SPEED LIMIT
Hardware error

The robot may not move more than two squares per phase.

A Move 3 card is executed normally, but has the effect of a Move 2.

Errno. SPL–011023

IMPERIAL STORM-TROOPER LASER
Hardware error

The main laser has a maximum range of three squares.

Errno. ISL–011026

CHEWING GUM
Hardware error

The first Move or Back–up card that is executed after a Move or Back–up ending on a conveyor belt is canceled.

Errno. CHG–011029

RUSTY GEARS
Hardware error

After a back–up, all move cards (but not back–up cards) are reversed for the rest of the turn.
A second back–up card will not cancel this effect.

Errno. RUG–011022

BRAKE FOR NOBODY
Hardware error

After executing a Move 3 or being pushed, the robot continues moving in the same direction until stopped by a wall or another robot.

Errno. BFN–011025

BACK PAIN
Hardware error

Take one more point of damage than you normally would when being shot by laser from the rear.

Errno. BCP–011028

FRAGILE
Hardware error

The robot takes one point of damage when when moving or being pushed into a wall (i. e. when exceeding Move points are being canceled by the wall).

Errno. FRG–011021

NO TURNING BACK
Hardware error

The robot may not perform a back–up.

A Back–up card is executed normally, but has the effect of a Move 1.

Errno. NTB–011024

OVERCLOCKED
Hardware error

When executing a move–3, roll a die. If the result matches the card's position, the card is locked.

Errno. SCL–011027

COMPULSIVE
Software error

If the first program card is not a Move (Back-up does not count) then no cards will be executed this round.

Errno. CPL–011033

640k MEMORY LIMIT
Software error

The robot is convinced that nobody ever will need more than eight cards.

Receive one card less per turn.

Errno. DOS–011036

DIZZY
Software error

If two successive identical Turn cards are executed, this instruction will be repeated for the rest of the program.

Errno. DIZ–011039

ACROPHOBIA
Software error

If the robot faces an adjacent pit at the end of a phase, then the first following card is canceled.

Errno. ACR–011032

BACKWARDS COMPATIBILITY
Software error

Each turn one card must be kept in the program as if it is locked. A different card may be chosen each turn.

Errno. BWC–011035

FEAR OF DEATH
Software error

The Robot will never power down, as it believes it will never wake up again if it does.

Errno. FOD–011038

PARANOID
Software error

After the fifth card, just before firing the laser, the robot performs a U–turn.

Errno. PAR–011031

VELOCIPHOBIA
Software error

The robot refuses to perform any forward move that ends on a fast (blue) conveyor.

Discard this and draw a new card if there are no fast conveyors.

Errno. VEL–011034

McCARTHY BUG
Software error

The robot refuses to perform any left turns.

Turn Left = Turn Right.

Errno. MCB–011037

Errno. LPW–011043

LOW POWER
Hardware error

If a Move or Back-up instruction was executed, no weapon may be fired this phase.

Errno. PNP–011046

PLUG AND PRAY
Hardware error

Minor options may not be used, and only one major option per turn (which one must be decided before the start of the turn).

Errno. ERR–011020

BUG

Errno. GNU–011042

OPEN SOURCE
Software error

Turn up all program cards, not only the first, in phase 1.

Errno. LSC–011045

LOOSE SCREWS
Hardware error

Every time the robot is pushed by another robot or a pusher, it loses an option card.

Errno. EXX–011040

OIL LEAK
Hardware error

If the robot stays on the same square for at least two phases, the first following Move or (Back-up) instruction is negated.

Errno. RVE–011041

REVERSE ENGI-NEERING
Hardware error

All card effects are reversed: Move-3 becomes Back-up-3, etc., Back-up be-comes Move-1; Turn left becomes Turn right and vice versa.

Errno. OPL–011044

OVERLY POLITE
Software error

The robot may not execute a (forward) Move instruction if this would push another robot.

