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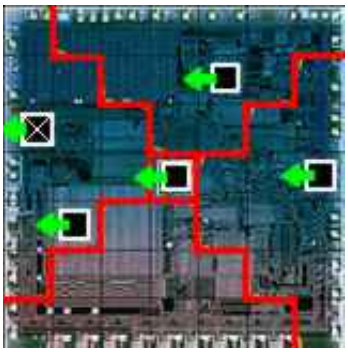
Board elements A-F:

Alternative ground plates

They look different, but these are just normal squares, they do not affect robots at all.
Treat them as open ground
(as long as there is no crusher,... on them)
There are at least 5 of them. We simply use them to make the boards look better.

Antigrav field

Function: Robots starting their move on Antigrav Fields begin to soar. The robot is flying for the rest of the whole turn. He lands after the fifth register phase or immediately after he received a point of damage.
Timing: For the rest of the current turn (and hopefully not shorter).



Balancing Platform

Function: Platform slopes under load, causing robots to slide of the platform to one side. The platform is divided into 5 areas (shown here by red lines, on the board by the little golden bullets). On the outer 4 areas, robots cause the platform to slope down to that side of that platform.
In the picture, there are 2 robots in the left area of the platform plus one bot in the right, one bot in the center and one in the top area. So the platform slopes to the

left, all 5 bots slide one square (without rotating) in the direction indicated here by the green arrows. Robots sliding of the platform (the bot with the white X on it) do not take damage.
Timing: At the end of the Robots move-Sequence
(BEFORE belts, pushers, gears,... move!)

Sven sent me their new rules to my new rules! They decide the direction the platform slopes to not only by the 4 areas but by the weight of the robots as well.
Basically, its:
hulk>squash>trundle>hammer>twitch>zoom>twonky>spin (with HulkX90 being the heaviest, of course :)

Big Trapdoor

Function and Timing: Like a normal trapdoor pit, only 4 times as big!

Big Turning Gear

Function: This big gear with a wall in the middle works like a secret door. As long as robots stand on the gear, it turns 180° every register phase. (So yes: Robots looking to the wall still look against it after the gear has turned)
Timing: Just after the little gears turned 90° in the Board Elements move-Sequence.

Black Hole

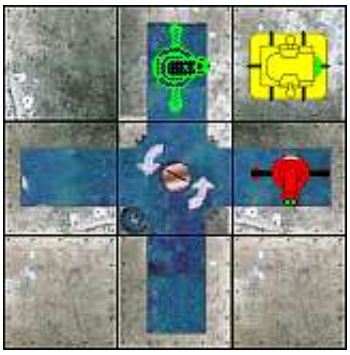
Function: Black holes attract everything, especially moveable objects like robots! All robots in a straight line with the hole get pulled one square closer to the void. The hole affects the whole board, so it´s range can be up to 11 squares, even through walls! (though robots cannot be pulled through walls). Treat the square containing the black hole itself as a pit/drain.
Timing: Effect occurs right before gears start to turn.

Blaster / Melting Beam

Function: This hi-energy beam immediately starts to melt any robot standing in it or even running through it! Like a flamer, thats active all 5 reg.phases, robots get 1 or 2 p.o.d. , the first p.o.d. always locks the robot´s current register!
Timing: Simultaneous to active flamers.

Bridge

Function: Open bridges are treated as holes, robots cannot pass them. In the register phases indicated by the numbers on the bridge it closes and is treated like open ground for that register phase.
Timing: Robots open/close after players revealed their program cards (before robots move).

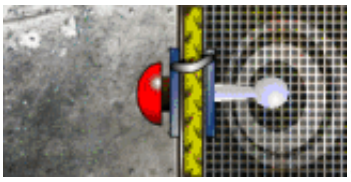


Crossgear

Function: Rotates 90°, little arrows on it indicate if it rotatesCW or CCW. In the picture, the red SpinBot is looking south, after the crossgear rotated, he will be moved diagonally and end up looking east (marked here as a 'virtual' green SpinBot).
He now has the opportunity to shoot yellow HammerBot. HammerBot was standing there while the Crossgear rotated, HammerBot was not affected

(pushed,...) by it! Okay, this seems not logical, but it´s the best way to keep gameplay fast and simple.
Timing: Effect occurs right after the little gears turned 90° and the big gears turned 180° in the Board Elements move-Sequence.

