by Johannes Krenner

M.A.R.I.

and the Crazy Factory

10+   1+p1.

5-30 MIN./LEVEL
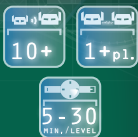
MARI (the Mobile Autonomous Robotic Intelligence unit) has 'woken up' on a robot factory after a massive storm, realizing the security system had not fared well and the Control Center, the 'brain' of the factory, had been hit by a lightning and is now damaged.

The whole factory has gone completely out of hand without its 'brain'.

MARI is a bit disoriented; she gets onto her… ehm… feet? Now, she wants nothing more, than to find the CC and help it recover. Let's have a look whether it's still overseeing the whole place from its top floor.

Rules ⬚ ⬚ ✕

We recommend playing levels in order. Take the card with the desired level (big double-sided cards) and place it in front of you.

Set up:

Take all the action tiles listed next to this icon. Put the rest aside.

Place MARI token flat on its respective starting position facing the same direction as the icon on the board (place other tokens as well if instructed).


Gameplay:

Consecutively,
(a) place an action tile in a row under the level card. You may add new tiles to any place in the row.

Then, **(b)** perform the actions on ALL tiles in this row from left to right (complete the cycle).

Perform these two steps until:

- upon completing a cycle, MARI is on the exit platform (**you win**), OR

- she is not, and you have no more action tiles to add (**you lose**).

Do not return action tiles to your hand: once placed, they stay on the table until the end of the level.
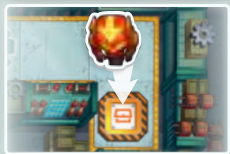
MARI cannot cross the yellow border marking walls and other obstacles. If MARI has to cross such a border, you lose and have to restart the level. ⚠

1
Take the action tiles

forward,

wait,

clockwise turn.

2
Place an action tile: start with the forward action.

3
Perform the actions: move MARI 1 space forward (in the direction she is facing).

4
Add another tile anywhere in the row.

5
Perform ALL actions from left to right in that particular order.

6
Add another tile anywhere into the row.

7
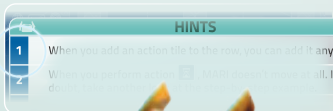When MARI has reached the exit platform, you still have to complete the cycle.

HINTS:

If you are stuck, take a look at the 'Hints' cards (at the bottom of the stack of cards). Look for the number of the level you are on.

During the game I often hint at the best way to go about a level, but sometimes I'm just thinking out loud.

SOLUTIONS:

If you are still at a loss, you can take a peek at the 'Solutions' (at the bottom of the stack of cards). There you will find the most common solution(s) for each level.

Please note that some of the solutions may have variations, because in some cases actions ⊠, ▭ and ⚡ do not have a strict placement order, and actions ↺ and ↻, as well as ⚒ and ⚒ may often be swapped.

Solution to the step-by-step example

YOUR LOGO

Your text your text.

WHITE CASTLE
GAMES AGENCY

Turn MARI 90 degrees clockwise on the spot.

Turn MARI 90 degrees anticlockwise on the spot.

Move MARI 1 space forward
(in the direction she is facing).

Move MARI 2 spaces forward
(in the direction she is facing).

Nothing happens. **If its position is irrelevant**, always add this tile to the end of the row and add all further action tiles to the left of it.

Stop. Do not **perform** actions to the right of this tile. When **adding** tiles to the right of this one, place them at the end of the row.

Perform the next action in the row twice.

Slide the door token. You can only add this action to the row if you have already landed on the key-chip space.

Crisscross: turn MARI 90 degrees clockwise or counter-clockwise (depending on the arrows), then flip this tile to the other side.