



LIGHTNING & BOLT

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LIGHTNING & BOLT

is an asymmetric, cooperative game designed for anyone who wants to mix together a light and heavy experience for a great time.

It's a tile-matching game, but with superheroes, robots, and extreme asymmetry. In **LIGHTNING & BOLT**, one player takes on the role of Lightning, the fast-flying, power-punching superhero, while the other takes on the role of Bolt, her towering robotic companion. The city of Midtown is being terrorized by the Evil Doctor, and it's up to Lightning & Bolt to swoop in and save the day!

Lightning's mechanics are fast, simple, light on rules, and high on fun. Bolt's mechanics are more complex, and take more finesse — but once you get Bolt's engine running and software upgraded, the Evil Doctor had better watch out!



COMPONENTS

- 3 player mats
- 3 standees
- 9 location tiles (8 neighborhood tiles, 1 Evil Doctor tile)
- 36 docbot tokens
- 6 dice (2 superhero dice, 3 Bolt dice, 1 docbot die)
- 4 tracker cubes
- 16 upgrade cards
- 4 upgrade tokens



TWO OR THREE PLAYERS?

You may have noticed that there is a third character included: **THUNDER!** The rules below assume you are playing a two-player game with just Lightning and Bolt, but see page X for details on how to incorporate Thunder and play with three players. If you prefer, you can also play as Thunder in a two-player game — just switch Lightning out for Thunder and you're ready to go!



GAME SETUP

Shuffle the location tiles and place them, face down, in a 3x3 grid.

Each player chooses to play either as **LIGHTNING** (ages 3+) or as **BOLT** (ages 12+), and takes the matching player mat, tracker cubes, and dice. Place tracker cubes at "0" on all meters and gauges.

Shuffle the upgrade cards and place them in a face-down deck near BOLT's player mat, with space for a discard pile. Place the upgrade tokens nearby as well.

The **LIGHTNING** player chooses a starting location for the characters. Place the **LIGHTNING** and **BOLT** standees at that location.

Roll the docbot die once. Place a number of docbot tokens, equal to the die roll, at the characters' starting location. (Set the rest of the docbot tokens aside for now.)

HOW TO PLAY

The players take turns, starting with Lightning, trying to rid the city of the docbots and reunite families, friends, and neighbors scattered around the city.

LIGHTNING'S TURN

On your turn, carry out the following steps, in order:

- Move
- Fight or Fix
- Rescue

1. MOVE

In this step, you may move to any location tile. If you move to a face-down location, you may need to add docbots (see **ADDING DOCBOTS**).

2. FIGHT OR FIX

In this step, you must choose either to fight docbots at your location or fix Bolt, if you both occupy the same location. You can't do both!

Fight! Roll a die to determine how much damage your attack deals. Defeat a number of docbots at your location equal to the damage. Remove those docbots and return them to the supply.

If there are still docbots left at your location after that, increase your trouble meter by one space for each remaining docbot, then remove those docbots. If you max out your trouble meter before removing all docbots this way, the rest will remain.

Example: Lightning is at a location with 5 docbots. Her trouble meter is at 3 and will max out at 5. She rolled a "2," so she defeats 2 docbots and removes them from the space. But 3 docbots remain. Two of the docbots increase her trouble meter to 5 and are removed. Because she can't take any more trouble, the final docbot is left on the space.

If the damage you deal is greater than the number of docbots at your location, calculate the difference and add that many docbots to your hand as spare parts. At any point during your turn, if you are at the same location as Bolt and you have spare parts, give them to him.

Example: Lightning is at a location with 3 docbots. She rolled a "5," so she defeats all 3 docbots. In addition, she takes 2 docbot tokens into her hand as spare parts, which she can give to Bolt on a future turn when they are both at the same location.

ADDING DOCBOTS

Docbots are added when Lightning or Bolt end their move on a face down location that has no docbots. "If Lightning or Bolt end their move on a face down location already occupied by another player, they do not need to add docbots to that space. To add docbots to a location, roll the docbot die once, then add that many docbots to the location."



Fix! If you and Bolt occupy the same location, you may fix Bolt. Roll a die to determine how much damage you can fix. Decrease Bolt's damage gauge by a number equal to your die roll. After that, if Bolt has spare parts available, he may spend as many of them as he wants (returning them to the supply) in order to fix 1 damage for each spare part spent.

