

The background of the cover is a vibrant orange and yellow gradient, suggesting fire or a sunset. A large, dark grey robot with a single large eye and a bandage on its chest is the central figure. At the top, a blue banner with rivets contains the title. At the bottom, four small robot figures are displayed on a platform.

ROBO RALLY

CRASH & BURN

English Rules

Game Idea

Crash & Burn is an expansion to RoboRally and is only playable with the basic game. With Crash & Burn it is now possible to play with up to 8 participants. In addition may the Robots be individually moderated by the use of 26 Option cards. The expansion also includes 4 new Robots with corresponding Programming Aids and Safety Copies as well as 4 new Gameplans with new variable Factory Elements.

Game Components

26 Option cards



8 Checkpoints



4 Robots



4 Safety copies



10 Factory Element tiles



4 Programming Aids



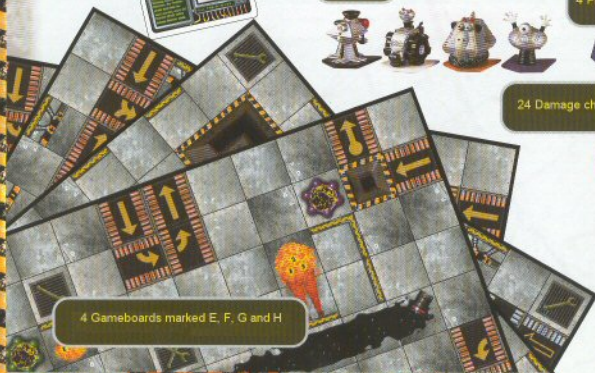
24 Damage chips



20 Life tokens



4 Gameboards marked E, F, G and H



RALLY

ÜBERSICHTSTAFEL

CRASH & BURN

ht eines Programmschrittes
alb des Programmablaufs:

ten können innerhalb des gesamten Programmes
gewählt werden.

Die Karte zeigt die Richtung, in die

das Roboter sich bewegen soll. Die Karte zeigt die Richtung, in die

das Roboter sich bewegen soll. Die Karte zeigt die Richtung, in die

Übersicht der Fabrikelemente:

A) Erste Fabrikelemente, die den Roboter des Spielers
Wegleitet. Roboter können sich auf diesen Feldern frei bewegen.



Roboter führt ein Roboter in eine Endstation. Roboter führen sind ebenfalls
möglich, wenn sie sich über das Spielplan.



Wird eine Aktion durchgeführt, die den Roboter des Spielers
den Weg zu den nächsten Feldern führt, so ist das Feld ein Roboter.



4 Quick Reference Guides

Game Preparations

Gameboards and Checkpoints

A race course is laid out as in the basic game using boards and Checkpoints. In addition Crash & Burn includes the following new possibilities: The four new Gameboards (E, F, G and H) may be combined with the original boards in any combination. Page 12 of the german rules gives examples of possible new race courses. Crash & Burn includes 8 new Checkpoints as replacements for the those in the basic game. The new Checkpoints carry an illustration of a Wrench as indication that one Damage Points may be repaired here.

Program cards

The cards from the basic game are used

Option cards

The Robots and their Laser guns may be improved by the use of Option cards. Some Option cards may influence the execution of the programs or change the effects of certain Factory Elements. If Option cards are used in the game must all variants from the basic game be in effect (see the original rules page 12).

The Option cards are shuffled and placed as a hidden deck next to the gameboards before the game begins. Used cards will during the game form an open discard pile. The text on the cards has been shortened for space reasons, but these rules contains a detailed explanation of all the cards.

Option cards doesn't come into the game until a player choose one by placing his Robot on a Reparation Site with two Wrenches (see also page 11: End of Round).

Damage points

Together with the those from the basic game, the game now contains a pool of 60 Damage Point chits.

Player materials

Each player receives a Robot, a Program Aid, a Safety Copy plus a number of Life Points. How many each player receives depends on the number of participants and of the size of the race course. More players, a longer course and more Life Points all contribute to how long it will take to complete the game.

