

Glossary (Data Dictionary)

Term	Detail & Info.	Alias
Target Chip	Indicates a target space for the player to move to with a specific colored robot (given by the color of the token), Whichever player moves to the target space with the least moves keeps the token	Token
Multicolored Target Chip	Indicates a target space for the player to move to with any colored robot, Whichever player moves to the target space with the least moves keeps the token	Multicolored Token Vortex Token

Robot	A colored robot (red, blue, yellow, green) that can be used to move to a given target space	Colored robot Colored bot
Black Robot	A robot that can be used to help a player make a move (by blocking) or can be used if a Vortex Token is drawn	Blocking robot Blocking bot Special robot Special bot
Robot Base	The colored base of a square the robot is currently on	
Timer	Initiated after a player's turn so other players can make a turn, set for one minute	
Colored Barrier	If a robot reaches a space that has a barrier of the same color, it simply moves through it. Robots of other colors bounce off at right angles. A robot may not stop	

	on a space that has a colored barrier but has to move on towards the next obstacle	
Bid	The number of steps a robot can move to a marked region	
Route	A way taken by the player to reach the target space	Path
Marked Region	A square in the board with a unique sign, corresponding to a coloured robot	
Score	Number of tokens collected by a player	