Ricochet Robots Difficulty Settings Brief Overview:

Before a game is started the difficulty of the game can be changed to make it easier or harder.

A simple board can be chosen that is easier to understand and has less complex routes or intentionally missing certain game mechanics.

A complex board can be chosen that can have many alternate routes and include additional game mechanics that can make moves more complex.

An easy setting can be chosen so that any non-human controlled robots take trivial moves with the intent on progressing the game.

A hard setting can be chosen so that any non-human controlled robots take non-trivial moves with the intent on winning the game.