

# MICROBOT RACERS

A MICROGAME BY

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## COMPONENTS

- 8 double sided track cards
- 2 double sided player cards
- 1 double sided action selection card
- 3 d6 dice – 1 of each player colour for tracking health and a third colour die for determining the outcome of various actions.
- 2 meeples or alternative counter for tracking race position, 1 in each player colour. NOTE alternatives must have a clearly identifiable front for determining facing.
- 8 cubes or similar tokens, 4 of each player colour.

## SETUP

1. Each player takes one of the player guide cards and places it with the “take 1<sup>st</sup> player” box side uppermost and puts a token in their colour on it in the 0 laps space.
2. Place the action selection card in the centre of the table either the easy or hard race (red border) side can be selected
3. Arrange the remaining cards around it in a track. (Suggested layouts are shown on the back page of the rules)
4. Each player places a face down meeple in an unoccupied square on the start line with the arrow on the disk indicating the direction of their travel.
5. Each player places a dice in front of them with the 6 face uppermost – this represents their robots’ health.
6. Each player takes 3 action markers
7. Players agree how many laps will make up the race.

## PLAY

**Object of Game** – to guide your Microbot around the track, completing the agreed number of laps and either finishing first or being the last robot intact

### Turn sequence

- ① Roll to determine 1st player
- ② Select actions for turn
- ③ Move, resolving actions for the turn

### 1. Determining 1<sup>st</sup> Player

- 1.1. At the start of each turn the players roll a dice to determine who is the 1st player for that round, draws are rerolled. The player with the **lowest** number is P1. Each player then places their health dice in the relevant box at the top of their player card to indicate which player they are this turn.
- 1.2. Once per race each player may use their “**Take 1<sup>st</sup> Player**” privilege to bypass the dice roll for 1<sup>st</sup> player. Once they have used this privilege they turn their player card over so the information in the box at the bottom of the card reflects this.

### 2. Selecting Actions

- 2.1. P1 gets the first choice of actions. Players select actions in a specific sequence – P1, P2, P2, P1, P1, P2. **Up to 3 Actions are selected**, by placing a marker of the player’s colour on the appropriate empty space on the action selection card. Actions already selected by either player may not have more than one token on their space. A player may choose to select and execute less than the 3 allowed actions per turn, but must try and execute each action they have selected.
- 2.2. A player may not select a move action with a distance greater than their robot’s current health score. In the event the health dropped below the level of the move, after the move was selected (as a result of previous actions in the same round) the robot moves a distance equal to its current health score.

### 3. Movement

- 3.1. In turn, beginning with P2 (the player who rolled the **highest** number), each player executes any one of the three actions they have selected and then removes the marker for that action.
- 3.2. Players move their robot from square to square, orthogonally across the cards, generally in the direction the arrow on their counter is facing, and according to the actions they have selected. A robot leaving the edge of 1 card moves onto the next aligned space on the edge of the next card. Actions are applied in relationship to the current facing of the robot at any given time.

### 4. Manoeuvres

- 4.1. A robot may not execute 2 consecutive drift actions; it must move forward at least 1 space between drift actions.
- 4.2. The rotate action allows the robot to turn 90° for each action of this kind executed.
- 4.3. The Jump 2 and Jump 3 actions are red moves and allow the robot to move that many spaces forward crossing obstacles such as yellow hazard blocks. The landing space must be clear
- 4.4. Jumps cannot be performed consecutively and the robot's previous move must have been a move in the direction of the jump (a run up). A failed roll results in an impact (see below) and the robot is placed at the point before the jump was made.

### 5. Hazards & Hazardous Moves

- 5.1. A robot encountering a track hazard such as passing through a puddle space, or over a ramp, is considered to be carrying out a yellow hazardous move.
- 5.2. When executing a yellow hazardous move, the robot must roll under its health or lose a health point. Success results in no detrimental effect.
- 5.3. When executing a red hazardous move, the player must roll **under their health score-1** or lose a health point **and** forfeit any remaining actions. Success results in no detrimental effect.
- 5.4. ALL rolls must be UNDER the current health score by at least **one** point to be successful (eg a health of 6 requires a roll of 5 or less to succeed in most cases, and a roll of 4 or less to succeed at a red hazardous move). A roll equal to or higher than the score in either case is classed as a fail.

