








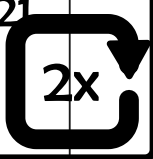

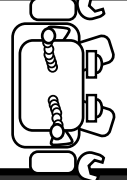










Energy Seekers

	13 	12	11	10 	9
	14	15 	16 	17 	8 
CodyRoby	23	24 	25 	18	7 
	22	21 	20 	19	6
	1 	2	3 	4	5 


 Remote control


 Teletransport


 Swap


 Repeat twice



challenge	challenge	challenge
challenge	challenge	challenge
challenge	challenge	challenge



Energy seekers
<http://codeweek.it/cody-robby-ens/>

Players. 2 or more

Game. Robots seek energy. Places your Roby piece in position 1, take three cards from the deck and use one or more to bring Roby along the path to the battery charger. At the beginning of each turn take from the deck the cards you need to have three.

Stacks. Moves are mandatory. If you have no valid moves show your cards to pass the turn without moving.

Wrong move. A move leading Roby out of the path is cancelled and causes it to be remotely controlled at subsequent turn.

Remote Control. A Roby piece fallen in a RC place will be moved by all other players at next turn. Players decide how many of their cards to spend to this purpose.

TeleTransport. A Roby piece fallen in a TT place is moved to the other end of the TT tunnel maintaining the original orientation.

Swap. A move ending on a swap place causes Roby to be swapped with the one in the symmetric place (first with last, second with second-last, ...)

Repetition. Execute instructions twice.

Challenge. Place and invent your own.

