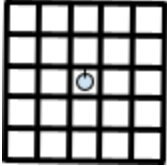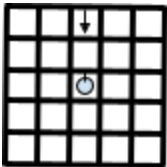This is the official instruction sheet for the grand paper game: ADH-bots

ADH-bots is a two to four player game played on paper. Each player takes turns placing down **commands** in each bots **command grids.** The **command grid** is a 5 by 5 grid with the robot in the center similar to this one:

A robot runs a command when is sees a enemy in that spot relative to it
For instance if a robot had a grid like

Then the bot will move one space backwards whenever it sees a enemy bot in that square
In the case of multiple bots a coin flip must be done

There are 9 commands listed below:
Move left (<)
 move right (>)
move forward (^)
move back (v)
don't move (0)
turn right (clockwise arrow)
turn left (counterclockwise arrow)
180 turn (full circle arrow)
and the most important one attack command (/|\). This can only be put in the 10 spaces in front of the bot

The first thing that happens in the game is each player chooses a bot this is the bot that it is their objective to make win. They do this by programming the bot to win in the fight phase, AND badly programming other players bots to sabotage them. In this stage you also decide on a map. If no decision can be made then the map is the default 5*5 map with each bot facing clockwise.
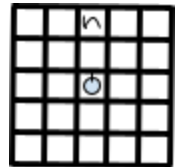
Step 1 : command phase
In this phase each player takes turns in counterclockwise order. Every turn a player may place a command in any command grid in any position. This will determine their victory in the battle phase.
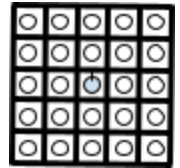
Step 2: battle phase
1. Every turn all bots execute their commands simultaneously.
2. In the case that no command is to be executed the bot moves forward.
3. If it cannot move forward then it turns left or right at random.
4. If a bot gets attacked and doesn't move out of the way during the turn it was attacked it is out
5. The player who chose the last one out is the winner
6. In case of two bots killing each other at the same time everyone loses

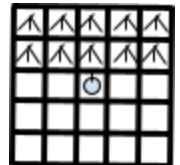For more information on how the command grid works see these examples

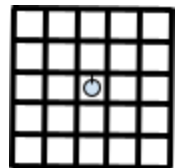This one turns right whenever there is something two spaces in front of it:

This is Pathetic-Bot it freezes up and doesn't move whenever it sees anything

This is Aggressive-Bot it attacks anything in front of it

This is Blank-Bot it's what you get when you forget to program your robot

That's the whole game so start a round and code your bots to win and glhf.

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(ADH stands for nothing i forgot why I named it that)