



For 2 – 4 players aged 10+

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INTRODUCTION

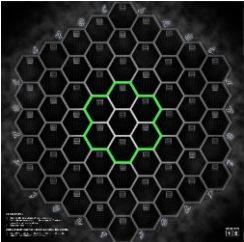



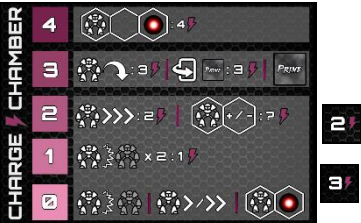



Welcome to the Electrodome for tonight's SUPER SERIES final, a clash for all the ages! We have last year's SUPER SERIES champions, the Metal Manglers who are up against Lightning Bolt, Ultra Shock and this year's form team, the Iron Fist, in a no holds barred, winner takes all clash.

The klaxon sounds, the crowd roars and humungous Robots lurch towards each other spewing forth a barrage of electricity, aiming to knock each other out of the arena. Guided by their superstar programmers, desperate to impress their legions of adoring fans across the globe, they will attempt to be the team with the last Robots standing and be crowned Jolt! Champions.

OBJECT OF THE GAME

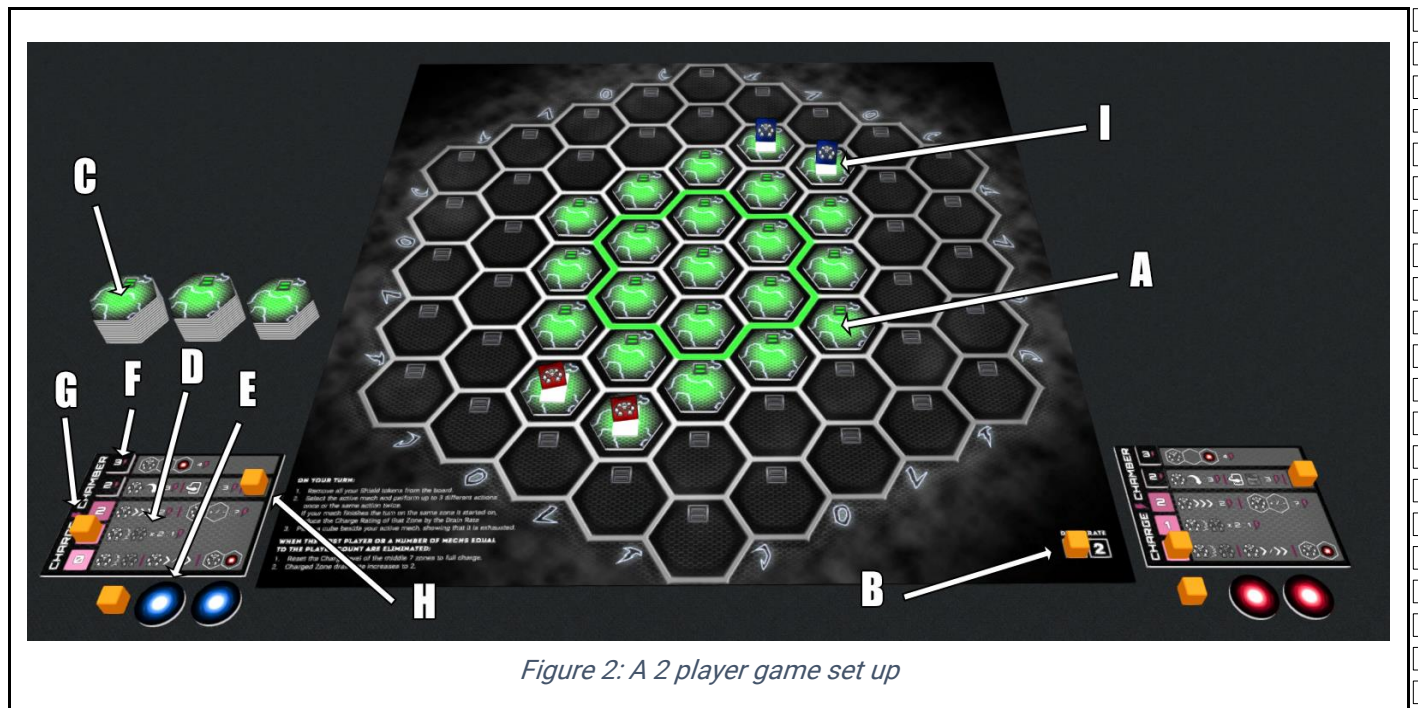
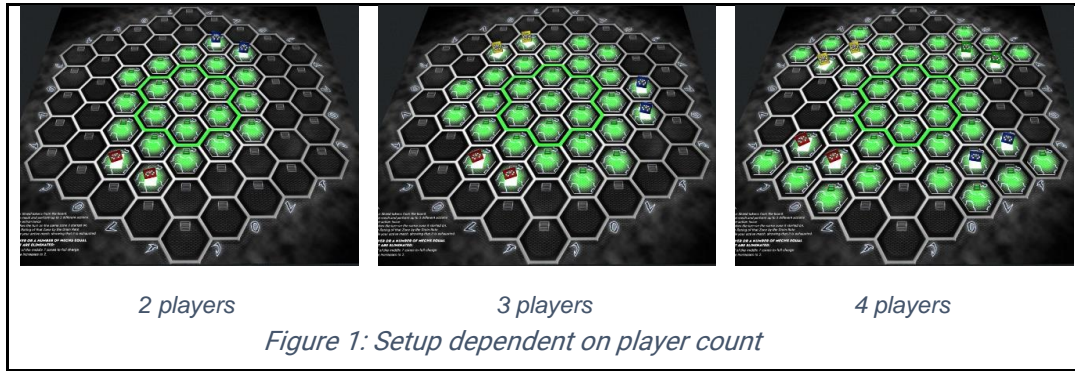
In this fast-paced Battle Royale style game you control a team of 2 Robots. Competing with up to 3 other opponents, you will try to out-manoeuvre each other and force each other out of an ever-shrinking arena. You win the game by having the last Robot standing inside the arena.

