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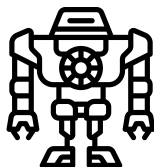


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TETRAHEDRON

Separate the four boards, assuming walls in between. You may use a move to teleport to a different board in the same XY position.

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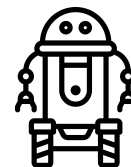


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FREE BIRD

The silver robot moves for free.

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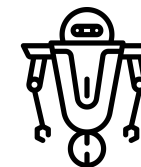


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DIAGONALS

The silver robot only moves diagonally. The move is affected by three spaces: the space it passes through directly and the two it crosses diagonally.

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AGENT SMITH

The silver may exchange positions with another robot. This counts as one move. For each of the robots adjacent to a wall, increase the move count by one.

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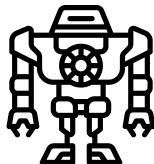


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TRADING PLACES

The silver robot may trade places with another robot. This counts as two moves.

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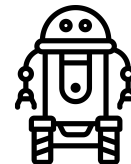


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DUB STEP

All non-target robots only move one space.

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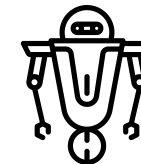


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STUTTER STEP

The silver robot may stop anywhere during its move, but may not move again thereafter.

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KING FOR A DAY

The silver robot moves like a orthodox chess king, but may not jump over walls.

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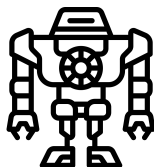


BEAM ME UP SCOTTY!

The silver robot
may be beamed to
any square once.

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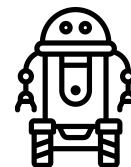


FORCE FIELD

The silver robot may
turn on a force field
that affects the eight
squares around it turn-
ing them into solid walls.

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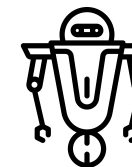


MERCIFUL ROBOT

The silver robot only be
moved by players with
the fewest target tokens

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MIDAS TOUCH

The target robot must ricochet
off the silver robot en route to the target.

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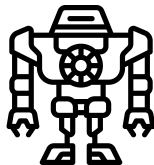


SUMO WRESTLING

Robot may push another
robot any number of
squares before ricocheting.

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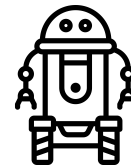


GRAVITY ASSIST

Robots may circularly
move in the eight squares
around another robot as
part of a single move.

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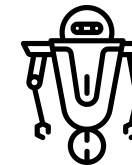


ONE-WAY WALLS

Robots do not ricochet
off of walls when
heading towards an-
other board square.

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TAG

After robots collide, both
may be moved simultane-
ously on ensuing turns.

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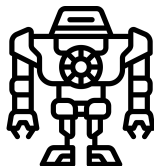


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VERTICAL STACK

Lay boards in a row.
You may use a move to
go up or down a board
in the same position.

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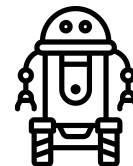


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SIMD

The same instruction
is given to all robots.

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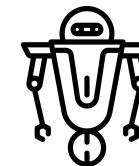


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MAYBE(SIMD)

The same instruction may
be given to all robots.

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SILVER SURFER

The silver robot
must touch another
robot that moved.

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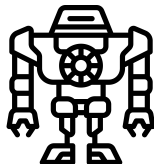


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180

Rotate all boards
180 degrees.

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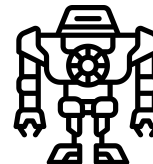


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HOLES

Mark a hole on each
board. Robots may
not pass over holes.

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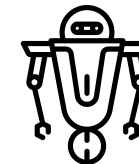


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TELEPORT

A robot may teleport be-
tween any two locations of
the same color as a move.

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NINJAS

You may use a move
to pass through a wall.
