

VOLT

Roger's Rules: Firedrake/BGG

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Goal

Score 5 points before the opposition.

Setup

Choose and set up an arena board and the corner towers. Ideally, face one edge towards each player.

Each player takes a robot card, corresponding robot miniature and screen, 2 red and 2 blue dice, a narrow monitor board, and a controller board which will be kept hidden behind the screen.

Shuffle the three module decks (red damage, blue movement and yellow tactics).

Find the number tiles 1-Ⓟ and distribute them randomly among the players.

In tile order, each player draws a module from one deck, looks at it, then draws a second module from a different deck.

Round

Phase 0: Preparation

If there are fewer than 3 VP tokens on the board, draw a random VP token and place it in the space matching its number.

A robot destroyed by damage returns its tokens to the supply.

If you have spare modules, you may swap them in and out now. You may have up to two active modules, either two yellow or different colours. Newly active modules are face down until used.

In number tile order, any robot off the board reboots, returning to one of its starting spaces.

Place the number tiles, one each on the corner towers.

Hide controller boards with screens.

Phase 1: Programming

One player calls 3, 2, 1, start.

All players simultaneously program their robots.

Place 3 of your 4 dice, turned to the number of your choice, on a space on each of the three control units on the controller board. Blue dice may only be

placed on blue rectilinear spaces; red dice may be placed on rectilinear or diagonal spaces.

When you have finished placing, take an available number tile from the towers.

Phase 2: Activation

Reveal all controller boards and check for programming errors.

In order of (a) board number I-III; then (b) die number (low before high); then (c) die colour (blue before red); then (d) tile number (low before high); activate each die on each controller.

Blue: move that far. If you move into a space with another robot, push it. You can send other robots (or your own!) down pits or off edges, but not through walls.

Red die: fire a laser. The first wall or robot in that direction is hit and takes 1 damage token. A robot with 3 damage is destroyed.

Phase 3: Resolution

In tile number order (low to high), resolve the tile on which each robot is standing (e.g. by picking up victory points). A robot on a repair space may

either remove all damage or draw a new module.

Damage and Victory

If a robot is destroyed, its operator may immediately draw a module (in the case of a duplicate, put it on the bottom of the deck and draw again).

If you destroy a robot other than your own, take a victory point. The game ends immediately when someone has 5 points.