### 6. Collisions & Impacts

- 6.1. Robots may not leave the track, actions resulting in this are considered impacts with yellow blocks (see below).
- 6.2. Any action resulting in an impact with a yellow obstacle block halts the robot, and causes 1 point of damage to it – adjust the robot's health dice accordingly. **All remaining actions this turn are forfeited.**
- 6.3. Any action causing an impact with another robot causes 1 point of damage to each robot. The robot responsible is halted and **All remaining actions this turn are forfeited.** The other robot may complete its remaining actions if it is able.

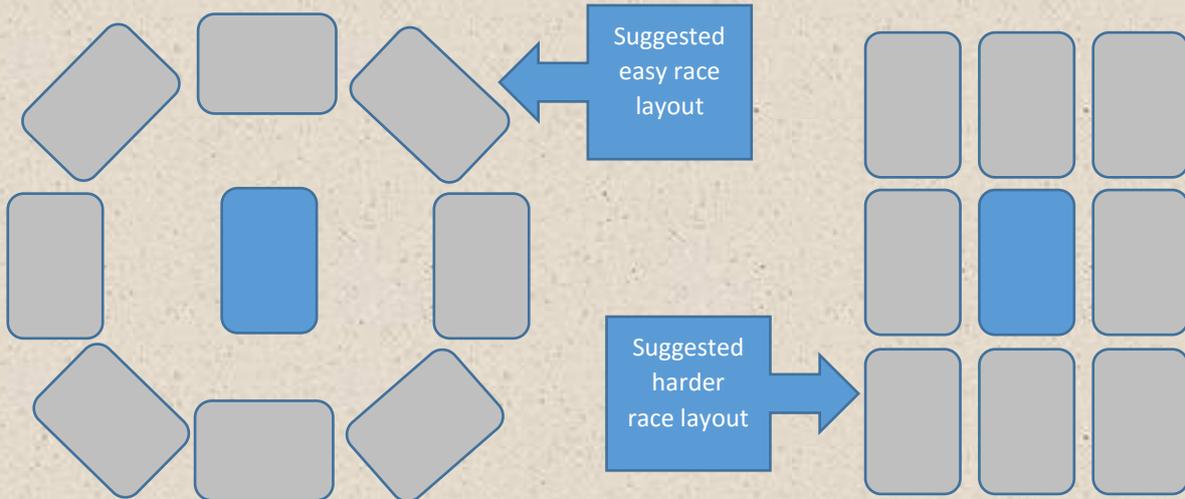
### 7. Health & Repairs

- 7.1. A robot whose health drops to 0 at any point is destroyed and loses the race.
- 7.2. The minor repair action on the action selection card increases health by a single point. Carrying out a minor repair on a pit stop square changes this to a full repair and the robot is returned to full health.

### 8. Changing the track

- 8.1. A player may choose to activate a blue transform switch as their robot passes over it. The coordinates on the grid for each robot on that card are noted and the card is then flipped or rotated depending upon the transformation activated. The robots are then replaced at the same coordinates they previously occupied and facing in the same direction. In the event a robot would now suddenly occupy a yellow hazard block then they are moved to the next available space in the column they are in and in the direction of travel they were following at the time of the transformation. In the event they would now occupy a puddle space then it is treated as it would be normally.

# SUGGESTED TRACK LAYOUTS



	Flip card over about long axis	Robots remain in same place on grid after flipping unless space occupied by block
	Flip card over about short axis	Robots remain in same place on grid after flipping unless space occupied by block
	Rotate card 180° end for end without flipping	Robots remain in same place on grid after flipping unless space occupied by block
	Pits space	Increases effectiveness of minor repair action, restoring health to full.
	Drift left	Move 1 space left retaining current facing. Cannot be repeated as consecutive actions
	Drift right	Move 1 space right retaining current facing. Cannot be repeated as consecutive actions
	Turn 90° anticlockwise	Remain in current space but rotate 90°
	Turn 90° clockwise	Remain in current space but rotate 90°
	Move forward	Move forward chosen number of spaces or Health score, if this is not on full, and lower than indicated distance.
	Minor repair	Stay in same location and restore 1 Health point.
	Jump	Remain in current column but move indicated number of spaces forwards OVER hazards and obstacles. Consecutive jumps are not allowed and previous move must have been a forwards move.