CHECKPOINTS: Rules for *chop shops*, *flags*, *radioactive waste*, and *repair sites* can be found in the "Touch Checkpoints" step of the *Register Phase*.



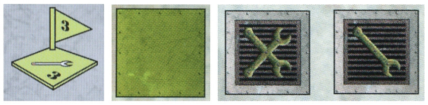
LASER FIRE: Rules for *flamers*, *lasers*, and *radioactive waste* can be found in the "Resolve Laser Fire" step of the *Register Phase*.



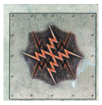
MOVING BOARD ELEMENTS: Rules for *conveyor belts, crushers, currents, gears,* and *pushers* can be founder in the "Board Elements Move" step of the *Register Phase*.



END OF TURN EFFECTS: Rules for *flags, radiation,* and *repair sites* can be found in the "End of Turn Effects" phase of the turn.



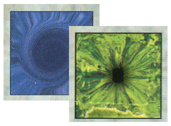
REPROGRAMMERS: Rules for *randomizers* can be found in the "Reveal Program Cards" step of the *RegisterPhase*.



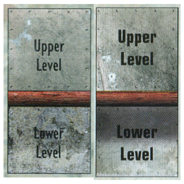
OTHER BOARD ELEMENTS

(*in alphabetical order*)

DOCKS: The numbered docks on the Docking Bay boards are used as initial starting locations for robots and their Archive markers. (See *Set-Up*, above.) They are otherwise considered *open floors* (see below).



DRAINS: Drains function as *pits* (see below).



LEDGES: A robot on the lower level of a ledge treats the ledge as if it were a *wall* (see below).

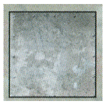
A robot on the upper level of the ledge, however, can cross the ledge: This results in them falling to the lower level and taking 2 points of damage. (If this would result in them landing on a square occupied by another robot, they land in the next open square determined by their direction of movement.)

OIL SLICK: Robots ending their movement on an oil slick will continue sliding in the same direction until they are either no longer on the oil slick, stopped by a wall, or blocked by a robot not on the oil slick.

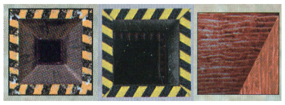
If a robot begins their movement on an oil slick, the first square of their movement is negated. (A Move-1 or Back-Up card has no effect. Move-2 cards are treated as Move-1 cards. Move-3 cards are treated as Move-2 cards.)

Robots on an oil slick execute Rotate Left, Rotate Right, and U-Turn cards normally.

ONE-WAY WALLS: From the red side these are treated as normal *walls* (see below), but they are treated as if they don't exist from the green side.

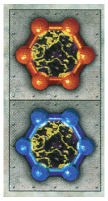


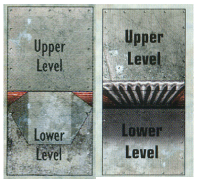
OPEN FLOOR: Robots move freely through these spaces.



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

PORTALS: A robot that enters a portal space is immediately moved to the other portal of the same color. The robot will appear facing the same direction and will continue their movement (if any). If the destination space is occupied, the portal does not activate and the portal space is treated as an *open floor* (see above). (*Note*: Rotating on a portal does not trigger the portal.)

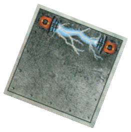




RAMPS: When a robot is moving or being moved down a ramp from the upper level, the ramp has no effect. When moving or being moved up a ramp, treat the ramp as an extra square of open floor. If a robot stops on that extra square, however, the robot moves back 1 square. (This movement can push robots on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

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 field moves a number of spaces equal to the movement card of the robot pushing them and the pusher loses any remaining movement from that card.

A repulsor field acts like a wall for weapons and laser fire.



TELEPORTERS: A robot executing a movement card on a teleporter appears as many squares forward as indicated on the card plus 2 squares, ignoring all intervening board elements, robots, or objects. A Back-Up card teleports the robot 2 squares backwards.

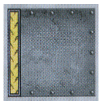
If the destination space is occupied by a robot or a non-flat device, the teleporter does not activate and the Program card is resolved normally.

A teleporter is not activated by a robot simply moving across it. The teleporter is *only* activated if a robot is standing on the teleporter when their Program card is executed.