Errno. BCO–011030

BAD COOLING
Hardware error

If the sum of the values of the move cards in the program (Move-3 = 3, back-up = 1) exceeds 5, each exceeding point gives one damage.

GRAPPLING HOOK
Run time

Move–3 in front of a wall will make the robot climb atop the wall and jump down on the other side if that square is free.

3 charges

Cat. GRH–012013

JUST–IN–TIME COMPILATION
Run time

All unturned cards may be rearranged once per turn.

Cat. JIT–012016

BASEBALL BAT
Additional weapon

Robot may give one point of damage to any one orthogonally or diagonally adjacent robot.

Cat. BBB–012019

JUMP ROCKETS
Run time

Move–3 jumps two squares forward, even over a pit. Another robot in the path will not be pushed, but blocks like a wall.

3 charges

Cat. JPR–012012

MAGNETS
Run time

If you back up while facing an adjacent robot, you may choose to pull it with you.

Cat. MGN–012015

CRAB MOVEMENT
Turn programmed

Move–2 = Move Right
Move–3 or U–turn = Move Left

Cat. CRM–012018

ASSEMBLY CODE
Turn programmed

Any Move = Move–1
Any Turn = Turn Right
Back–up = NOP

≥ 1 card per phase
Priority = 1000 minus 100 per card used

Cat. ASC–012011

PARKING BRAKES
Turn programmed

With the brakes on, the robot will not be pushed by other robots or by board elements.

Cat. PBR–012014

RESET SWITCH
Run time

Program may be re–started from card one instead of proceeding to the next card.

Cat. RSS–012017

TELEPORT
Optional Weapon

Experimental! Instead of firing your laser at a robot, you may ex-change position (but not facing) with it. Due to transmission difficulties, however, both robots get a bug.

Cat. TEL–012023

HEATSINKS

Your robot's heat sinks may absorb one point of laser damage per phase. A second point gives a bug in addition to its damage. A third will destroy the sinks, giving an extra point of damage (for a total of three plus a bug).

Cat. HTS–012026

RESCHEDULER
Run Time

Choose your own priority after the program cards for the phase has been revealed, and ignore the one on your own card.

Cat. RSC–012029

TOOLKIT

You may repair two points of damage on a single wrench, and three points on a double.

Cat. TLK–012022

REWIRING

By clever rewiring, one locked register may be repositioned in the program (but stays locked until it is repaired).

Cat. RWR–012025

CRACKED PASSWORD
Run Time

You may reprogram the conveyor belt you are on to reverse its direction, affecting all robots on it. Usable only once (but may be recharged as other options with charges).

Cat. CRP–012028

VIRUS
Main Laser Mod

When firing at an adjacent robot, a bug may be given instead of the normal point of damage.

Cat. VRS–012021

TROJAN
Main Laser Mod

When firing at a robot executing the same instruction as you do, a bug may be given instead of the normal point of damage.

Cat. WRM–012024

PICKPOCKET
Optional Weapon

When facing the rear of an adjacent robot, you may steal any one option not in use this phase.

Cat. PKP–012027

REFLECTOR SHIELD
Turn programmed

Once per turn, laser from the direction the shield is programmed to face is returned to its source.

Cat. RFS–012033

y n

FREE UPGRADE

While programming, you may discard two cards and draw one new, as long as this leaves you with at least five cards.

Cat. FUP–012036

y n

MINOR OPTION

Cat. OPT–012000

y n

SONIC BLAST
Optional weapon

The sonic blast does one point of damage to all orthogonally adjacent robots, regardless of any intervening walls.

Cat. SOB–012032

y n

EJECTOR

By ripping a program card out run–time, you may execute a move–0 instead of the intended instruction.

By the way, this does one point of damage.

Cat. EJE–012035

y n

COMPRESSED AIR
Optional weapon

Instead of firing, you may release a jet of air at any one ortho–gonally adjacent robot, pushing it one square away.

3 charges.

Cat. CPA–012030

y n

PULSED LASER
Turn Programmed

If you have no target, the laser does not fire but stores one point of energy. When firing, each stored point does one extra damage. At the end of the turn you take one damage for each remaining point.

