## Glossary (Data Dictionary)

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

Robot	A colored robot	Colored robot
	(red, blue, yellow,	Colored bot
	green) that can be	
	used to move to a	
	given target space	
Black Robot	A robot that can be	Blocking robot
	used to help a	Blocking bot
	player make a	Special robot
	move (by blocking)	Special bot
	or can be used if a	
	Vortex Token is	
	drawn	
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	
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	Once a player has found a route solution, they may make a bid to state the number of moves it'll take for them to reach the target space	
Route	A way taken by the player to reach the target space	Path