COMPONENTS

1 Game board	8 Force-Shield tokens	39 Double-Sided Charged Zone tokens	
			
4 Reference cards & 8 Charge Chamber tokens	1 House Robot standee	13 Cubes	8 Robot standees, 2 of each player colour
			

SETUP

Using the game board, create one of the setups as shown based on the total number of players:






1. Place **Charged Zone** tokens onto the board (A) matching Figure 1 and a **cube** on the **first position** on the **Drain Rate Tracker** (B).
 - o Place remaining **Charged Zone** tokens within easy reach of all other players (C).
2. The most competitive player is the first player (Player 1) and player setup proceeds **clockwise**.
3. Pick a team colour and take 2 Robots of that colour.
4. Take a **reference card** (D), 2 Force-Shield tokens of your player colour (E) & 3 cubes.
5. Place Charge Chamber tokens marked 2 ⚡ and 3 ⚡ face up on spaces 3 and 4 on the Reference Card respectively (F).
6. Place a cube on your **Charge Chamber** depending on Player number (G):
 - o **Player 1** places a **cube** on 0.
 - o **Players 2 & 3** place a **cube** on 1.
 - o **Player 4** places a **cube** on 2.
7. Place a cube on the Prime space on the Player Reference Card (H). Keep the remaining cube in your supply.
8. Place **both Robots** into the **same coloured zone** as your Robot colour, shown in Figure 1 (I).

CHARGED AND VOID ZONES

The arena is made up of a large electrical framework and is divided up into **61 zones**.

Charged Zones are zones that can be occupied by a Robot and not be eliminated. A **Charged Zone** may either contain **1 Robot** or **1 Force-Shield** but **not both**.

Each **zone** has a **Charge Rating**, represented by the number of coloured bars on that zone. **Charged Zones** have a **Charge Rating** of 2,  or 1 . **Void Zones** have a **Charge Rating** of 0 .

If the **Charge Rating** for a zone **reaches 0** it **immediately converts** to a **Void Zone**. If a **Robot** comes into **contact** with a **Void Zone** (or outside the arena) for any reason it is **immediately removed** from the board and returned to the owners' supply. When a **player** has **no Robots** on the board they are **eliminated** from the game and the Drain Rate immediately increases to 2 (Page 8). **Immediately** remove all the eliminated players tokens from the board.

TURN ORDER

Beginning with the **first player**, take turns in **clockwise order**.