With 2 to 4 players and 1 to 4 boards receives each player 3 Life Points.

☐ Each player receives an additional Life Point with 5 or more players.

☐ Each player receives an additional Life Point with 5 or more boards.

For example will each player receive 5 Life Points in a game with five players and six boards.

Quick Reference Guides

The new Reference Guides includes all the most important rules and informations for types of spaces on the various boards.

Factory Elements as tiles

The expansion contains 2 blue Portals, 2 Crushers, 2 Flamers and 4 Swing Doors. These tiles may be placed in any empty spaces on the board, and these spaces will then function as if the tiles were a permanent part of the board.

Factory Element tiles may only be placed on empty spaces



Game Play

All rules of the basic game remains unchanged unless stated otherwise on the following pages. The turn sequence hasn't changed:

- I. Deal Program cards
- II. Plan Programs
- III. Execute Programs
- IV. End phase

I. Deal Program cards

This phase is played exactly as in the basic game. All Program cards are shuffled at the beginning of the phase, and each players receives as many cards as he is entitled to according to the damage his Robot has sustained.

Only players in possession of one of the following Option cards may influence this phase:



Extra Memory

You receive one additional Program card at the beginning of each round. Thus you will receive 10 program cards if your Robot is undamaged. Your Robot will still be destroyed as soon as it receives its 10th Damage Point



Recompile

Once per round, before your Robot is programmed, you may discard the entire hand of Program cards and draw the same number of cards from the deck as replacement. Using this option will give you 1 Damage Point.

II. Plan Programs

This phase is played exactly as in the basic game. Players in possession of one of the following Option cards may this phase:



Conditional Command

When all 5 Commands has been programmed may a 6th Program cards be placed face down on this card. You may replace any of the 5 commands with this card during the round, but you must do it before the actual command is in use (revealed). The extra Program card is discarded at the end of the round whether it was used or not.



Flywheel

After programming all 5 Commands may you place one of the remaining Program cards on the Flywheel. This card may be added to the dealt hand in the next round. A player with an undamaged Robot may thus choose from 10 program cards. There can never be more than 1 card at a time on the Flywheel.

III. Execute Program

a) Execute commands

Any use of the following 3 Option cards must be announced prior the execution of the relevant Program Step.



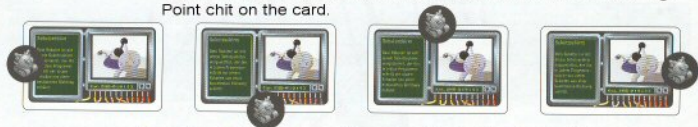
Emergency Switch

Instead of revealing the next Program card you may discard and replace it with the top card from the draw pile. But as soon as the Emergency Switch has been activated all remaining Program cards in the present program must be replaced in the same manner. The Emergency Switch will automatically deactivate after the fifth Program Step.



Protection Shield

The Robot has been equipped with a Protection Shield which will protect it from a single point of Damage per Program Step from a predetermined direction. Use the reverse face of a Damage Point chit to mark the direction on the card, as shown on illustration. Prior to each new Program Step the player may replace the chit, making sure the chit clearly indicates the protected side of the Robot. The Protection Shield is not in use if there isn't a reversed Damage Point chit on the card.



Examples: Robot protected from the left - back - front - right



Turret

The Robot has been equipped with a Turret which allows it to fire its Laser in any of the four directions. The following Option cards may also be used together with Turret: Turbo Blaster, High Pressor Beam, Remote Control, Randomizer and the Tractor Beam. The reverse face of a Damage Point chit is used to mark the direction the Turret faces, and the player may change the position prior to each Program Segment. If the reverse Damage Point chit isn't placed properly on the card the Turret face will be straight forward.



Examples: Turret points to the left - back - right



The following Option cards may be used after a particular Program card has been revealed.



Brakes

Whenever you use a "MOVE 1" command you may decide to stay in the space instead of moving forward. The Option card doesn't change the Priority-number of the Program card.



