



A strategy board game for 2 players by José Carlos de Diego Guerrero.

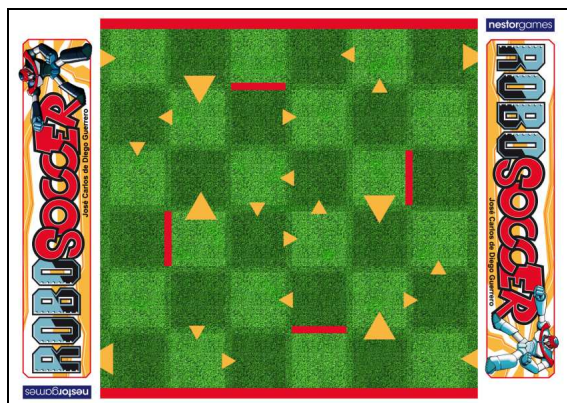
INTRODUCTION

Yes. Robots play soccer too. But a brutal version of it!

ROBOSOCCER is board game of movement and ball control whose objective is to score a goal (taking your ball to the last row) before your opponent does. Move your robots, and push, and jump over your opponent's robots until you score a goal.

COMPONENTS

- A **ROBOSOCCER** board:



- 6 black robots in 3 sizes (2 each).



- 6 white robots in 3 sizes (2 each).



- 1 white counter (white ball)
- 1 black counter (black ball)
- 14 small arrows

SETUP

Place the board in the middle of the playing surface and determine the type of setup, "**default**" or "**custom**".

- "Default": Keep the arrow pieces apart. They are not used.



Default (board arrow)

- "Custom": Place each of the arrow pieces on top of each of the **small** orange arrows on the board, pointing in either direction.



custom 1 custom 2
(arrow pieces)

The board is considered to be cylindrical. A robot exiting on one side enters from the opposite one. You cannot exit the board on the top or bottom sides.

Each player takes his six robots, 2 of each size. The White player puts his 6 robots on the first row on his side as he wishes. Then the Black player does the same on the first row of his own side. Then in the same order they put their ball on any square of their second row.



Setup example

The Black player starts the game.

ACTIONS

During each turn, a player may do any 2 actions from the following list:

- Move one of his robots
- Switch positions with the ball
- Push an opposing robot with one of his own
- Make one of his robots jump over an opposing one

The same action can be chosen twice in the same turn.

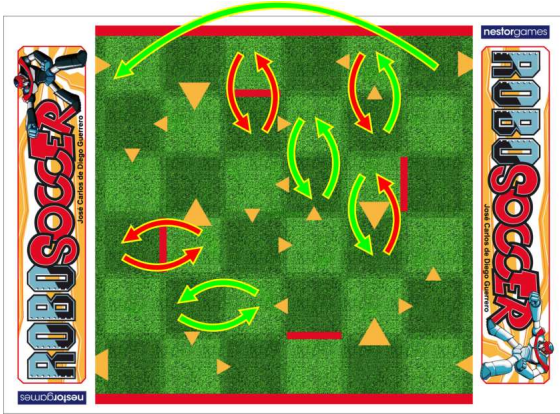
Moving a robot

The player may move one of his robots **one square**, following these movement rules:

- If there is no line or arrow between the 2 squares, the robot can move in both directions.
- If there is a line between the squares the robot cannot pass that line.

- If there is an arrow between the 2 squares the robot can only move in the direction of the arrow.
- You cannot move to a square where there is another robot or a ball.

Also, remember that the board is cylindrical. If a robot exits on a side, it returns on the opposite one.



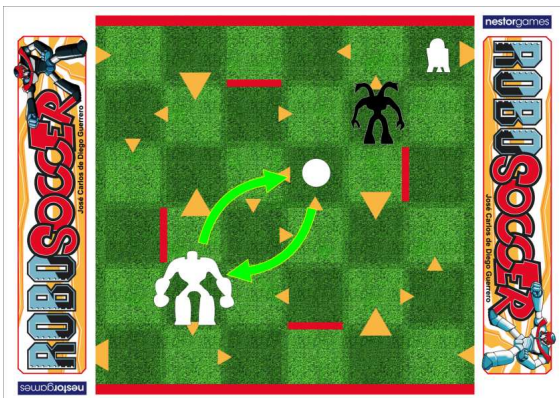
Examples of legal (green) and illegal (red) movements

Switching positions with the ball

The player's ball may switch positions with a player's robot if that robot and the ball make a straight line (either diagonal or horizontal, **but not vertical**) of 1 or more squares of distance. The line cannot be blocked by other robots or the other ball.

Switching rules:

- The ball does not need to be in contact with another piece for the pass to be made. Note that this is the only way to move the ball, as it cannot be pushed.
- The ball cannot exit the board, so the board's cylindrical shape doesn't affect it.



The big white robot can switch positions with the white ball, but the small white robot can't, as there is a (black) robot blocking the line

Pushing an opponent's piece

If a robot is adjacent to an opponent's robot and the movement between both squares is allowed (see Moving a robot), then it may be possible to move your robot and push the opponent robot.

Pushing rules:

- Your robot must be of equal or bigger size than the opponent's.
- The movement of the opponent's robot (back one square in the same direction as your push) must be allowed (see Moving a robot)

- A piece that is pushed off the board will come back on the opposite side (only on the left and right sides).
- A piece cannot cross a red line when pushing or being pushed.
- You cannot push a ball.



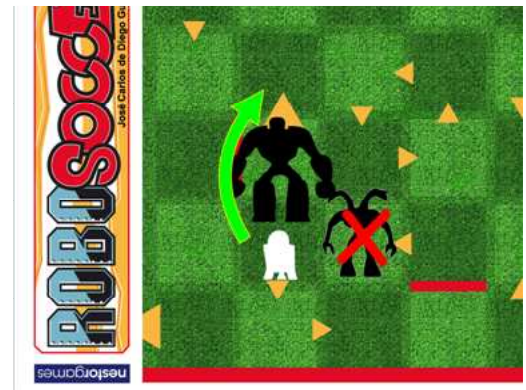
The big white robot can push the small black robot, as both can move 1 space upwards, but not the medium black robot on its side, as this robot cannot move to the right

Jumping over a piece

If one of your robots is adjacent to an opponent's robot of a bigger size, and moving 2 steps in that direction is allowed (see Moving a robot), then you can jump over the opponent's piece (2 steps). The jump must be straight (no turning in mid air).

Jumping rules:

- A piece cannot jump over the ball.
- A piece cannot cross a red line when jumping.



The small white robot can jump over the big black robot, but not over the medium one, as there is an arrow pointing to the opposite direction

Passive gameplay

You can never end your turn with 6 of pieces of your color (including your ball) on your home row. You can never end your turn with your pieces in the same positions as at the start of your turn.

WINNING

The winner is the player that first manages to move his ball to his last row (the opponent's first one).