Example: Bolt's damage gauge is at "4" — dangerously close to the maximum! Lightning moves to Bolt's location on her turn and will fix Bolt. She rolls "2," so Bolt's damage gauge decreases by 2. Bolt has some spare parts on hand, so he spends 2 of them to fix 2 more damage.

TROUBLE METER

If your trouble meter is full, you cannot move, fight, fix, or rescue on your turn until Bolt helps you remove trouble. Be careful out there!



3. RESCUE

In this step, if your current location is free of docbots, you may attempt to rescue the people at your location by flipping the tile face up.

If the revealed tile matches another face-up location tile in the grid, those two locations are considered safe! You have successfully rescued those people. No more docbots will be added to either of those locations.

Example: Lightning reveals her current location tile. It's the location with the elderly couple. The other face-up location also has the elderly couple so, it's a match! Both of those locations are now safe and will remain face up for the rest of the game.

However, if there is another face-up location and it does NOT match the tile you just revealed, flip both of them face down again. (Try to remember which tiles are where so it's easier to rescue in the future!)

Example: Lightning reveals her current location tile. It's the location with the boy and his dog. But the other face-up location tile is the elderly couple, so it's not a match. Both tiles are flipped face-down again. But at least Lightning knows where they are!



BOLT'S TURN

On your turn, carry out the following steps, in order:

- Upgrade
- Compute
- Program

1. UPGRADE

In this step, if you have any upgrades downloaded, you may install them. To install an upgrade, place the upgrade card next to your player mat. Upgrades are divided into four categories: Head, Torso, Arm, and Leg upgrades. Some upgrades are exclusive.

In order to install an exclusive upgrade, you must remove all other installed upgrades of that category. In addition, if you install an exclusive upgrade and then later install another upgrade of that same category, you must remove the exclusive upgrade. Any time that you remove an upgrade, place it in the upgrade discard pile. (Discarded upgrades are out of play for the rest of the game. They are not reshuffled when the deck is empty.)

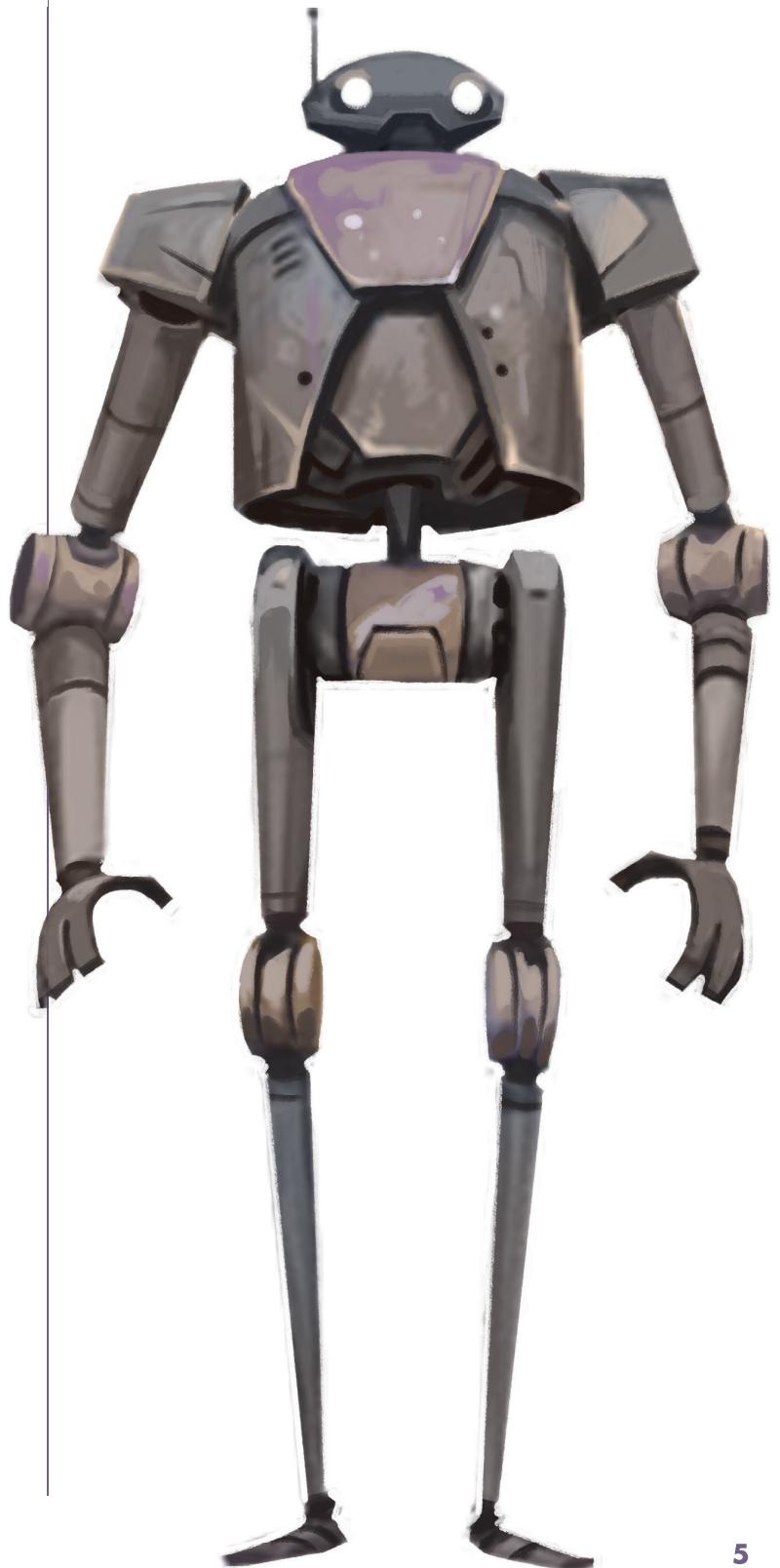
Example: Bolt already has the Laser Cannon and Megapulse upgrades installed on his arm. He wants to install the Heavy Armament upgrade, which is exclusive, on his arm. So he removes the Laser Cannon and Megapulse upgrades first, then installs the Heavy Armament upgrade. If Bolt later installs a different arm upgrade, he will have to remove the Heavy Armament upgrade.