***nmx**'s more logical variant: In the example above, HammerBot would be pushed north.*

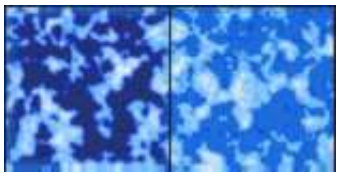


Copy machine

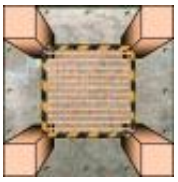
Function: By pushing the red button (running against it) start the machine. It produces a Tamagotchi, a virtual copy of your robot, on the antenna-side of the wall. Put the virtual plate of your robot on the square facing towards the wall. The Tamagotchi dissapears when it touches the copy machine on his side at the square he arose. If either the tamagotchi or the robot get killed, both die immediately. Treat the Tamagotchi in any way like a virtual robot.
Timing: The machine can be activated in the Robots move-Sequence.

Crumbly Ground

Function: Robots can move over or stop and move on next turn like over normal ground squares. But robots trying to execute a rotate card (and so standing on the square for a complete turn) sink in and lose one life.
If you want to make things more tricky, you can keep a couple of pit-tokens beside the board and put one on each crumble ground, after a robot broke in. So there will be more and more pits on the board during the game!
Timing: In the reveal program cards sequence.



Deep Water
Both pictures show deep water on the left square, 'ordinary' water (with current) on the right square.
Function: Like normal water, but robots standing in or moving through deep water take 1 p.o.d.
Timing: Like normal water.



Elevator

Function: On the indicated register phases, the elevator is in his up-position, otherwise it is on ground level. In both cases, treat him like a normal ground square.
When the elevator is up, robots can stand under it or move through the square. But when the elevator comes down, it has a crusher-like effect on robots under it!
Timing: Elevator changes position simultaniously to active crushers.
You can find the original elevator-element on Cybermax´ site.

Energizer

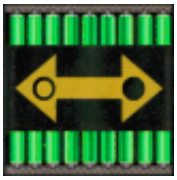
Function: Robots ending their move on an energizer square get energized. In subsequent phases, they execute their program cards in double speed. Priority of cards gets overridden by order of registers. After the robot ran out of programmed cards, he executes his program starting with register 1 again, until the end of the whole turn.
Timing: Energizer is active in all 5 reg.phases. Effect on robot (once they are energized) occurs in all remaining reg. phases of the current turn.

Fast Ramp

No explanation needed, the blue belts move the robot up the ramp to the next level in the Board Elements move-Sequence.

Finishing Line

Do I really have to explain this?

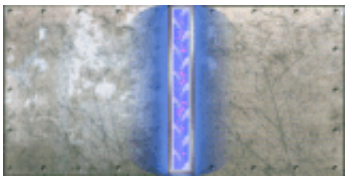


Flip (Green) Belt

Function: Transporting robots one square per register phase, but in different directions.Direction changes every time, a robot steps through a light barrier.(Due to several requests, we made a token to indicate the current direction of the flip belts). Choose the starting direction of the flip belts at random (toss the coin).
Timing: AFTER all other belts in the Board elements move-Sequence.

Fog

Function: Fog blocks robots l.o.s. As they cannot see robots on the other site of the fog, they don´t fire weapons on them. A robot standing in a foggy square has no l.o.s. at all (never fires). Fog doesn´t effect robots (or drones,...) movement.
Timing: Occurs when a robot moves into the foggy square or has a l.o.s. at it (not through it).



Force Field / Energy Wall

Function: Blocks robots' movement like a wall, but allows robot-mounted weapons to shot through (but not options like drones,...)
Timing: Always (it's a wall...)

