**Glossary (Data Dictionary)**

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| **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 |  |
| 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 |
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