The aim of this work is to combine the playability and the idea of the legendary game Tunneler with the option of programming arti cial intelligence for computer players. Writing scripts and their use in the game
is separated from the game itself, so the author of a script only has to know the scripting language and a few interface functions to successfully create an intelligent robot. At the same time the game is suffciently attractive to casual players, it is easy to operate and has some additional features, such as multiple weapons, maps and robot types. Another important feature is the option of playing over LAN.