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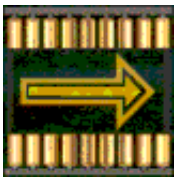
Board elements G-P:

[NO IMAGE] Ghost

Ghosts aren´t really board elements, they move around like drones,... They are impersonated by unused virtual bot-tokens (so there can be up to 8 ghosts in play)
Every time a robot enters a board with Graves on it, a ghost appears on the grave next to the bot.
Ghosts move by executing the players discarded program cards in a random order. As a ghost receives a maximum of 3 program cards from its 'parent' robot, ghosts always stand still in register phases 4+5. If a robot has 4 or more p.o.d.s, his ghost doesn´t move the whole turn.

Ghosts are treated like virtual bots, they cannot be pushed or shot but are blocked by walls! In addition, ghosts hover, they aren´t affected by belts, gears or pits. But ghosts can be destroyed by daylight! When a ghost passes the thick walls and leaves the dark area of the board, he is removed from the game.
A robot, that moves through a ghosts (or vice versa) or ends its move in the same square as a ghost takes 1 p.o.d.!


Golden Conveyor Belt

Function: Transporting robots as usual, but three squares per register phase
Timing: First square before all other belts, second square contemporaneous with the first square of the blue belt, third square contemporaneous with blue belt´s second square and the first and only square of the red belt.


Grave

Function: Robots ending their move on a grave take one point of damage. Graves are also the starting squares for Ghosts!
Timing: Occurs every register phase in the Resolve Laser Fire Sequence (D).


High-Power Teleporter

Function: Just in case you play with the rule, that the original teleporters do NOT teleport robots through walls, the high-power teleporters always do!
Tming: Contemporaneous with the other teleporters.


Hydraulic Pusher

Function: Pushes one or more robots untill they hit a wall or leave the board (so your robot could get moved up to 12 squares max.). Like ordinary pushers, it does not damage robots.
Timing: In active register phases (indicated by the numbers) in the Boards elements move-Sequence.

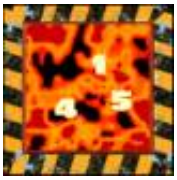

Ice

Function: Ice squares cause robots to slide according to their kinetic momentum! Once a robot enters the frozen area, place its virtual token in the middle of the spin chart. Until the bot leaves the ice, always execute the program cards on the spin chart. The real robot then moves according to the summed-up move on the spin chart (always execute the movement part first, then the rotation!)

A robot´s move is finished, when he leaves the ice, the rest of the move/momentum is lost.
Timing: Effect occurs as long as the robot is on frozen squares.


Jack-In-The-Box

Function: Slings a robot 6 squares away in a direction indicated by the numbers. In the fifth register phase, the robot is catapulted straight up and lands on the same box/square again.
Optional: The robot receives 2 points of damage due to the rough landing (comparable to the Big Jet-option).
Timing: Jack pops out in each and every register phase in the Board elements move-Sequence.



Lava Pit

Function: Hot lava erupts from the depth of these pits and damages robots.Robots in the 4 adjancent squares around the pit receive 1 point of damage.
EXPERT RULE: The lava damages robots in all 8 squares surrounding the pit.
Timing: Lava bursts out in the indicated register phases in the Robots move-Sequence.
You can find the original Lava-Pit-element on
spindisc´s site.

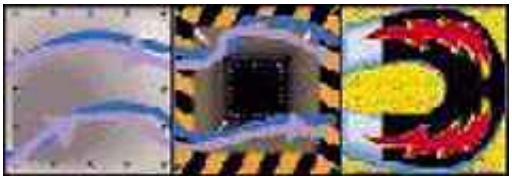

Light Barrier

Function: Turns the green flip belts.If one or more robots moved through a light barrier in the current register phase, the flip belts move in the opposite direction than last register phase. If a light barrier is interrupted constantly by a robot ending its move in it (or turning, ...), the flip belts do not move at all! They start again, when all light barriers are free again (of course in the opposite direction they ended one or more register phases ago).

Timing:Whole turn (all five register phases)
FAQ-answers:
All light barriers control all flip belts, no single barrier controls a certain belt (we tried that, but it makes things very complicated, if you design some boards, please mail us!)
A light barrier is no laser, robots remain unharmed in any way when moving through or ending their move in a light barrier.


