

# Robot Wars

Each player programs their robot with four instructions per turn. Robots move about and fire upon one another with lasers. The best programmer will save his Robot from destruction and claim victory.

**Game Setup:** Cut each shape below into its own square – it is a *card*.

**Game Board:** Play on a square tile floor – or a surface with measurable sections of some sort.

**Pieces:** There is one Robot per player. That Robot is any little-person, car, toy or action figure in your home.

**How to play:**

1. Place each Robot on the playing surface – a safe distance from each other
2. Turns:
  - a. **Program Your Robot:** At the start of each turn, select four cards of the cards. Lay each card in front of you face down.
  - b. **Simultaneous Moves:** Every player turns over their first card, and whatever that card says, that is the move their Robot makes. All Robots are moved at the same time. After they move, if they are in striking distance, damage is assessed (see **Attacking** below). Repeat this step for all four cards.
3. **Attacking:** If two robots are beside each other, they automatically fire lasers at one another – but only if they are facing. Laser beams come out of the front of a Robot, so if the Robot is facing an opponent, the laser will strike its target. If a Robot is hit twice, it is demolished and ruined.

**Special Cards:** The thinking card is a pause. The BLAM card is an explosive bomb that is dropped and left in a square – any Robot other than the one who dropped it will be destroyed instantly if it moves into that square. The bomb stays on the playing field till the end of the game or until it explodes. The circle with triangles pointing in all directions is an eruptive emission such that the Robot fires lasers in all directions (striking all robots in any immediate adjacent squares). The lightning bolt can be used only once per game per Robot. It is an electromagnetic pulse that resorts all the remaining cards of all the *other* robots for that turn (it reprograms all other Robots except the one that emitted the pulse).

