

Ricochet Robots Brief Overview:

A chip is revealed to all players,
specifying which robot goes to which symbol on the board.

Players then claim how many moves it'll take for the robot to reach the target.

Once the first player says a number of moves,
a timer starts and the round ends once the timer runs out.

The robot moves horizontally or vertically until it comes in contact with something to stop it.

To obtain a target chip,
players move a robot to the corresponding target space in fewer moves than any other player during the round.

Once a robot reaches a specified target,
that spot becomes its new starting point for the following rounds.

Once a player reaches the specified number of chips,
the game is over and the winner is announced.