Fourth Gear

You may choose to move the Robot 4 spaces instead of 3 whenever you use a "MOVE 3"-command. The Option card doesn't change the Priority-number of the Program card.



Example: Without "Fourth Gear"



Example: Using "Fourth Gear"

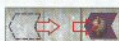


Reverse Gear

You may choose to move your Robot 1 or 2 spaces backwards whenever you use a "BACK-UP"-command. The Option card doesn't change the Priority-number of the Program card.



Example: Without "Back-Up"



Example: using "Back-Up"



Mechanical Arm

Anytime your Robots ends a Program Step next to a Checkpoint, it may use the Mechanical Arm to touch that Checkpoint. This counts as if the Robot has visited that space. The Mechanical Arm cannot touch the Checkpoint from a diagonal space or through a Wall. The Checkpoint may be touched even if there is another Robot on it. The Mechanical Arm can only be used to touch "the Flag" as part of the goal, it cannot be used to repair the Robot or to acquire an Option card. If the Mechanical Arm touches the final Checkpoint has the Robot finished the race.



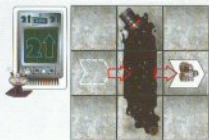
Ramming Device

When the Robot pushes another Robot, that Robot receives a Damage Point in addition to being pushed, even when that Robot cannot be moved. The Ram is always active.

The Robot movements are influenced by new spaces on the game boards.

New Space: Robot moves through an Oil Slick

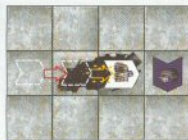
If a Robot attempt to end its movement in a space with an Oil Slick, it continues to slide in the direction of its movement until it has left the Oil Slick or the movement is blocked a Wall or another Robot, which isn't on a Oil Slick itself. Oils Slicks do no damage.



Example 2: A Robot moves across an Oil Slick (no effect).



Example 2a: A Robot stops on the Oil Slick and slides forward until it reaches a space without Oil



Example 2b: A Robot stops on the Oil Slick and slides forward until it is blocked by another Robot.

A sliding Robot will push another Robot when they both are on the same Oil Slick. Both will slide until the front Robot reaches a space without Oil or is blocked by a Wall or another Robot not on the Oil Slick.



Example 3a: The orange Robot wants to move 3 spaces forward (Program #840). But it is blocked by the white Robot.]



Example 3b: The white Robot moves 1 space forward (Program #640)



Example 3c: The purple Robot moves 1 space forward (Program #490) and attempts to stop on the Oil Slick. He slides forward and pushes the orange Robot.

Attention: A Robot doesn't slide as long as it is in movement. Only when the movement stops (it's braking) on the Oil Slick will it begin to slide.

If a Robot begins its movement on a Oil Slick will it move one space less than stated on the Program card. If a Robot for example is given the Command "MOVE 3" it will only move 2 spaces forward. A Robot given the Command "MOVE 1" or "BACK UP" will stay in its space. A Robot may turn normally on a Oil Slick as none of the "TURN"-commands are influenced by the Oil.

New Space: Robot moves onto a Portal

A Robot that moves onto a Portal space will continue its movement from the other Portal space.



Example: The orange Robot moves onto the purple Portal. It is immediately placed on the space with the other purple Portal where it will continue its movement.

Example : There are:

Purple Portals (board G)

Green Portals (board G)

Blue Portals (on tiles)]



When a Robot ends its movement on a Portal will it be transported onto the Portal space of the same color. Both Portals of the same color are automatically turned off if a Robot stays on one of the spaces. A turned off Portal space is treated as a normal empty space.



Example: The other purple Portal has been turned off by the orange Robot

New Space: Robot moves through a Flamer

Flamers are Factory Element. They may damage a Robot during its move and in the Factory Element phase. The Flamer is active in the listed Programme Steps. If a Robot moves onto or passes a space with an active Flamer will it sustain 1 Damage.

a) During the 3rd Program Step:



The Flamer is in active in the 3rd Step and the purple Robot sustain damage

b) During the 3rd Program Step



The Flamer is active in the 3rd Step and the orange Robot sustain damage.

