

RoboDeck

- Your task is to guide as many robots as you can to the level exit. It is not always possible to get all of them out.
- Every turn each robot goes through the deck until it finds first card with conditions matching the environment, and performs the action on the card.
- Hovering the mouse over the robot highlights first card in the deck that matches robot's environment.
- Cards can be dragged using the mouse. Playback slider can be dragged too.
- When playback is stopped you can edit the level. When playback is enabled you can add a breakpoint by clicking on a cell. When a robot hits the breakpoint, playback will automatically stop.