Loophole

Function: Work exactly like ordinary walls. Except that robots can shoots weapons through it. It does not block any robot-mounted weapons (unlike force fields / energy walls), only robots movement.
Timing:Always (like a wall :)

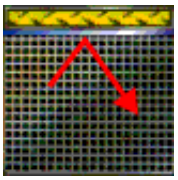


Magnet

Function: Pulls all robots, that are in a straight line with the Magnet one square closer (and into the pit). Pulled robots don´t rotate
Timing:Occurs in the board elements move sequence (C) after the belts moved, before the gears turn.

Mag-Lock

Function: Robot moving onto or over an active MagLock end their movement and loose any remaining motion. Robots on an active Maglock cannot move, programmed movement card(s) are ignored. Locked robots cannot be pushed and are not considered to be flying. If a robot is pushed onto an active MagLock it is locked and cannot be pushed any further. A locked robot may still use any weapon or any other option cards except cards that enable the robot to move away from the MagLock.
Timing: Occurs during the Robots Move segment of the register phase.
Spindisc´s original element used here.

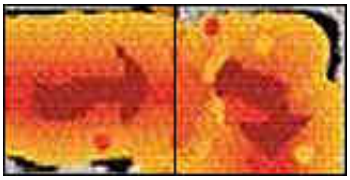


Mirror

Function: Robots execute their program mirrorwise, as long as they are looking into a mirror (no matter at wich distance). *Rotate right becomes Rotate left, Back-up becomes a Move 1 (foreward) and a Move 3 becomes a tripple Back-up! Only U-turns remain the same.*
Timing: Effect occurs in all Robots move-Sequences in which the robot has a mirror in his LoS (so your robot may be pushed by another robot with a higher priority move, and suddenly your robot has a mirror in his LoS and suddenly executes his program card mirrorwise!) If you still look into the mirror in the Resolve Laser-fire Sequence, your robot fires at his own mirror image and the mirror reflects this shot to YOU for 1 p.o.d.!

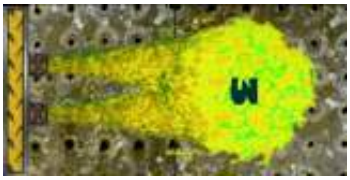
see
Blaster

Melting Beam



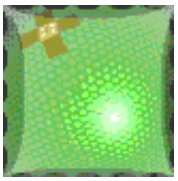
Molten Ore Flow

Function: Molten Ore Flows transport robots like currents. But a robot that ends its move in a molten ore flow takes 1 p.o.d.!
Timing: Occurs in the Board Elements Move-sequence (C) simultaneously with currents.



Napalm Flamer

Function: Work exactly like ordinary flamers, but robots keep on burning and receive 1 point of damage at the beginning of every subsequent register phase until they step in or through a Puddle or water. If an already burning robot steps into or through another Napalm Flamer, the damage adds up!
Timing: Like original flamers.



Padded squares & -walls

Function: A robot ending his move on a rubber square cannot stop immediately, it is bouncing again the amount of squares he just moved (unless he hits a hard wall or normal ground). With a Move 2 he moves 4 squares, priority remains that of the Move 2. Robots also standing on rubber squares are pushed all the way with him. Robots moving/bouncing on rubber squares and hitting a rubber wall move into the wall and then bounce back on the square they came from. This counts as a 1-square-move! The rest of his move the robot is bouncing backwards away from the wall
Timing: Affects robot movement in the Robots move-Sequence.

Particle Accelerator

Function: The Particle Accelerator Ring accelerates every atom of a robot. At the end of the first register phase, the robot is moved 1 square CW following one of the lines. In the next register phase, the bot gets moved 2 squares (only if it´s still inside the ring of course :) and 1 additional square each subsequent register phase. After 10 phases (=2 complete rounds), robots get moved 10 squares! That´s the max speed a bot can take! In the next phases, the robot doesn´t

manage to get out of the ring, it´s still moved 10 squares and takes 1 p.o.d. every reg. phase!
The lines do move robots diagonally. Robots never get rotated by the Particle Accelerator!
Timing: Acceleration kicks in right at the beginning of the Board-Elements-Move-sequence (C), before all kinds of belts,etc. move!

