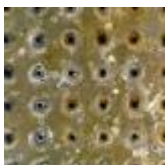


Player Created board elements

[parent_page_roboreallyelements](#)

Alternative ground plates



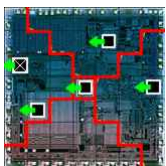
" **FUNCTION:** Robots starting their move on Antigrav Fields begin to soar. The robot is flying for the rest of the whole turn. He lands after the fifth register phase or immediately after he received a point of damage. **TIMING:** For the rest of the current turn (and hopefully not shorter).

Big Trapdoor



" **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.

Balancing Platform



" **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:** Open bridges are treated as holes, robots cannot pass them. In the register

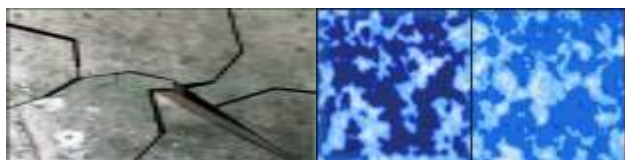
phases indicated by the numbers on the bridge it closes and is treated like open ground for that register phase. **TIMING:** Bridges open/close after players revealed their program cards (before robots move).

Crossgear



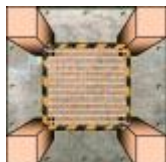
FUNCTION: By pushing the red button (running against it) start the machine. It produces a Tamagotchi, a virtual copy of your robot, on the antenna-side of the wall. Put the virtual counter of your robot on the square facing towards the wall. The Tamagotchi disappears when it touches the copy machine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

Crumbly Ground



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



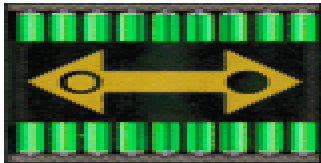
FUNCTION: Robots ending their move on an energizer square get energized. In subsequent phases, they execute their program cards in double speed. Priority of cards gets overridden by order of registers. After the robot ran out of programmed cards, he executes his program starting with register 1 again, 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



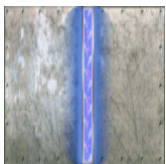
" **FUNCTION:** It's a finishing line.

Flip (Green) Belt



" **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:** 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:** 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.

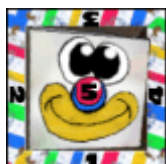
Hydraulic Pusher



" **FUNCTION:** Ice squares cause robots to slide according to their kinetic

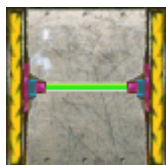
momentum! Once a robot enters the frozen area, place its virtual token in the middle of the spin chart. Until the bot leaves the ice, always execute the program cards on the spin chart. The real robot then moves according to the summed-up move on the spin chart (always execute the movement part first, then the rotation!) *Robo-Factory originally had this requiring the use of a spin chart. Until the chart is produced, I have been using these set of rules from* <http://www.hunterandlori.com/>*"Hunter Johnson's website"* Robots may move cautiously on Ice without change. Rotate Left and Rotate Right function normally. A Move 1 will function normally except that another robot cannot be pushed. Faster movement will be affected by the reduced friction on Ice. A robot executing a U-Turn on Ice will spin completely around, so that his facing does not change. A Move 2 through an adjacent robot will cause both robots to slide until they leave the ice, hit a wall, or hit another robot. A Move 2 onto a square occupied by another robot will cause that robot only to slide as above. A Move 2 into two robots will not push them at all. A Move 2 with no other robots within the front two squares will slide as above. A Move 3 has the same effects as a Move 2, depending on whether another robot(s) is moved through or landed on. It cannot push 3 robots. A Move 4 (via Fourth Gear) cannot push 4 robots. In addition to the above effects, a robot beginning a turn on Ice receives one fewer card than normal, unless that would require a register to be locked.

Jack-In-The-Box



" **FUNCTION:** Hot lava erupts from the depth of these pits and damages robots. Robots in the 4 adjacent 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:** Work exactly like ordinary walls. Except that robots can shoot 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:** 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

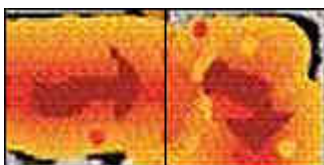
use any weapon or any other option cards except cards that enable the robot to move away from the MagLock. **TIMING:** Occurs during the Robots Move segment of the register phase. *Spindisc's original element used here.*

Mega Crusher



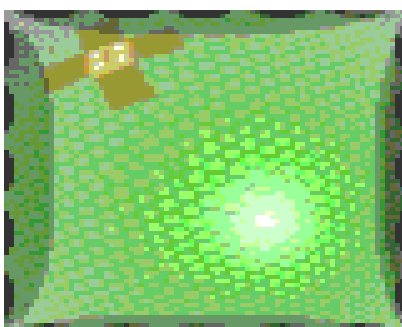
FUNCTION: Robots execute their program mirrorwise, as long as they are looking into a mirror (no matter at which distance). *Rotate right becomes Rotate left, Back-up becomes a Move 1 (forward) and a Move 3 becomes a triple Back-up! Only U-turns remain the same.* **TIMING:** Effect occurs in all Robots 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.!

Molten Ore Flow



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: Keep track of each robot's actual acceleration by giving the player face-down p.o.d.-tokens. When they have 10 (indicating max speed), the player doesn't receive more tokens. Instead, he flips one around every subsequent register phase. So the 'real' p.o.d.s add up to the damage the robot already had before entering the 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

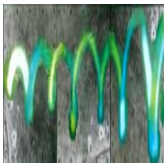
squares and takes 1 p.o.d. every reg. phase! The lines do move robots diagonally. Robots never get rotated by the Particle Accelerator! **TIMING:** Acceleration kicks in right at the beginning of the Board-Elements-Move-sequence (C), before all kinds of belts,etc. move!

Piston



" **FUNCTION:** Puddles are too shallow to slow down robots' movement like water. They only affect burning robots, which get extinguished when moving into or through a puddle. **TIMING:** Always

Radio Beam



" **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:** 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:**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: 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



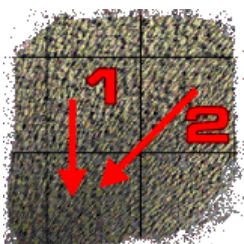
FUNCTION: Robots standing on soap will have their rotate cards doubled. (U-Turns become 360s, normal rotate cards become U-Turns) Robots executing Movement cards on soap will have their first square of movement negated. **TIMING:** Always

Spikey Wall



FUNCTION: 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.

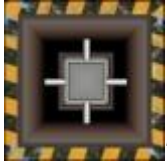
Tilted Ground



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.

Turret



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