Robots on a teleporter execute Rotate Left, Rotate Right, or U-Turn cards normally.

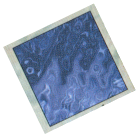
TRAP DOOR PITS: Trap door pits activate only on the register phases shown by the numbers on their space. During those register phases, treat trap door pits as *pits* (see above). On other phases, treat them as *open floors* (see above).

Weapons, items, or other objects dropped on top of a trap door pit will fall (and be removed from the board) when the trap door pit opens. (*Note*: This does not apply to the bridge from a Bridge Layer, as the bridge token replaces the trap door pit entirely.)



WALL: Robots can't move through walls and lasers can't shoot through them. Robots that attempt to move through a wall or which would be forced to move through a wall simply stay where they are.

Adjacent walls between boards count as one wall, not two.



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 card has no effect. Move-2 cards are treated as Move-1 cards. Move-3 cards are treated as Move-2 cards.)

Robots in water execute Rotate Left, Rotate Right, and U-Turn cards normally.

Water only affects movement due to movement Program cards. (Pushed robots, for example, are moved normally.)

OPTION CARD GLOSSARY

Due to space limitations, not all of the pertinent rules for each option can be listed on the Option card. If there is a conflict between the Option card and the description of the option in this glossary, use the full rules found in this glossary.

ABLATIVE COAT ∞ *Run-Time (Mandatory)* (Payload 3)
You robot is now covered with a special coat that absorbs damage. This option is discarded when its payload is expended.

ABORT SWITCH ∞ *Run-Time*
Instead of revealing a program card, ignore it and draw a new card randomly from the deck. Once the Abort Switch has been activated, draw program cards randomly from the deck for the remainder of the turn.

BIG GUN ∞ *Optional Weapon* (Launcher, Payload 5)
The big gun deals 2 points of damage and pushes your robot back 1 space.

BIG JET ∞ *Phase-Programmed (Movement)* (Booster, Flying, Payload 1)
Before executing its program card, your robot flies forward 8 spaces before landing and suffering 2 points of damage. Big Jet allows your robot to fly over walls and other robots. If destroyed before its payload has been expended, the Big Jet creates a 4-point explosion.

THE BIG ONE ∞ *Phase-Programmed (Gadget)* (Device, Launcher, Payload 1)
Before activating your robot's program card, place the Big One token in your robot's square. At the beginning of the next turn, the Big One explodes for 64 points of damage.

BIO OPTION ∞ *Run-Time (Mandatory)*
When you receive this option, immediately take another option and place it on Bio Option. Each time your robot powers down or withdraws an archive copy, discard the other option and draw another. If you exchange either Bio Option or the other option to prevent damage, discard both options.

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.

BRIDGE LAYER ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 2)
Before activating your robot's program card, place a bridge token in the square in front of your robot. Treat all robots moving over this square as if they were moving over open floor for the rest of the game. The placement of the bridge is blocked by walls and repulsor fields.

BUZZ BOMB ∞ *Turn-Programmed* (Flying Device, Launcher, Payload 3)
When activated (and each turn until the buzz bomb explodes), take 5 program cards and use them to program the buzz bomb. If the buzz bomb hits a robot or wall, it creates a 4-point explosion.

CIRCUIT BREAKER ∞ *Run-Time (Mandatory)*
Any time your robot ends a turn with 3 or more points of damage, it will automatically begin the next turn powered down.

CONDITIONAL ∞ *Run-Time*

After programming your 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.

CONVERTER ∞ *Run-Time (Mandatory)* (Booster)

When your robot is damaged, place a fuel token on this option instead of taking a damage token. When your robot executes its next movement card, remove a fuel token and move 1 extra square.

If there are more than two fuel counters on this option at any time, it is destroyed in a 2-point explosion.

