

RoboLazerz is a competitive strategic board game.

Components and Setup:

The game is composed of a 5x5 board and a deck of 60 cards. Each player starts with a hand of three tiles randomly drawn from the deck. The initial setup involves placing three units per player at the opposite edges of the board.

Tiles:

There are four possible tiles:

Green tile: this tile allows the units to move on the board

Laser tile: this tile allows the units to attack adjacent units (based on the direction the red arrow)

when they move on a tile Shield tile: this tile allows the units to protect from adjacent laser tiles based on the direction of the shield

Trap tile: this tile destroys instantly all the units that step in.

Every tile has four numbers that decide the next move for every unit. Every unit moves automatically at the end of the player's turn and move into an adjacent tile if there is a green connection between the two tiles and following the order of the numbers at the four edges of the tile.

In case multiple units move at the same time, the player should select an order that maximizes the number of moves of the units.

Rules:

The players flip a coin to decide the starting player.

Every round, each player has to follow the following actions in order:

- 1) draw a card from the deck;
- 2) place a tile from the player's hand into an empty tile;
- 3) rotate a tile of choice but with no units on top;
- 4) move the player's units following the tiles' numbers (see Tiles);

Winning condition:

The match ends when one of the two players has destroyed all the opponents' units or if the board has been completed (no empty tiles left). The player with more units wins the game