A Robot will also be damaged if it doesn't leave the space in which a Flamer is active.

a) During the 2nd Program Step:



The Flamer is inactive in the 2nd Step and the purple Robot sustain no damage.

b) During the 3rd Program Step



The Flamer is active in the 3rd Step and the purple Robot sustain a point of damage while turning

Attention: A Flamer may damage a Robot both during its movement and during the Factory Element Phase.

New Space: Robot moves through a Swing Door

Swing Doors will only allow passage in certain Programme Steps. The doors are only open in the listed Steps. Robots may move through or be pushed through the Doors when they are open, and Laser Beams may pass through the open Door. When a Swing Door is closed it works as a Wall.

a) During the 2nd Program Step:



The Swing Door is closed during the 2nd Step and the purple Robot is blocked

b) During the 3rd Program Step:



The Swing Door is open during the 3rd Step and the purple Robot may move through.

Activate Factory Elements

The order in which the Factory Elements is activated stays the same. The only change is that the Flamers activate directly after the Lasers.

Stompers



A Robot is destroyed if it stands on the space of a Stomper when it is active. A Stomper is active in the listed Program Steps. A Stomper without numbers is always active,

Flamers



A Robot sustain a point of damage if it stands on the space of a Flamer when it is active. This means that a Robot may sustain 2 points of damage during the same Step (see the previous page).

The effect of certain Factory Elements and the Robot Lasers may be changed by Option cards

Express Conveyor Belts, Conveyor Belts and Gears



Gyroscopic Stabilisator

You may decide activate the Stabilisator in any Step. The Robot is not turned by curves on Express- and Conveyor Belts or by Gears if you decide to activate it. The Robot is still moved by Express- and Conveyor Belts though.

Robot Laser Improvements



Double Laser

Your Laser will now inflict 2 points of Damage on other Robots. This card may be used in combination with the cards Target Control 3 and/or the Power laser.



Target Control

Whenever you hit another Robot you may choose to lock a specific Program card, or to destroy a Option card which must be discarded immediately. This card may be used in combination with the cards Double Laser and/or the Power laser.



Power Laser

Your Laser may now fire through one Wall and 4 through one Robot to hit its target. When the laser fires through another Robot will this also be damaged. This card may be used in combination with the cards Target Control 3 and/or the Double Laser.



Rear Laser

In addition to the normal Front Laser are your Robot now equipped with a Rear Laser as well. This means that your Robot may fire both forwards and backwards at the same time, thus possibly damaging two different Robots in the same Step.

The following Option cards equips your Robot with additional weapon which may influence or damage other Robots. The weapons are activated in the same phase as the normal Laser, ie. the "Factory Element Phase", and the player may either use the normal Laser or the new weapon.



Turbo Blaster

You have the option of using either your Laser or the Turbo Blaster. The Turbo Blaster will cause 1 point of damage in addition to pushing its target one space away from you. The Turbo Blaster can only be used 5 times. Place 5 Damage Point chits on the card and give one to the target player for each shot. Discard the Option card when the last Damage Point has been removed.



High Pressor Beam

You have the option of using either your Laser or the High Pressor Beam. The High Pressor Beam will push the target Robot 1 space away from you, but will not directly inflict damage.



Remote Control

You have the option of using either your Laser or the Remote Control. The Remote Control can reach another Robot within 6 spaces in a straight line from your Robot during the execution of the program. This effect will even work through Walls and other Robots



Example: The purple Robot would not be able to hit the orange Robot with its normal Laser, but by Remote Control it is able to set its program out of operation. The white Robot could also have been targeted, but the player of the purple Robot chose to target the purple Robot]

The Remote Control will immediately cause the target Robot to execute your Robot's program for the rest of the turn. Despite the same Priority numbers will your commands always be excuted before those of the Robot under remote control.



Randomizer

You have the option of using either your Laser or the Randomizer. The Randomizer enables you to replace the target Robots next Program card with the top card from the draw pile. The Randomizer cannot be used in the fifth Program Step



Tractor Beam

You have the option of using either your Laser or the Tractor Beam. The Tractor Beam will pull the target Robot 1 space towards you. The Tractor Beam cannot be used if the target Robot is in one of the four adjacent spaces.