MOVEMENT CARD	RESULT WITH FUEL TOKEN
MOVE 1	MOVE 2
MOVE 2	MOVE 3
MOVE 3	MOVE 4
BACK-UP	BACK-UP 2

CRAB LEGS ∞ *Phase-Programmed (Movement)*

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

DOUBLE-BARREL LASER ∞ *Main Laser Modification*

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

DRONE LAUNCHER ∞ *Optional Weapon* (Flying Device, Launcher, Payload 3)

- ❖ *Initial Targeting*: Instead of firing your main laser, you may launch a drone. Place a drone target token on the same square as the robot which would have been hit by your main laser and place a drone token on your own robot's square.
- ❖ *Drone Movement*: Drones are flying devices which 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 with the matching priority. (If it is less than 3 squares away from the drone target counter, it will stop on the counter.)
- ❖ *Explosion*: If a drone collides with a robot, the drone explodes immediately for 2 points of damage and pushes the robot 1 square away from the drone. (Other robots damaged by the explosion are not pushed.)
- ❖ *Target Acquisition*: If a robot is in the drone's line of sight during the Resolve Laser Fire segment, place the target counter in the same square as the target robot and move the drone as described above. 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-degrees to the left each register phase.

DUAL PROCESSOR ∞ *Phase-Programmed (Movement)*

You may place both a movement and rotate program card in a single register. When resolving the movement card, move one square less than the movement card and then execute the rotate card. If the rotate card is a U-turn, move two squares less.

CARD COMBINATION	RESULT WITH FUEL TOKEN
MOVE 2, ROTATE RIGHT	MOVE 1, then ROTATE RIGHT
MOVE 3, ROTATE RIGHT	MOVE 2, then ROTATE RIGHT
MOVE 2, ROTATE LEFT	MOVE 1, then ROTATE LEFT
MOVE 3, ROTATE LEFT	MOVE 2, then ROTATE LEFT
MOVE 3, U-TURN	MOVE 1, then U-TURN

EXTRA MEMORY ∞ *Run-Time (Mandatory)*

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.

FIRE CONTROL ∞ *Main Laser Modification*

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 of your choice or destroy a specific option on the target robot.

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 can be added to the program cards dealt to you. For example, this gives an undamaged robot 10 program cards (9 normal and 1 from the flywheel).

FOURTH GEAR ∞ *Run-Time*

Your robot may now choose to move forward 4 squares when it executes a Move 3. Priority is that of the Move 3.

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. The robot lands immediately after completing the movement. This option cannot be activated while your robot is flying.

GOO DROPPER ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 3)

Before activating your robot's program card, 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 it attempts to move a total of four squares in any direction (for example, four Move 1's or a Back-Up and a Move 3). If a robot is pushed while on the goo, that counts towards the four squares. Robots may rotate freely on goo. Goo does not prevent robots from traveling through portals, but the goo itself does not move through the portal.

GYROSCOPIC STABILIZER ∞ *Turn-Programmed*

On any turn you choose to activate this option, your robot is not rotated by board elements (e.g., gears or rotating conveyor belts).

HIGH POWER LASER ∞ *Main Laser Modification*

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.)

HOMING DEVICE ∞ *Optional Weapon / Turn-Programmed*

- *Targeting*: Instead of firing your main laser, you may place a homing device token on the robot which would have been hit by your main laser. You may later place the homing device token on a different target, but this removes the token from the previous target.
- *Turn-Programmed*: When this option is activated, 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 current 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. The 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.)

INTERCEPTOR ∞ *Optional Weapon / Run-Time*

- *Targeting*: Instead of firing your main laser, you may place an interceptor token on the robot which would have been hit by your main laser.
- *Run-Time*: On subsequent turns, after cards have been dealt, you may choose to take the intercept token back and exchange cards with the player whose robot had your intercept token. Both players should have the same number of cards before and after exchanging cards. The player with fewer cards gives their whole hand to the other player and draws randomly from the other player's hand to replace their hand.

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

MINE LAYER ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 3)

Before activating your robot's program card, place a mine token in your robot's square. If a robot passes over or stops on the mine, the mine explodes for 4 points of damage.

MINI-HOWITZER ∞ *Optional Weapon* (Payload 5)

You now have the option of 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.

MISSILE LAUNCHER ∞ *Optional Weapon* (Flying Device, Launcher, Payload 3)

You may launch a missile instead of firing your robot's main laser. When launched, place a missile token in your robot's square. During each subsequent phase, move the missile forward 2 squares. If the missile collides with a robot or wall, the missile explodes immediately for 4 points of damage.

OPTION DAMPING FIELD ∞ *Turn-Programmed*

When activated, all options (except this one) within 3 squares of your robot are deactivated and cannot be used. If any robot's device is programmed to be used within range of the option damping field, discard any counters or tokens programmed for that phase without effect. Devices already released by options continue to function normally.

