

# ROBORALLY MASTER TIMING GUIDE v1.0

New Board Element images and rules from [www.robofactory.de](http://www.robofactory.de)

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## A REVEAL PROGRAM CARDS

Players reveal their program cards



Robots on Antigravity Fields start to soar. Treat them according to the rules for Flying until the end of the 5th Register Phase or until they take a POD.

Robots on Virtualizers become Virtual for the next 5 Register Phases.

**Phase Activated Board Elements become active prior to any robot movement!**

## B ROBOTS MOVE



Robots on a Randomizer receive new program cards for the current and all remaining phases - if they have not yet done so this turn.

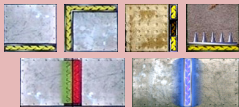


Robots and Ghosts are moved in order according to card priority.

### ALWAYS IN EFFECT



**Pits, Smokestacks, Drains, Lava Pits, Giant Trapdoors, Padded Squares, Pistons, Tilted Ground and Oil Slicks** are **always in effect**. Any Robot that moves or is moved onto their location is affected immediately by that element.



**Walls, Loopholes, Spikey Walls, One Way Walls and Force Fields** are **always in effect**. Any Robot that moves or is moved into one is affected by that wall immediately.

**The effects of the Board Elements shown below are executed in order of Program Card Priority. The order shown here is not a constant and will change depending on the Program cards played.**

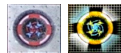
Robots may be pushed by other Robots.



Robots are affected by Closed Doors, Active E-Fences and **Elevators**.



Robots are affected by active **Trap Doors Pits, Giant Trap Door Pits, Bridges and Sluices**.



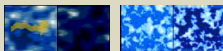
Any robot executing a movement card on a Teleporter (normal or High Powered) appears as many squares ahead as it's movement card plus 2 squares (Normal) or plus 3 squares (High Powered).



Robots starting on or passing over an active **Mag-Lock** end their movement and lose any remaining programming.



Any robot executing a movement card in **Water, Deep Water, Soap**, or an **Oil Slick** has it's first square of movement negated.



Robots rotating in or moving through **Deep Water** take 1 POD.



Robots executing a Rotate Card on **Soap** will have their Rotate card executed twice (A U-turn becomes a 360 turn, a normal Rotate Card becomes a U-turn).



Robots ending their movement on a **Padded Square** double it's movement (Not it's priority). Robots are affected by **Padded Walls** when bouncing on **Padded Squares**.



Robots starting their movement on **Ice** are affected by Special Rules.

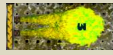


Robots are affected by **Repulsor Fields**.



Robots take 1 POD each time they enter an active **Flamer** square.

Robots that execute a rotate card or otherwise remain on an active **Flamer** take 1 additional POD.



Robots entering, rotating or otherwise staying on an active **Napalm** take 1 POD EVERY REGISTER PHASE thereafter until they have stepped into water or a **Puddle** space. Damage is cumulative per **Napalm** space entered.



Robots on **Pistons** are affected by it's special rules.



Robots executing a rotate card or otherwise remaining on a **Crumbly Ground** space take 1 POD.



Robots facing a **Mirror** in their LOS execute their current program card inversely.



Any robot moving up a **Ramp** counts the ramp as 1 square and moves back 1 square if ending "on the **Ramp**."



Robots entering a **Portal** immediately move to the other Portal of the same color unless it's occupied.



Robots in contact with a **Melting Beam** take 1 POD and lock the current Register.



Robots passing through a **Light Barrier** cause the linked **Flip** belts to change direction. Robots blocking a **Light Barrier** stop the linked belts from moving. Restarted **Flip** belts automatically change direction.



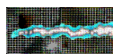
Robots in a **Radio Beam** for the first time this turn must ignore and replace the remainder of their program and execute ONLY the 3 cards in the **Radio Beam** program instead regardless of which register phase this is.



Robots starting a **Copy Machine** immediately get a "Tamagotchi" Robot on the other side of the **Copy Machine**.



Robots ending their movement on an **Energizer** execute their remaining Program Cards in double time - using TWO cards each remaining Register Phase and doubling back through their program as needed.



Robots ending their movement on **Sporific Gas** immediately are powered down for the next 5 Register Phases and start up again after reactivation in the next Register Phase.