Damage

A player may prevent a single point of damage by immediately giving up any one of his Option cards. Several Damage Points may be prevented by returning more Option cards. The decision to exchange Option cards for damage can only be taken immediately after a player has been hit.

The following Option cards may prevent damage without returning Option cards.



Protective Coating

A Robot with Protective Coating may prevent 3 points of damage. When the Robot is hit are the first 3 Damage Point chits placed upon this card, at which point it must be discarded. The Damage Points received on this card does not reduce the number of Program cards dealt to the Robot.



Protection Shields

Whenever your Robot powers down will it be automatically protected by a shield on all four sides. Each of these Protection Shields will prevent 1 point of damage per Program Step from that side. The Protection Shields retract when the Robot powers up

IV. End of Round

Repair or Option card?

Whenever a Robot ends the round on a Repair site with two Wrenches, must the player decide whether he wants to remove up to two Damage Points or draw the top card from the pile of Option cards.

When a Option card is taken must it be read aloud and placed openly in front of the player. Each player may never be in possession of more than 3 Option cards at a time. If a player draws a fourth card must he immediately discard any one of them. When his Robot is destroyed must the player discard any one of his Option cards.

Reaching a Checkpoint

A player has reached a part goal whenever his Robot move over, or stays on, the next higher Checkpoint. in addition may the player place his Safety Copy here. If he stops on the Checkpoint may he also repair 1 point of damage

Using a Duplicate Robot

Whenever a player creates a duplicate of his Robot will it being with 2 points of damage, unless he is in possession of the following Option card:



De Luxe Safety Copy

When your Robot is destroyed will you receive a duplicate Robot without damage if you discard this card.

Power Down

A Robot must power down more quickly when its player is in possession of the following Option card:



Circuit Breaker

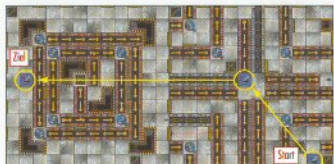
Anytime the Robot ends a turn with 3 or more points of damage, it will immediately power down in the following round. You do not have to announce the power down in advance when you are in possession of this Option card. The Robot is protected from damage during power down.

Game End

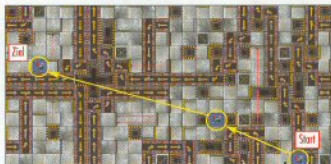


Race Course Suggestions

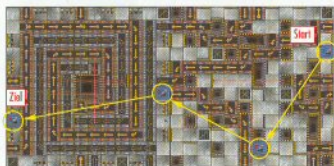
This chapter contains 6 suggestions to race courses for beginners and pros. Below each track is indicated the recommended number of players, difficulty level and approximate playing time.



Players: 2-4 Difficulty: Easy Time: ca. 60 min.]



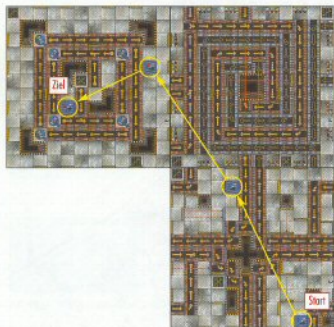
Players: 2-4 Difficulty: Easy Time: ca. 60 min.]



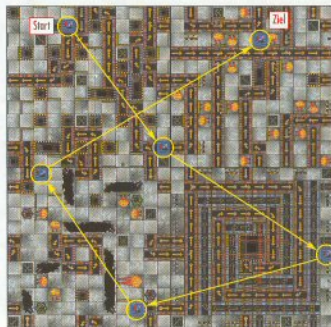
Players: 2-4 Difficulty: Medium Time: ca. 90 min



Players: 2-4 Difficulty: Hard Time: ca. 90 min.



Players: 4-8 Difficulty: Medium Time: ca. 120 min



Players: 4-8 Difficulty: Hard Time: ca. 120 min.

