

# BOLT

The Battlebot Operators League Tournament (BOLT) has brought together the greatest robot operators in all of the multiverse. Use your wits to maneuver your metal goliath into the most advantageous situations by delivering devastating attacks. Will you and your mechanical champion claim victory, or will you be turned into a heap of scrap?

## Objective

The goal is to have the last robot standing in a free-for-all battle. All of your opponents must be eliminated from the tournament for you to be declared the ultimate robot operator and champion of BOLT.

## Components

Robot Parts deck (24 cards)  
Battle deck (71 cards)  
Reference Cards (4 cards)

## Setup

Each player starts with the 6 parts for their robot (Flash Dance, Flower Power, Clockwork, and Silverado) laid out in front of them as shown to the right. Also give each player a reference card.



Shuffle the Battle cards. Each player is dealt five cards. The remaining Battle cards go face-down in the middle of the table, reachable by all players. Leave a space for a discard pile. All cards should be discarded face-up. When the Battle deck runs out, shuffle the discard pile and place it face-down as the Battle deck.

Whoever last lost a game is the starting player. That player takes their turn first then play continues clockwise until there is a winner.

## Robot States of Operation

There are 4 states of operation that each part of your robot can be in.



At the beginning of the game, all robot parts are in Prime Condition. The cards will be in the upright orientation showing the Prime Condition symbol at the top of the card. Each step of damage moves a part down in operation.



To go down in state of operations from Prime Condition to Battle Damage, turn the card clockwise so that the Battle Damage symbol is upright. To go down to Critical Condition, turn the card again so that the Critical Condition symbol is upright. To go to Offline, flip the card over and orient it so that the Offline symbol is upright.

To go back up in states of operation, repairs are needed. One repair will take your robot from Critical Condition to Battle Damage and another repair to go from Battle Damage to Prime Condition. To go straight from Critical Condition to Prime Condition, two repairs will be needed. A part that goes Offline will need additional repairs to bring it back to Critical Condition. Instead of one repair, it needs two. Both repair points must happen at the same time, in either an Action or Counter. Partial repairs cannot be done.

What state each part is in affects what Actions you can play. An Action that specifies a robot part will also specify the condition that it needs to be in. For example, “Need 1 arm ” means that the card can only be played if your robot has an arm in Critical Condition or better. If both of your robot’s arms are Offline, you can not play the card. If a card indicates “Need 1 part ” then at least one part on your robot must be in the Battle Damage state; nothing more or less will meet the requirement.

If a player has all the parts of their robot offline, they are eliminated from the game.

## How a Turn Works

- Start of turn, draw up to 5 cards.
- Play one Action. If damage is to be dealt, choose an opponent(s). Damage may trigger a Counter.
  - The opponent may play a Counter. Counters will resolve before the Action unless otherwise noted.
- (Optional) Discard 1 card to draw 1 card (once).
- (Optional) Discard 2 cards to repair 1 part by 2 steps or bring an Offline part back to Critical Condition.

At the beginning of your turn, draw back up to your hand limit. Without modifications, your hand limit is five cards.

On your turn you may play one card from your hand for its Action, if you have any cards. Follow the direction of the Action box. If damage must be dealt, you’ll need to choose an opponent(s) and robot part(s) to attack. That opponent(s) then has the opportunity to play a card for its Counter if they want. See Actions and Counters for more details.



At any time during your turn, you may discard one card to draw a card. You may do this once per turn, even while resolving Actions. For example, you played a card that had three steps in the Action box: deal damage, draw a card and gain an Action. You could discard a card to draw a card before or after any of those steps.

At any time during your turn, you may discard two cards to repair one part up two states of operation, except Offline only goes to Critical Condition (see States of Operation above). You may discard more than once. It is only limited by the cards in your hand.

## Actions and Counters

When an Action would damage a robot, the player controlling the targeted robot may play a single Counter as a response. This is a one for one exchange despite the actual targeted parts. For example: an Action targets two parts of a robot. The targeted player can respond with one Counter.

All Counters are resolved before the Action unless otherwise noted on the Counter.

Actions that target a player and not their robot can not be Countered.

If you have a Counter that gives you additional Counters, you must play those Counters immediately. They are not saved for later.

There is no limit to the number of Counters a player can use save for the one Action to one Counter rule and/or Counters that give more Counters.

*Note:* If the Action targets multiple opponents, they may each play a Counter in clockwise order, starting with the player to the left of the attacker.

A player may not play a Counter when they are the active player nor can any player play a Counter in response to a Counter that would damage their robot.

Any time an Action or Counter deals damage, the player playing the card is the one who decides the target(s), unless otherwise specified by the card.

For a definition of the icons, see the Reference card.

## Sudden Death

Once a player is eliminated, the game goes into Sudden Death. From this point on, no one can repair an Offline part to Critical Condition.

## Winning And Losing The Game

You win if you have the last robot standing.

You lose when all your robot's parts are offline. Once this happens, you are out of the game and can not affect the other players. Any Battle cards in your hand or in play on your robot are put into the discard pile. Your robot parts are put back in the box. You can now sit back and enjoy the rest of the tournament, heckling and/or cheering the other players as you see fit.

## Card Clarification

**Charging Up:** If you play a Charging Up then a second Charging Up and then a final card, the last card is duplicated 4 times. When you play a card like Force Field after playing Charging Up, you'll need to use a token to represent another copy of Force Field. This copy can be stacked on the same part.

## Alternate Rules

**Fairness Squared:** To level the playing field in a four player game so that no one player can be taken out immediately, on the first turn players can only attack the players on their left or right, not across from them.

**Structured Tournament:** In a four player game, pair up opponents and play two games in a row. While play will still go clockwise, you may only attack your designated opponent. When one player from each pairing is defeated, a new game is started. The two winners will battle against each other while the two losers face off. The winner pairing will result in 1<sup>st</sup> and 2<sup>nd</sup> place while the loser pairing will result in 3<sup>rd</sup> and 4<sup>th</sup> place.

**Family Friendly:** For an easier, faster game, play only with Actions, not Counters. No one may respond to an Action with a Counter. Counters on the Battle cards are ignored.

## Credits

The following people made this game possible.

**Game Concept:** Will Reed  
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