

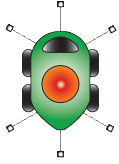
## TYPES OF ROBOTS

### A. BOMB



After the Bomb robot reaches its destination or is blocked, it explodes, destroying itself and every object in any adjacent space.

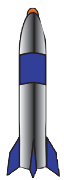
### A. MINE



After the Mine robot reaches its destination or is blocked, it activates its land mine sensors. For the rest of the game, if any robot then enters a space

adjacent to it, the Mine explodes destroying it and every object in an adjacent space.

### B. MISSILE



After the initial movement, the Missile continues moving to seek and destroy the closest object, removing both itself and the target from the board. If there are two or more objects at an equal distance to the Missile, the player chooses which to target. It can turn in any direction so long as it heads toward the nearest object. If it hits an object during its initial movement, it will destroy it and itself upon contact. If there are no other objects on the board when it fires, the Missile flies off the board.

### B. SHIELD



This robot climbs over other robots or obstacles in its path. If it stops on top of another object, it protects it from damage. For example, a

Missile will destroy the Shield, not the robot underneath. If it lands on another robot, it moves along with it if that robot should be moved. It scores like any other robot.

### C. CLONER



After the Cloner reaches its destination or is blocked, the Cloner places two clones in two adjacent spaces of the player's choice. These clones also score points,

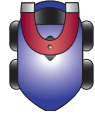
though only at half of normal Robots, rounding up. If it is reactivated via the Activator robot, a Cloner can replace lost clones, but a Cloner may only have at most two clones on the board at one time.

### C. BLOCKADER



As the Blockader moves, it drops obstacle blocks in the spaces behind it. The obstacles block movement for any robot that encounters it, except for the ones that can fly or climb over other robots and obstacles.

### D. MAGNETBOT



After the Magnetbot reaches its destination or is blocked, it attracts the nearest object in each of the six directions closer by one space.

### D. REPULSOR



After the Repulsor reaches its destination or is blocked, it pushes away all objects in an adjacent space away from it by one space if there is space behind it. If there is no empty space behind an object, the Repulsor does not move that object.

### E. ACTIVATOR



When the Activator's path is blocked by a robot, friendly or otherwise, it transfers its remaining power to that robot. That robot, controlled by the original owner, then uses the remaining power to move forward and enact its ability.

### E. NULLIFIER



After this robot stops, no robot may use its ability or move when within an adjacent space of the Nullifier for the rest of that round.

If a robot enters a space next to a Nullifier during that round, it loses power and stops. In subsequent rounds, this ability is not activated.

### F. HELIBOT



This robot hovers over the playing field, passing over obstacles and other robots, and lands on the space at the end of its allotted movement. If that space is occupied, it lands in the closest open space along its path before that space.

### F. RICOCHET



This robot, whenever its path is blocked, must turn and continue in the direction of the player's choice to complete its allotted movement.

### G. CREEPER



The Creeper, at the end of every round it is on the board, can move to any adjacent space of the player's choice after all other movements have been made. The orientation of the Creeper changes to the new direction. If both players have a Creeper, the player who most recently moved a robot goes first.

### G. SLEEPER



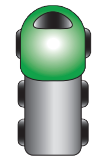
When the Sleeper is played, play the Power token upside down. The Sleeper initially moves ahead until it reaches the outer ring of the playing board and immediately shuts down. The hidden power token is not used for this initial movement. At the end of the game, if the Sleeper is still on the board, the power token activates and the Sleeper moves its full allotted movement. The Sleeper scores double its value at the end of the game.

### H. PLOW



The Plow pushes any object that blocks its path forward until its power is used. It can push more than one object, the objects being pushed pushing the next object in line in turn. It may push objects entirely off the board.

### H. HAULER



The Hauler pulls any object in the space directly behind it along with it as it moves. A hauled robot may then move on its own in a later phase from its new location. A robot being hauled may be pointed in any direction and does not have to be aligned with the direction arrows. If it is pointed forward at the Hauler, however, its path will be blocked by the Hauler itself.