VOLT TRAINING RULES

Welcome to the ultimate Robot Fighting Experience! Are you ready for the spectacle of glorious mechanical gladiators crashing into each other? Can you withstand the screaming metal and destructive laser fire?

Do you have what it takes to become an operator and join the Robot Fighting League (RFL)?

Let the training begin!

COMPONENTS

Before your first game, carefully push out all cardboard pieces from their die-cut sheets.

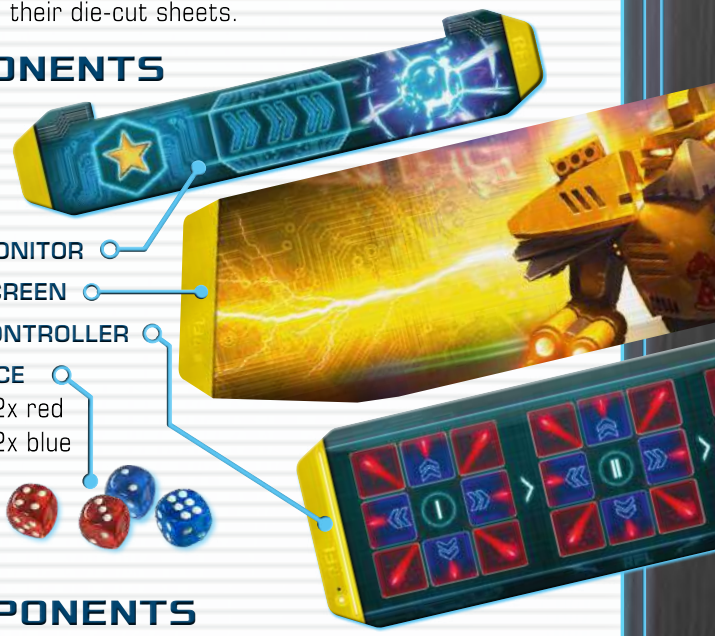
PLAYER COMPONENTS

Place the box bottom in the center of your play area. Each operator (player) sits on one side of it. Then, each operator chooses a color and the matching robot, and takes all of the following pieces:

- **OVERVIEW CARD** (white back)
- **ROBOT CARD** (white back) and the matching **ROBOT**



- **MONITOR**
- **SCREEN**
- **CONTROLLER**
- **DICE**
  - 2x red
  - 2x blue



UNNEEDED COMPONENTS

The following components are not needed for the training game. Leave them in the tray or set them aside:

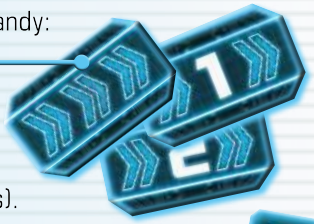
- **ALL UNUSED PLAYER COMPONENTS**
- **ALL CARDS without** a white back
- **GAME BOARD C/D**
- **MINE TOKENS** in all colors



ADDITIONAL COMPONENTS

Keep all of these components handy:

- **STARTING NUMBERS**
  Collect one starting number per player (e.g., collect starting numbers 1 to 3 if you are playing with 3 players).



- **VICTORY POINT TOKENS**
  One side shows a number from 1 to 6, which determines where it is placed in play. Each token is worth 1 victory point!



- **DAMAGE TOKENS**
  Each token represents 1 damage.



- **ARENA PILLARS**
- **GAME BOARD A/B**

Assemble the arena like this:

1. For this training game, insert the junkyard game board (marked Ⓐ in the bottom-right corner) into the box tray.
2. Fold the 4 arena pillars. Start by folding the middle part down.



3. Slot the 4 arena pillars into the corners between the box bottom and box tray.

SETUP

The arena is surrounded by a **WALL** (box and plastic corners).

The arena itself is made up of **SPACES**. Each robot always occupies one space (even if parts of it reach into other spaces). Each space can hold only one robot.

GAME BOARD

STARTING SPACE
Robots reboot in one of the starting spaces on their arena side.

PIT
If a robot enters a pit, it falls down and is destroyed.

VP SPACE
Victory point tokens will be revealed and placed on these spaces during play.

WORKSHOP
It looks promising but does nothing in the training game.

ARENA PILLAR

This is where starting numbers are collected from during play.

SUPPLY

VICTORY POINT TOKENS
Shuffle them star side up.

DAMAGE TOKENS

STARTING NUMBER

Draw a random starting number and place it on your monitor number side up.

PLAYER COMPONENTS

ROBOT CARD + ROBOT

MONITOR
This shows your robot's status: your starting number, damage suffered, and victory points.

SCREEN
Place your screen so it hides your controller.

CONTROLLER
*Keep your controller **parallel to your edge of the arena,** showing I > II > III from left to right. This is where you will program your robot in play.*

DICE

TRAINING OBJECTIVE

Be the first to collect 3 victory points (VP). You can collect VP by destroying other robots and by being on a VP space with a VP token in *Phase 3: Resolution*.

PLAYING THE GAME

VOLT is played in rounds, each consisting of 4 phases.

PHASE 0: PREPARATION

Execute these steps in order:



- **Place 1 VP token:** One operator draws a VP token and places it, number side up, on the VP space of the same number. Skip this step if the arena already has 3 VP tokens.
- **Remove damage tokens:** Operators return **all** damage tokens from destroyed robots back to the supply.
- **Reboot robots outside the arena:** Place robots, that are outside the arena, on one of their starting spaces (beginning with the robot with starting number 1, etc.).



- **Return starting numbers:** All operators return their starting numbers. Put each starting number, number side up, on a different arena pillar.
- **Put up screens:** All operators place their screens in front of their controllers.

