

Instructions to play Ricochet Robots

Token generator:

When “Next Turn” is clicked two icons are displayed. One shows the target space(numerical value on board) and the other shows the robot to be moved to that spot.

NOTE: The default mode is with colours but we also have a black and white mode that can be accessed by going to Display Settings at the start of the game. It is not mandatory to set a display setting for the game to run. The default is a regular colour mode but can be played by individuals with colour deficiency since it displays the target space and displays the robot to be moved to that target space.

Making a bid:

- The “+” or “-” buttons are used to increase or decrease the bid value.
- A player clicks “Submit” to make his bid. If the player is the first to make the bid, the timer is started.
- All other players have approximately 1 minute to make a bid with the same number, a lower number, or a higher number.
- Once a bid has been submitted, it cannot be changed.

Moving robots and scores:

- To move the robots, finish the betting round. Select a robot using right click, the program is now waiting for another input. The next right click will choose the direction of travel.
- If you select a robot using left click and decide not to move it using another right click, the right click will clear the selection and allow another choice.
- The game can check if a player has won the round (i.e gets a point).