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 programming multiple cards, the primary card is executed first. Your robot takes a point of damage each time this option is used. (*Note*: If an empty register becomes locked, fill it with a random card.)

PORTABLE TELEPORTER ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 1)

Before activating your robot's program card, place a portable teleporter token in your robot's square. Treat the portable teleporter as if it were a teleporter board element.

POWER DOWN SHIELD ∞ *Run-Time (Mandatory)*

When your robot powers down, a shield comes out on each side 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 shield retracts. (*Note:* The Power Down Shield does not block against Radiation or any other damage which is non-directional.)

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 robot 1 square away from you.

PROXIMITY MINE ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 3)

Before activating your robot's program card, place a proximity mine token in your robot's square. If a non-flying robot passes within 1 square of the mine it explodes for 4 points of damage.

RADIO CONTROL ∞ *Optional Weapon*

You now have the option of firing a radio control beam instead of your robot's main weapon. The radio control beam can only target a robot within 6 squares, and it replaces that robot's entire program for the rest of the current turn with a copy of your robot's program. In cases of card priority, the target robot moves after your robot.

RAMMING GEAR ∞ *Run-Time (Mandatory)*

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.

REAR LASER ∞ *Additional Weapon*

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

RECOMPILE ∞ *Run-Time*

You may receive a new hand of cards once per turn before your robot is programmed. Your robot takes a point of damage after you receive the new hand. (This point of damage does not require you to discard a card.)

REENGINEERING UNIT ∞ *Run-Time*

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

REFLECTOR ∞ *Turn-Programmed*

On each turn, you must program the direction your robot's reflector faces by turning this card to indicate front, back, right, or left. When your robot is hit by a laser from that direction, your robot takes damage normally and the laser is reflected back to its source.

RETRO-ROCKETS ∞ *Phase-Programmed (Movement)* (Flying, Booster, Payload 3)

When activated, your robot flies back 2 squares per fuel token before executing its program.

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.

ROBO-COPTER ∞ *Turn-Programmed* (Flying)

Program the robo-copter by placing an unused movement card on this option. During each register phase, execute the robo-copter movement card and then execute your program card. While robo-copter is active, your robot is flying. If this option is active and your robot takes damage, you must exchange (and destroy) this option to prevent the first point of damage. If the option is destroyed, your robot immediately lands and is no longer flying. Discard the robo-copter movement card at the end of the turn.

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 program card in the next register of the target robot with a random one from the deck. This option cannot be used on the fifth register phase.

SCRAMBLER BOMB ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 1)

Before activating your robot's program card, place a scrambler token in your robot's square. At the beginning of the next turn, all robots within 6 squares of the bomb execute program cards at random for the entire turn.

SELF-DESTRUCT ∞ *Phase-Programmed (Gadget)* (Flat Device, Launcher, Payload 1)

Program this option by placing this card in a register. The option will be destroyed at the beginning of that register phase. If destroyed or exchanged to prevent damage, this option explodes for 16 points of damage.

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 the card to indicate Front, Back, Right, or Left. (*Note:* The shield does not block against Radiation or any other damage which is non-directional.)

SUPERIOR ARCHIVE COPY ∞ *Run-Time*

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

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.

TURRET ∞ *Turn-Programmed*

Your robot now has a turret for its main laser and optional weapons. On each turn, you must program the direction the turret faces by turning this card to indicate front, back, right, or left. (*Note*: The turret does not affect additional weapons.)

ARMED & DANGEROUS VARIANTS

STANDARD OPTION PACKAGE: Each player receives one random Option card before the game.

DELUXE OPTION PACKAGE: Each player receives three random Option cards before the game, keeps one, and discards the other two.

TURBO WRENCHES: A robot on a one-wrench repair site may choose to receive an Option card instead of repairing 1 point of damage.

SCAVENGER HUNT I: Before the game, deal out a number of Option cards to each flag equal to the number of robots. The first time a robot reaches each of the flags, the robot's controller may look through the flag's pile of Option cards and choose one.

SCAVENGER HUNT II: As per *Scavenger Hunt I*, except that the player to the left of the robot's controller chooses which Option card the robot receives.