Each round consists of turns, each consisting of 3 phases:

- A: **Prime Phase.** Any player may declare and resolve a Prime Action (Pg. 7) even if it is not their turn. If more than one player wishes to declare a Prime Action, they are resolved **counter-clockwise** starting from the **active player** for this turn. Once a Prime is declared, the action must be resolved by all players who declared a Prime action.
- B: **Gain Charge Phase:** Each player gains charge (⚡) equal to the number of robots they own that are inside the green boundary on the game board. Players may not gain more ⚡ than their Current Charge Chamber Capacity. At the start of the game, the Charge Chamber Capacity is 2 and higher levels are unlocked during the game.
- C: **Active Player Phase:** The Active Player performs the following sequence of events:
1. **Remove** all your **Force-Shield** tokens from the board.
 2. Select the **Active Robot**.
 - On your first turn, activate either robot. For subsequent turns, select the Robot that did not activate during the previous turn.
 - If you have one Robot left on the board, this Robot activates every turn.
 3. Perform up to **3 different actions** (e.g. Jump, Jolt & Run) **OR** the **same action twice** (e.g. Run & Run) with your Active Robot.
 4. After all actions have been performed, if the **Active Robot** remains on the **same zone** it **started on**, **decrease** the **Charge Rating** in that **zone** by the **Drain Rate**.
 5. Once all actions have been performed, place a cube beside the Active robot, showing that the Active Robot is **Exhausted** and **cannot be activated** on your **next turn**.

ACTIONS

Actions are performed on **zones adjacent to your Active Robot** unless otherwise stated. You cannot perform an action on a zone containing another Robot unless it is a Jolt Action.

YOU CANNOT PERFORM ACTIONS ON ZONES CONTAINING A FORCE-SHIELD.

SUMMARY OF ACTIONS

Some actions have upgrades which have an associated Charge cost and some upgraded actions can only be performed when the Charge Chamber Capacity is increased. The following actions may be performed during a turn:

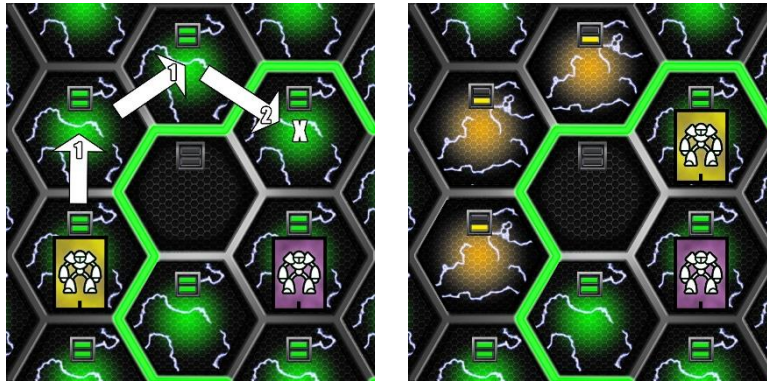
- **Upgrade Charge Chamber:** (Pg.4)
- **Run:** (Pg. 4)
- **Sap / Framework:** (Pg. 4)
- **Jump:** (Pg. 4)
- **Jolt:** (Pg. 6)
- **Place a Force-Shield:** (Pg. 7)

UPGRADE CHARGE CHAMBER

To Upgrade the Charge Chamber Capacity, spend the amount of ⚡ denoted on the token for the next available level. Access to Level 3 costs 2 ⚡ and access to Level 4 costs 3 ⚡. The Charge Chamber Capacity may not exceed Level 4.

RUN

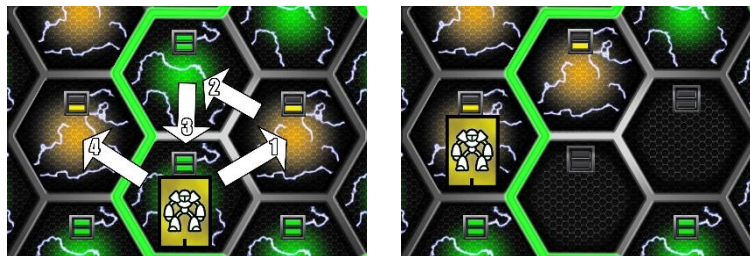
Move your Active Robot up to two spaces from its current location (This is a single action). Decrease the Charge Rating for each zone moved from by the Drain Rate. Do not move your Robot into or through Void Zones or zones containing other Robots or Force-Shields.



ACTION REPLAY:

The yellow Robot runs to the Charged Zone marked with X. The Robot needs to perform a Run action twice to run 3 spaces to reach this location. It uses its first action to run 2 spaces (1) and its second action to run 1 space (2). The Drain Rate is 1. (Note the yellow Robot cannot move through the Void Zone or the Purple Robot). Note that performing this action twice will mean the robot cannot perform any more actions this turn.