PHASE 1: PROGRAMMING

PLACE DICE

One operator says "3, 2, 1, go!" At "Go!" every operator starts programming their robots simultaneously.

CONTROL UNIT

Each controller has 3 control units.



Each control unit is marked in its center with a number (I, II, III), which is surrounded by 8 keys.

The keys represent the directions that your robot can move or fire toward. It can shoot in all directions, but it can move only in the directions marked by blue keys (orthogonal).

Place 1 die on each control unit of your controller. You have 2 🟦 (move) and 2 🟥 (fire), so you won't place one of your dice each round.

Do not roll your dice. Place the faces of your choice.

To place dice correctly, you only need to place them on a key matching their color. You must choose numbers now as well, but they only matter in *Phase 2: Activation*.

BLUE DICE: MOVE

A 🟦 can only be placed on a **blue** key.

Robots cannot move diagonally!

The chosen key is the direction your robot will move toward.

RED DICE: FIRE

A 🟥 can be placed on **any** key.

The chosen key is the direction your robot will fire toward (line of fire).

Note: The facing of your robot is irrelevant. Only the dice on your controller determine the directions in which your robot will move or fire.

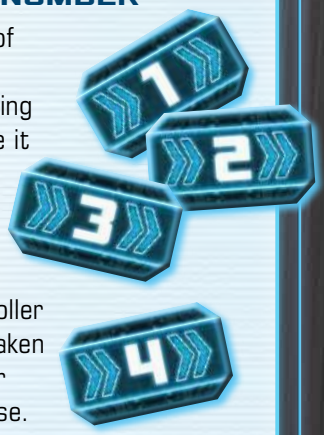
EXAMPLE – DICE PLACEMENT

Your controller is parallel to your side of the arena.



Your robot moves to the right.	*Your robot fires to the front-left.*	*Your robot fires to the back.*

TAKE A STARTING NUMBER



When you have placed 1 die on each of your control units and do not want to change them, take one available starting number from an arena pillar and place it on your monitor, number side up. (Starting numbers determine activation order if there is a tie.) Once you take a starting number, you cannot change the dice on your controller anymore. When every operator has taken a starting number, everyone lifts their screen and continues to the next phase.

PHASE 2: ACTIVATION

CHECK FOR PROGRAMMING ERRORS

If dice are placed incorrectly—e.g., multiple dice placed on one control unit, a 🟦 placed on a non-blue key, or a die placed in between keys—remove **all** dice on this control unit. If a control unit has no dice, the robot does nothing with that control unit.

ACTIVATE DICE

Each die on a control unit represents 1 command, which is now executed. First activate everyone's dice on control unit I, then on control unit II, and finally on control unit III. After all dice on all control units have been activated, continue with *Phase 3: Resolution*.

ACTIVATION ORDER OF DICE

Activate the dice on all control units of the same number (I, II, III) in this order:

1. **Die number:** Activate dice in order from lowest number (1) to highest (6).
2. **Die color:** If multiple dice have the same number, activate of this number first before activating of this number.
3. **Starting number:** If multiple dice have the same number and color, activate these dice in order from lowest starting number (1) to highest (4).

Important: You must activate all dice on your controller, even if it harms you!

To show that a die has been activated, remove it from your controller.

EXAMPLE – ACTIVATION ORDER

First, all operators look at control unit I:



1. *The red operator's has the lowest number, so he activates this die first.*
2. *Both green and yellow have a . Yellow's starting number (1) is lower than green's (3), so yellow activates her die next.*
3. *Green activates his die last.*

Next, all operators look at control unit II.

ACTIVATING A BLUE DIE: MOVE

- Your robot **moves spaces equal to the number on your die** (1 to 6) in the direction shown by its key.
- If your robot moves onto a space with a VP token, do not move the token and do not collect it. You only collect VP tokens in *Phase 3: Resolution*!
- If your robot moves onto a space with another robot, push that robot one space in the direction your robot is moving in. Likewise, if your robot pushes a robot into a space with another robot, push the third robot as well.
- If your robot or a pushed robot hits a wall, stop moving your robot and any pushed robots.
- If your robot pushes another robot into a pit, that robot is destroyed, removing it from the arena. For this, take 1 VP token from the supply and put it on your monitor.
- If your robot moves itself into a pit, it is destroyed and nobody takes a VP token.

ACTIVATING A RED DIE: FIRE

- Lasers **hit the first robot or wall in the line of fire**. Lasers cannot penetrate robots or walls. Lasers are not stopped by pits or VP tokens.
- A hit deals 1 damage. If your laser hits a robot, its operator takes 1 damage token from the supply and puts it on their monitor. If their robot now has 3 damage tokens on its monitor, it is destroyed, removing it from the arena. For this, take 1 VP token from the supply and put it on your monitor.

Important: The laser has unlimited range. The number on the die only determines how fast your robot fires.

EXAMPLE – ACTIVATING DICE

Both operators have a 2 die on control unit I.



1. *The is activated (blue before red), so the green robot moves 2 spaces.*
2. *The is activated, so the yellow robot fires and hits the green robot.*
3. *The hit deals 1 damage to the green robot. Perfect!*

PHASE 3: RESOLUTION

In order from lowest starting number (1) to highest (4), the robots activate the spaces they are on. In training this only means: If your robot is on a VP space with a VP token, take the token and put it on your monitor. If the space has multiple VP tokens, take them all.

Start the next round.

END OF TRAINING AND VICTORY

End training immediately when an operator takes their third VP token. That operator wins training.

You are now ready for a full game of **VOLT**!
Read the **RFL MANUAL** to learn how to proceed.