BIO-BOTS: Remove the "Bio Option" card from the Option card deck. All robots are considered to have the Bio Option card as standard equipment. Bio Option may not be destroyed or exchanged to prevent damage. If an option granted by Bio Option is destroyed or exchanged to prevent damage, it may be replaced with a new Option card the next time the robot powers down.

OTHER VARIANTS

HIGH-FLYING: Flying robots are not affected by crushers, flamers, laser beams, pushers, repulsor fields, or walls (including one-way walls, ledges, etc.). They cannot push or be pushed by non-flying robots. They cannot shoot or be shot by non-flying robots unless those robots are also flying or are on a level one higher than the floor beneath the flying robot.

IMMORTALITY: Robots do not lose a *Life token* when destroyed.

FIRST OUT OF THE STARTING GATE: When using the *Docking Bay*, robots are not pre-positioned. On the first turn, the robot with the highest priority card chooses which docking bay they want to exit from. Once a docking bay has been selected, no other robot can use the same docking bay.

CREDITS

Game Design: Richard Garfield
Game Development: Bill McQuillian

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

ULTIMATE COLLECTION ERRATA

- **FIRST PLAYER**: Explicitly use random card priority to determine docking positions.
- **PAYLOAD**: In general, the rules for handling Options emptied of fuel, ammunition, etc. have been standardized. The rules for handling explosions due to non-expended payloads have also been standardized.
- **POWERED DOWN ROBOTS**: Robots that are powering down explicitly don't discard their cards. (If their registers get locked during Power Down, they'll execute their old code.)
- **RESOLVE LASER FIRE**: Board lasers now explicitly fire before robot laser fire. (This removes problems created through the use of weapon options that move robots.) The "Pervasive Board Lasers" rule attempts to resolve inconsistencies between various rulebooks and FAQs (but is also aimed at maximizing carnage).
- **ROBOTIC OVIPOSITOR**: Added this rule in order to allow non-docking bay board layouts consistent with pre-3E.
- **VIRTUAL MODE**: A simplified version of the 1E virtual mode rules are used to resolve key rulings that are impossible to resolve under the 3E rules.

BOARD ELEMENTS

- **PORTALS**: Clarified rules regarding robots that are pushed onto portals. Also clarified that orientation of the robot remains the same when passing through a portal.
- **REPAIR SITES**: The first edition of the game allowed players on a double-tool repair site to either heal 2 points of damage or receive an Option card. The *Ultimate Collection* prefers the 2005 rule for double-tool repair sites.
- **TELEPORTERS**: In the original *Armed & Dangerous* rulebook it was unclear which direction Back-Up cards would move you on teleporters. This rule has been clarified to make it clear that playing a Back-Up card on a teleporter causes you to teleport backward two spaces.

OPTION CARDS

- **BIG JET**: Removed the limitation preventing it from flying over levels.
- **THE BIG ONE**: Originally labeled a phase-programmed device, the Big One originally worked like a special case turn-programmed device. The *Ultimate Collection* makes it work as a fully phase-programmed device.
- **BRIDGE**: Removed the limitation that it can only be placed over pits. (This became increasingly inconsistent as later expansions added additional board elements.)
- **BUZZ BOMB**: Removed the limitation on the number of buzz bombs that can be in play at one time.
- **CONVERTER**: Altered the card to make it a booster with fuel tokens (allowing it to use the standard rules for booster explosions instead of special-case rules).
- **GOO DROPPER**: The original goo dropper contained several extra rules that became redundant or unnecessarily confusing once the general rules for governing options had been clarified. These special case rules have been removed from the goo dropper.
- **HOMING DEVICE**: The *Ultimate Collection* allows the homing device token to be placed on a different target later on the same turn.
- **OVERLOAD OVERRIDE**: The rules governing the handling of locked registers have been changed to make them consistent with the general rules for governing options.
- **RAMMING GEAR**: The original card is incorrectly classified as an Additional Weapon. It should be a Run-Time option.
- **RECOMPILE**: The handling of the damage received when recompiling has been clarified.
- **RETRO-ROCKETS**: Explosions from unspent retro-rocket fuel tokens has been standardized.
- **ROBO-COPTER**: The original robo-copter contained several extra rules that unnecessarily served to complicate the card. These rules have been removed.