Piston

Function: Pistons have two positions: up or down. All pistons of the same colour always move into the same position. A down piston is treated like normal ground. A robot entering a square with an up piston pushes it down, forcing pistons of the other colour to move up! A robot in a square with an upcoming piston slides down into an adjacent square in the direction indicated by the arrow on the piston (without rotating of course)
Timing: Happens on the fly during robot- and board elements move-sequences! Most likely (and designed) to happen several times during one register phase!

Puddle

Function: Puddles are too shallow to slow down robots´movement like water. Their only affect burning robots, which get extinguished when moving into or through a puddle.
Timing: Always

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Board elements Q-Z:

Radio Beam

Function: Robots moving into or through a Radio Beam receive a remote move, which they have to use in their program for the next turn. Robots do not get damaged by Radio Beams (but can receive up to 2 remote programs per register phase).
The remote program is changed randomly every turn.
We recommend to use damage-tokens (upside-down) to keep track of the distributed remote programs.
Timing: Like flamers, but active in all 5 register phases.

Repeater

Function: A robots ending their move on a Repeater must execute its current program card once again, if it is a MOVEMENT card (Move 1, 2, 3 or Back up). If several robots are repeating their movement cards, they are executed in normal priority order. If the repetition let robots end on another Repeater, another round of repeated maneuvers will occur.
Timing: Occurs after the Robots Move segment before entering the next segment (and until no robot with a movement card in its active register is on a Repeater).
Spindisc´s original element used here.

Reset Site

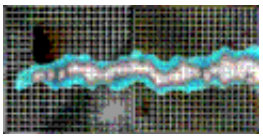
Function: Like on Repair sites, robots can store there archieve here (but neither repair nor exchange/gain options). In addition, at the end of phases 1-4, the robot may choose to replace his next programmed register (2.-5.) with a card of his choice (that is still in pile). A robot ending on a reset site at the end of the fifth register phase gains one program card of his choice for the next turn (but replacing one of his random cards - an undamaged robot receives 8 usually dealt cards in addition to his free choice-card)
Timing: Allways (like Repair sites and Chop shops)

Rotating conveyor belts

Function: Every register phase, these belts rotate in position indicated by the numbers on the belt. Then they behave exactly like the normal belts of their colour. The arrows are used to visualize the various directions, the belt may move to, the actual direction changes each register phase.
Timing: Belts rotate in position at the beginning of the Board Elements Move-Sequence.
This is our version of a belt transporting robots in more than one direction (which is probably the most thought about idea for a board element). There are lots of elements with similar effects!

Rotating room

Function: This time, the entire room rotates 90° CW every turn. Rooms without robots in them do not rotate!
Timing: Rotation takes place in the End-of-Turn-Sequence.



Soporific Gas

Function:A robot ending his move in a soporific gas cloud immediately falls asleep.While sleeping, treat him as powered down (regenerating damage).The robot keeps his unexecuted movement cards of the current turn, because after five register phases he awakes (more or less) refreshed to execute the rest of his program. *A robot ending after the second register phase in a gas cloud, wakes up in the third register phase of the next turn and executes his third, fourth and fifth program card (remaining from the previous turn) like nothing had happened.*
Timing: Affects robot movement in the Robot move-Sequence (in several turns).

Sluice

Function: Sluices have 2 states-open (in the picture) and closed. Open sluices can be treated like open ground (robots trying to move on an open sluice from the upper level fall down, taking two p.o.d.) In the register phases indicated by the numbers the sluice is closed. It can be treated like open ground on the upper level (and behaves like a solid wall on the lower level).
Timing: The sluice changes its state after program cards are revealed before (!) robots move.
Robots standing on the sluice square when it closes get killed immediately!

Smoke

Function: Smoke blocks robots l.o.s (like fog, but stinking). As they cannot see robots on the other site of the smoke, they don´t fire weapons on them. A robot standing in a smoke square has no l.o.s. at all (never fires). Smoke doesn´t effect robots (or drones,...) movement.
Timing: Occurs when a robot moves into the smoke square or has a l.o.s. at it (not through it).