The yellow Robot decided not to move all 4 spaces and decreases the charge in the 3 zones they moved from.



ACTION REPLAY:

The Robot performs a Run action twice, moving 4 spaces as shown by the arrows. The Drain Rate is 1.

The Charge Rating is adjusted for each Zone each time it was moved from. (Note that the Charged Zone the Robot started in is now a Void Zone as it was moved from twice).

UPGRADED RUN

A robot may move an additional space during a single Run action at the cost of 2 ⚡ i.e. up to 3 spaces for a single action.

SAP AND CHARGE FRAMEWORK

You may perform either a Sap OR a Charge action. You may perform either action twice but you cannot perform a Sap AND a Charge action in the same turn.

To sap, decrease the Charge Rating in an adjacent Charged Zone by the Drain Rate and increase your Charge Chamber level by the Drain Rate, up to your Charge Chamber Capacity.

To Charge, increase the Charge Rating by the Drain Rate in an adjacent Charged Zone and decrease your Charge Chamber level by the Drain Rate.



ACTION REPLAY:

The yellow player performs a Sap action however the Sap can only be performed on Zones A & D:

- Zones B & E are Void Zones
- Zone C Contains a Force-Shield
- Zone F contains another robot.

The Drain Rate is 2. Zone D is sapped, removing 2 charge from it, however this only increases their Charge Chamber level by 1 as their initial level was 1 and the current capacity is 2 so can't be increased beyond that.

JUMP

A Jump Action may only be performed if the Charge Chamber level is at least 3. A Jump costs 3 ⚡ to perform. A Jump action allows your robot to Jump over any one space (except if it contains a Force-Shield) and into an unoccupied Charge Zone. A robot may not jump back into its own space. **Decrease the Charge Rating in the zone your Robot jumped from by the Drain Rate.**



ACTION REPLAY:

The yellow Robot performs a Jump action to jump to the zone marked "X".

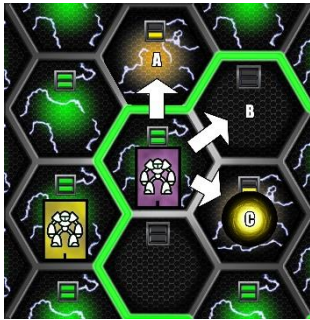
The Drain Rate is 1. Following the Jump, the yellow player decreases the Charge Rating for the zone their Robot jumped from by the drain rate, i.e. 1.

JOLT

Force one **adjacent Robot** (This can be your Exhausted robot) **one space** from their **current location**. The **target zone** that the Jolted Robot is forced into is chosen by the **Active player** and the **Jolted Robot cannot be forced** to a zone **adjacent to your Active Robot**. If available, the target Robot **must be forced** into a **Charged Zone** that is **unoccupied** (i.e. does not contain a Robot, Void Zone or Force-Shield).

If **no unoccupied Charged Zones** are available, the **Active player** must choose to **force the Jolted Robot** into either a **Void Zone, out of the arena** or **another Robot** where those options are available. A Robot is **cannot be forced** into a zone containing a **Force-Shield**. If the only option is to Jolt a Robot into a Force-Shield then the Jolted Robot is eliminated.

The **Active Robot does not move** during a Jolt action. Robots forced to move due to a Jolt **do not decrease** the **Charge Rating** of the zone they moved from.



ACTION REPLAY:

The yellow Robot performs a Jolt action on the purple Robot. The 3 locations the purple Robot can be forced into are zones A, B or C.

Because Zone A is the only unoccupied Charged Zone, the purple Robot is forced to move into it.

Note: If Zone A was also a Void Zone, the purple Robot would have been eliminated.

UPGRADED JOLT ACTION

If more than one robot is adjacent to your active robot, you may spend 1 ⚡ per additional robot to Jolt them as well and each Jolt is resolved individually. For example, there are 3 robots adjacent to your active robot, you spend 1 ⚡ and can therefore Jolt 2 adjacent robots for this action.

CHAIN JOLT

When a **Robot is Jolted** into a zone containing **another Robot**, resolve a Jolt action on the robot (with all the restrictions and conditions that apply on Page 6). The **Active player** chooses the **direction** in which Jolted Robots are forced. Initially Jolted Robots must **always enter the zone** of the **Robot they were Jolted into**.



