

# 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.

## 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.

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.

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

## Round

### Phase 0: Preparation

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

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

Each player draws a module from one deck, looks at it, then draws a second module from a different deck.

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

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; 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.

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

If you have spare modules, you may swap them in and out now.

A destroyed robot rebots, returning to one of its starting spaces (in number tile order).

Place the number tiles one each on the corner towers.