Place the Factory Floor, Damage Tokens, Power Down Tokens, and shuffled Program/Option decks next to the board. Each player choses a Robot, Archive Marker, and Program Sheet. Place 3 Life Tokens on your Program Sheet (4 with 5 or more players). 1st player places their Robot on dock 1 of the Docking Bay, and so on.

HOW TO PLAY

1. Deal Program Cards: Deal 9 Program cards to each player minus 1 for each damage marked on the Program Sheet.

2. Program Registers: Choose 5 cards you want to use this turn. Place those cards in the registers on your Program Sheet face down from left to right in the order they will be executed. Once you are done you can't look at your cards or rearrange them. Discard remaining cards. When only 1 player remains, flip over the timer. That player has 30 seconds to finish. If the timer runs out, the player to the left uses the remaining cards to randomly fill the empty registers. If only 1 player is programming use the timer on them.

3. Announce Power Down: A damaged Robot may power down. A power down announced this turn takes effect on the next turn (finish this turn as normal). Indicate a power down by placing a Power Down Token on your Program Sheet. The beginning of your next turn remove all your Damage Tokens. The Robot doesn't fire, tag checkpoints/wrenches, receive or execute Program cards while powered down, but board elements still affect it. Before the Program cards are dealt each turn, powered down Robots may decide to leave them powered down if they wish.

4. Complete Registers: Each player reveals their Program card for one register at the same time.

Ⓐ Move each Robot as its Program card indicates in order of priority (highest first). If Robots Collide, the moving Robot pushes the other Robot 1 space (this can be off the board or in a pit).

Ⓑ Board Elements Move (reference rules for specific examples)

1. Express conveyor belts move 1 space in the direction of the arrows.
2. Express conveyor belts and normal conveyor belts move 1 space in the direction of the arrows.
3. Pushers push if active.
4. Gears rotate 90° in the direction of the arrows.

Ⓒ Board and Robot lasers fire.

Ⓓ Robots touch Flags and place Archive Markers.

End of Turn: Robots on wrench spaces discard 1 Damage Token. Robots on wrench/Hammer spaces also draw 1 Option card.

5. Cleanup: After finishing the last register phase discard all Program cards from registers that aren't locked. Each Robot destroyed this turn reenters play on their Archive Marker with 2 Damage Tokens (Player determines direction, and if they reenter powered down).

➡➡ **Locked Registers**

Take 5 or more Damage will lock your registers. Once a register is locked, the Program card in that register stays there until the damage is repaired. A Robot with all its registers locked still moves, the Program cards from the previous turn stay in place.

➡➡ **Destruction**

A Robot is destroyed when: It receives its tenth Damage token. **Or** it moves or is moved into a pit. **Or** it moves or is moved off the edge of the board.

A destroyed Robot immediately loses an Option card of the player's choice, and the player discards a Life token. When that player discards the Robot's last Life token, it's permanently out of the game.

The winner is the first player to touch all the flags in order. The game can end as soon as the winner touches the last flag, or play can continue to determine runners-up.