Robots on a **Balancing Platform** are moved according to those special rules.



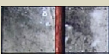
Robots ending their movement on a **Repeater** must execute their current Program Card a 2nd time in this phase only.



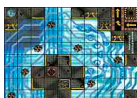
A robot attempting to end it's movement on an **Oil Slick** continues to slide in the direction of it's movement until it is stopped by a wall, another robot or until it is no longer on an **Oil Slick**.



Robots moving through or ending their movement on a **Puddle** extinguish any burning **Napalm** on them.

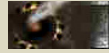
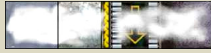


Robots moving off of a **Ledge** fall down 1 level and take 1 POD.



Robots in the **Particle Accelerator** are moved according to those special rules.

## c BOARD ELEMENTS MOVE



Robots in **Fog** or **Smoke** do not fire their weapon(s) but Board mounted Lasers still fire normally.



**Jack** pops out and slings a robot 6 squares away in the appropriate direction indicated by the number of the Register Phase.



**Air Shafts** move Robots 1-3 squares as per their rules.



**\*\*All types of Conveyors will turn Robots in the direction shown during their movement if a robot is moving onto a **Turning Conveyor**.**



**Rotating Conveyors** change directions if activated by the current Register Phase.



**High Speed Conveyors** move their 1st Square.



**High Speed Conveyors** move their 2nd square and **Express Conveyors** move their 1st square.



**High Speed Conveyors** move their 3rd square, **Express Conveyors** move their 2nd square and **Standard Conveyors** move their only square of movement.



**Flip Conveyors** move their only square of movement unless one or more **Light Barriers** are blocked. **Flip Conveyors** automatically change direction when re-starting.



**Magnets** pull all robots caught in it's magnetic field 1 space closer to the **Magnet**.



**Currents** move Robots 1 square in the indicated direction.



**Pushers** push 1 square if active this register phase.



**Hydraulic Pushers** push 1 or move robots in a straight line until they hit a wall or leave the board.



**Black Holes** attract all Robots *on the same board* and in a straight line from the **Black Hole** 1 space closer.



**Gears** turn 90 degrees



**Big Gears** turn 180 degrees.



**Crossgears** rotate 90 keeping the Robot's orientation relative to the **Crossgear** unchanged.



**Crushers** crush is active this register phase.

## D RESOLVE LASER FIRE



Board-mounted and Robot mounted laser beams damage robots.



Robots with a **Mirror** in their LOS fire their laser at themselves.

Robots may be pushed by Options like Tractor Beam of Big Gun.



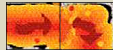
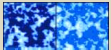
**Turrets** damage/push/pull Robots according to the rules being used.



Active **Flamers** and **Napalm** do an additional 1 POD .



Active **Lava Pits** erupt causing 1 POD to Robots in the 4 orthogonally adjacent squares. (Expert Rule: 1 POD to all 8 adjacent squares)



Robots in **Deep Water** or a **Lava Flow** take 1 additional POD

Robots in the same square or in LOS of a **Ghost** take 1 POD



Robots standing on a **Grave** take 1 POD.



**Radioactive Waste** does 1 POD.



**Radiation** does 1 POD during the 5th Register Phase.

## E TOUCH CHECKPOINTS



Robots on **Checkpoints (Flags)** and **Repair Sites** have now touched them and will withdraw future archive copies from those squares BUT robots are not repaired at this time. Any **Checkpoints** touched at this time count towards race victory.



Robots on **Reset Sites** have now touched them and will withdraw future archive copies from those squares. Robots currently in Phases 1-4 may replace their next Programmed Register (for phases 2-5) with a card from their discard pile.



Robots on **Chop Shops** may either:

Discard an existing Option and Draw a new one.  
Replenish the Ammunition of an existing option.



Robots on **Radioactive Waste** may draw an option card.

After the 5th Register Phase, End of Turn board effects occur.

## F End of Turn Board Effects



**Rotating Rooms** turn 90 clockwise if unoccupied.



Robots on **Checkpoints** and **Repair Sites** are repaired.



Robots ending the turn on a **Reset Site** may choose any Program Card to use on the next turn.



Robots ending the turn on a **Chop Shop** may draw a new Option card even if they currently have none.