ACTION REPLAY:

The yellow robot performs a Jolt action on the purple robot. The purple robot can be forced into the red or blue robot (1) as no unoccupied Charged Zones are available and cannot be forced into the Force-Shield. The yellow player forces the purple robot into the red robot.

As the purple robot is being forced into the red robots' zone, resolve a new Jolt action on the red robot using the purple robot's initial zone to determine where the red robot will be forced to (2).

The red robot can only be forced into the Void Zone and is eliminated by the yellow robot as a Chain Jolt.

PLACE A FORCE-SHIELD

Place one of your Force-Shield tokens onto an adjacent **Charged Zone** or **Void Zone**. No actions may be performed on a zone containing a Force-Shield token. A Force-Shield effect lasts until the start of your next turn.

ADVANCED PLACE A FORCE-SHIELD

Spend 4 ⚡ to place your Force-Shield 1 additional space away from your active robot.



ACTION REPLAY:

The yellow player performs a Place Force-Shield action.

Zones D & E are invalid as they contain a robot and another Force-Shield. G, H and I can be used for the advanced action.

The yellow player places a Force-Shield using a normal action (1) then spends 4 ⚡ to play an advanced place Force-shield action an additional space away (2). As the same type of action was performed twice, no further actions can be taken. The Drain Rate is 1 therefore the Charge Rating in the Yellow robots zone decreases by 1.

PRIME

When you declare a Prime action, remove the cube from your Prime Space on your Reference Card and fully recharge up to two Charged or Void Zones. At least 1 recharged zone must be adjacent to your robot however these are resolved according to one of the following:

1. If both recharged zones are adjacent to your robot, both recharged zones do not need to be adjacent to each other
2. If only one recharged zone is adjacent to your robot, both recharged zones must be adjacent to each other

Zones containing Force-Shields or Robots cannot be recharged.



ACTION REPLAY:

The Blue player declares a Prime action. The Blue player may fully recharge up to 2 adjacent zones marked with . The Blue player discards their Prime Token and charges 2 zones shown by .

Note: The 2 zones directly above the Yellow Robot could not be recharged as there was a Yellow robot and Force-Shield token between these zones and the Blue Robot.

You may replace a cube onto the Prime space of your reference card as an action during your turn by **spending 4 ⚡** from your Charge Chamber.

DRAIN RATE CHANGE

When **1 player** has had **both of their Robots eliminated** OR a **total number of Robots equal to the player count** have been **eliminated** (e.g. 3 Robots in a 3-player game), increase the Drain Rate **immediately to 2** and **reset ALL 7 zones inside the green perimeter to full charge**. The remaining players gain 1 charge.



ACTION REPLAY:

In a 3-player game (6 starting Robots), 2 Robots have already been eliminated. The yellow Robot performs a Jolt on the Purple Robot (1), eliminating it.

As there have been 3 Robots eliminated, the drain rate is increased to 2 (2) and all zones within the green perimeter are reset to full charge.

The yellow Robot then moves one space as its next action (3), draining the zone it moved from by the new drain rate.

ENDING THE GAME

The winner is decided when only one player has any Robots left in the arena.

ADVANCED RULES

For your first few games it is recommended to play without the advanced rules. The advanced rules allow for greater variation in your games.

TEAM TRAITS

During setup the first player selects a number of team traits equal to the player count from the following list. The last player selects a trait first and subsequent traits are selected in reverse turn order.