Cat. PUL–012031

y n

SELF DESTRUCT

If the robot dies by taking its last point of damage, it explodes. All orthogonally or diagonally adjacent robots take three points of damage.

Cat. SDS–012034

y n

BLACK ICE

When fired at, you get to choose which of the eligible weapons that is used. If that is not the main laser, both that option card and this one is discarded.

Cat. BIC–012020

y n

Goal EX3–110013
EXTRA CHECKPOINT

Touch flag number 3 when number 4 is the current goal for the rally.

Goal EX6–110016
EXTRA CHECKPOINT

Touch flag number 6 when number 1 is the current goal for the rally.

Goal RSP–110019
ROBESPIERRE

Kill one of the robots with most wictory points.

Goal EX2–110012
EXTRA CHECKPOINT

Touch flag number 2 when number 5 is the current goal for the rally.

Goal EX5–110015
EXTRA CHECKPOINT

Touch flag number 5 when number 2 is the current goal for the rally.

Goal NSP–110018
NONE SHALL PASS

Prevent a robot that would otherwise reach a checkpoint or re–pair site from touch–ing it by pushing it or blocking its path.

Goal EX1–110011
EXTRA CHECKPOINT

Touch flag number 1 when number 6 is the current goal for the rally.

Goal EX4–110014
EXTRA CHECKPOINT

Touch flag number 4 when number 3 is the current goal for the rally.

Goal DTT–110017
GET LOST!

Prevent a robot from using a repair site it has entered earlier in this round by pushing it off by movement or by weapons, or by killing it.

SYNCHRONIZATION

Push a robot into the reach of a pusher or a crusher in a phase when it is active.

Goal SYN-110023

BULLY

Inflict damage on at least two robots in the same phase, either by your own weapons or by pushing them into harmful board elements.

Goal BUL-110026

BACKSTAB

Give at least one point of damage to a robot when standing on the square directly behind it.

Goal BST-110029

FOR YOUR CONVEYNIENCE

Push a robot onto an express conveyor (or, if there are none on the tile you are on, a normal conveyor).

Goal FYC-110022

RAPID FIRE

Fire your laser at the same robot in at least three phases in a turn. You don't get a point for doing this to a robot that's powered down, but it's just as fun!

Goal RPF-110025

UNDER LOCK AND KEY

Lock at least one register of a robot by your own laser. If it receives fire from other sources, and not all hits result in a lock, your shot counts as locking.

Goal LCK-110028

TEST FOR ECHO

Push a robot into a pit without following it. Its fall must be a direct consequence of your movement.

Goal TFE-110021

IF YOU CAN'T STAND THE HEAT

Push a robot into one of the squares with the largest number of board lasers on that tile.

Goal HEA-110024

THE DOMINO EFFECT

Push a robot by pushing another robot into it.

Goal TRA-110027

Goal DC3-110033

DOUBLE CHECKPOINT

Be the only one to reach flag 3 when this is the current goal for the rally.

Goal DC6-110036

DOUBLE CHECKPOINT

Be the only one to reach flag 6 when this is the current goal for the rally.

Goal GOA-110010

GOAL

Goal DC2-110032

DOUBLE CHECKPOINT

Be the only one to reach flag 2 when this is the current goal for the rally.

Goal DC5-110035

DOUBLE CHECKPOINT

Be the only one to reach flag 5 when this is the current goal for the rally.

Goal SLB-110038

SEVEN LEAGUE BOOTS

Move at least seven squares horizontally and seven vertically in the course of one turn.

Goal DC1-110031

DOUBLE CHECKPOINT

Be the only one to reach flag 1 when this is the current goal for the rally.

Goal DC4-110034

DOUBLE CHECKPOINT

Be the only one to reach flag 4 when this is the current goal for the rally.

Goal SNI-110037

SNIPER

Shoot a robot that is still standing on a flag which it has tagged this round.