Smokestack

Function: Smokestacks are ordinary pits (they are just rounder :). Smokestacks emit smoke.
Timing: Always (it´s nothing but a bottomless pit).
Robots equipped with the tip-toe-legs option can enter squares with smokestacks without falling in!

Soap

Function: Robots standing on soap will have their rotate cards doubled. (U-Turns become 360s, normal rotate cards become U-Turns)
Robots executing Movement cards on soap will have their first square of movement negated.
Timing: Always

Spikey Wall

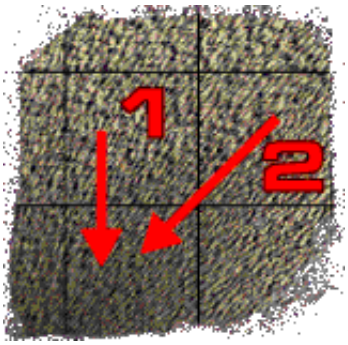
Function: Robots running (or being pushed) against a spikey wall receive one p.o.d.
Timing: Always

Start

Funktion: Defined and numbered starting positions for Race Track-boards (and the Arena 2000-board). After the race started, treat the square as a normal ground square.
Timing: At the very beginning of the game.

[NO IMAGE] Tamagotchi

Tamagotchis aren´t really board elements, they move around like drones,etc. They are impersonated by the robots virtual bot-tokens.
Every time a robot uses a copy machine, a tamagotchi appears.
Tamagotchis are treated like virtual bots. They move by executing the players program cards of the real bot that they belong to. Tamagotchis cannot archive, but can tag flags, gain option,...
If either the Tamagotchi or the robot get killed, both die immediately!

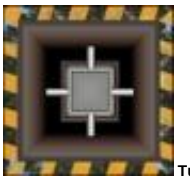


Tilted Ground

Funktion: Every robot attempting to end its move on the sand slips down one square (without changing the direction he is looking in) In the corners of the crater, the robot slips down diagonaly.
Timing: Affects robot movement in the Robot move sequence as well as in the Board elements move-Sequence.

Trapdoor

Function: The figure indicates the number of robots, the trapdoor can carry (in its 4 / 9 squares). If one more robot tries to end his move on it, he sets of the trapdoor: It immediately opens (killing all other robots on it) and the robot ends his move being the only one on the (again) closed trapdoor. Trapdoors can open/close several times in one register phase depending on the robots moves and their priorities!
Timing: May occur in the Robots move-Sequence as well as in the Board elements move-Sequence.



Turrent

Function: Turrents are little weapons rising in the center of a pit. They can rotate or shoot. After program cards are dealt, pick 5 of the unused cards at random to determine the behaviour of all turrents on the board. Rotate cards cause the turrents to rotate, there is a special token to keep track of the turrents´current position. A move card causes the turrent to fire a (normal) laser beam.
Robots trying to enter a turrent´s square fall into the pit. In all other aspects, turrents behave like a wall: they block robots´ l.o.s. and weapons, they cannot be destroyed or moved.

Timing: The program cards for the turrents are revealed along with the players´cards. The turrents then either rotate in sequence C when the gears rotate or shoot in sequence D simultaneous to the board-mounted lasers.
Variant rule: Turrents are armed with traktor and pressor beams instead of ordinary lasers!
A move card cause them to push robots a number of squares (1,2, or 3 according to the program card) or pull them 1 square nearer to the turrent´s pit (in case the program card was a back-up).

Ventilator

Function: Every robot ending its move in the line of a ventilator, gets blown away. The number of squares it is moved is equal to the number of ventilators that are connected in parallel (1 to 3).
Timing: Ventilators are active in the indicated register phases in the board elements move-sequence.

Waterfall

Function: Waterfalls transport robots like currents. But they also transport the robot down one or more levels. For every level a robot falls down, it takes 2 p.o.d.s.
Timing: Occurs in the Board-Elements_move-sequence (C) simultaneously to the currents.