Name	Description
Acrobat	Jump an additional space as part of a Jump action i.e. up to 3 spaces
Aggressive	When you perform a Jolt action, your Active Robot may enter the space vacated by the Jolted Robot. Drain the space your Robot moved from by the Drain Rate. You may not Jolt the same Robot twice in the same turn.
Bypass	Upgrade Charge Chamber actions are free i.e. do not take up an action and do not cost any charge.
Conduct	If your robots are adjacent to each other at the start of a turn, gain 1 charge
Disintegrate	When a Jolt action is declared against your robot, you may immediately spend 4 charge to remove one of your shield tokens
Drone	As an action, you may place a drone in an adjacent zone. When deployed, and if an opponent has the choice of Jolting your robot or its drone, it must Jolt the drone. Once Jolted, the drone explodes and is removed from the board. If on the board, the drone may move one space on your turn as an action
Efficient	Jump actions cost 2 ⚡.
Electro-Grenade	For 4 ⚡, your robot may place an Electro-Grenade token in any unoccupied space. This remains on the board until your next turn, when it detonates. This causes a Jolt action to be performed on any robots adjacent to it and removes any adjacent Force-Shields from the board. Additionally, the space under the Electro-Grenade turns to a Void Zone. If this action is performed then only one other action may be played this turn, either before or after this action. Jolt actions are resolved in clockwise order as per the usual rules.
Evade	When your Robot is Jolted into a choice of unoccupied charged zones, you may choose the zone it is jolted into
Fan favourite	When you eliminate another Robot, fill your Charge Chamber to capacity and perform a free action.
Friendly Fire	You can jolt a friendly robot up to 2 spaces instead of 1. The friendly robot can be jolted over 1 void zone without penalty
Glitch	When performing a Jump action, you may drain the zone you jumped from by 0 - 2 ⚡.
Hologram	Your Robot may move through your own Force-Shield as if it were an unoccupied Charged Zone. If your Robot ends its turn on the Force-Shield it is eliminated. Movement actions over the Force-Shield doesn't drain that zone.
Interference	You have 2 interference tokens. As an action, your active robot can place an interference token in an adjacent unoccupied zone. An opponent cannot perform an action on this zone unless they pay the charge cost on the token before taking the action, which will remove the interference token
Overclock	Spend 4 ⚡ to perform an additional action this turn however do not perform the same action 3 times.
Pristine	If another robot is adjacent to an opposing robot who declares a Jolt on you, the opposing robot must Jolt the other robot instead.
Repel	Opponents cannot place a Force-Shield adjacent to your Robots.
Reroute	Gain 2 charge for each robot inside the centre however lose 1 charge for each robot outside the centre
Shift	As the last action of your turn, your Active Robot may swap places with any Robot adjacent to it.
Short Circuit	When you perform a Jolt action, you may spend 1 ⚡ to decrease the charge rating of the initial zone the jolted robot was in by 1.
Split Personality	Alternative turn: Select the Active Robot. Perform three actions between both of your robots with maximum one action with the Exhausted robot.
Teleport	For 4 ⚡, move your active robot to any unoccupied space. This action takes up your whole turn

HOUSE ROBOT

During player set-up, place the House robot in the centremost zone on the board and the House Robot token is given to the first player. The House Robot performs actions after all other players have performed their turns in a round however there is no Prime or gain charge phase during the House Robots turn.

During the House Robot's turn, each player will perform a number of actions equal to the Drain Rate i.e. one or two actions. The player currently holding the House Robot token is the first person to perform actions, moving clockwise until all players have taken up to their action limit. Once actions are resolved, the player holding the House Robot token gives it to the person to their left.

The House Robot has 2 available actions:

1. Run. This is performed as per Page 4 with the following exceptions:
 - It can only move 1 space, and may not move into the space it previously moved from in this round.
 - The House Robot can run into an adjacent Force-Shield, removing it from the board to the owners supply.
 - No decrease in Charge Rating is incurred by performing a Run action
 - The House Robot can move onto but not finish its player actions on a Void Zone, i.e. a player can only move the House Robot onto a Void Zone and then as their second action, move the House Robot to an unoccupied Charge Zone or Charged Zone containing a Force-Shield when the Drain Rate is 2.
2. Jolt. This is performed exactly as Page 6.

The House Robot is treated as if it were a Shield for the following reasons:

1. When Player Robots attempt to Jump over it
2. When it is part of a Chain-Jolt but was not the robot initially Jolted.

ALTERNATE SETUPS

VARIABLE ROBOT PLACEMENT

Follow the setup instructions on Page 2. For section 8, instead of placing Robots on the predefined spaces; each player places their first Robot in turn order beginning with the first player. Once each player has placed a Robot, each player places their remaining Robot in reverse turn order beginning with the last player.

You may place up to one Robot within the green perimeter. You may not place your first robot within the perimeter.

VARIABLE ARENA SETUP

Instead of using one of the predefined setups shown on Page 2, place 7 tiles (Assigned as Charge Level 2) within the green perimeter. Each player then, in turn order, places a tile on a valid location on the board. Repeating this process and depending on player count, place the following number of tiles (in addition to the 7 within the green perimeter):

- 2 players: 16 tiles
- 3 players: 24 tiles
- 4 players: 36 tiles

Players may place tiles either side up (i.e. Charge Level 1 or 2). Once all tiles have been placed, robots are placed as per the variable robot placement rules.