

ROBO RALLY

ROBOT ABILITY



Once per register phase, when you reveal a "Rotate Right" or "Rotate Left" Program card, you may choose to rotate twice in the same direction.

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Once per register phase, if you already have a Damage Token, you may choose to not receive an additional Token the next time you are damaged.

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Once per register phase, you may use the ability of any other robot in the game (as long as that robot is not currently powered down). Once you use a robot's ability, you may never use it again.

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Once per register phase, when you reveal a "Move 3" Program card, you may choose to move one additional space.

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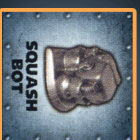
ROBOT ABILITY



Whenever you draw an Option card, you may draw two and choose one to keep.

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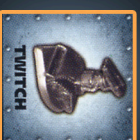
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Once per register phase, you may discard an Option card to cancel another robot's ability or any other Option card as it is played.

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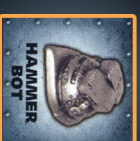
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Once per register phase, you may choose to move before another robot with a higher priority number.

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Whenever you bump into another robot, you may take an Option card from that robot.