2. COMPUTE

In this step, you must roll your three dice, then decide if you wish to keep the results. You may add one heat (increasing your heat gauge accordingly) to reroll any one die. You may do this as many times as you want, adding one heat for each die rerolled. Once you are satisfied with your dice results, or your heat gauge is full, proceed to the next step.

3. PROGRAM

In this step, you assign dice to your programming (see next page), and carry out the corresponding actions, one at a time. Each action requires a single die. You may take the same action multiple times by assigning multiple dice.



Programming

Rescue. If your current location is free of docbots, you may attempt to rescue the people there by flipping the tile face up. If the revealed tile matches another face-up location tile in the grid, those two locations are considered safe! No more docbots will be added to either of those locations. If there is another face-up location and it does NOT match the tile you just revealed, flip both of them face down again.

Move. Move to an adjacent location. You cannot move diagonally. If you move to a face-down location, you may need to add docbots (see **ADDING DOCBOTS**).

Cool Down. Remove one heat from your heat gauge.

Attack or Defend. At your location, defeat a number of docbots equal to the die's value **OR** if Lightning is at your location, remove trouble equal to the die's value. (Note: Bolt never collects spare parts during his attacks. Only Lightning can do that.)

Activate Upgrade. Take the action on an installed upgrade card.

Download. If you assign a die with value "6," draw one upgrade card from the deck. In place of a die, you may spend 6 spare parts.

Example: Bolt's three dice are 2, 3, 5. His heat gauge is rather high, so he assigns his first die (he chooses the 2) to his shell, removing one heat. He then assigns another die (the 3) to his legs and moves to an adjacent location. Now that he and Lightning are at the same location, he can assign his last die (the 5) to remove five trouble from Lightning, decreasing her trouble meter to zero.

Installed Upgrades

Each installed upgrade you have can be activated by assigning a die to it. When you activate an upgrade, carry out the corresponding action. You can activate an upgrade multiple times, but must assign a die each time you activate it. Some upgrades instruct you to discard them after a single use, however.

Example: Lightning and Bolt are currently getting overrun by docbots. On Bolt's turn, he assigns a die to his Megapulse upgrade, which defeats all docbots in play. The Megapulse upgrade is then immediately discarded.

HEAT GAUGE

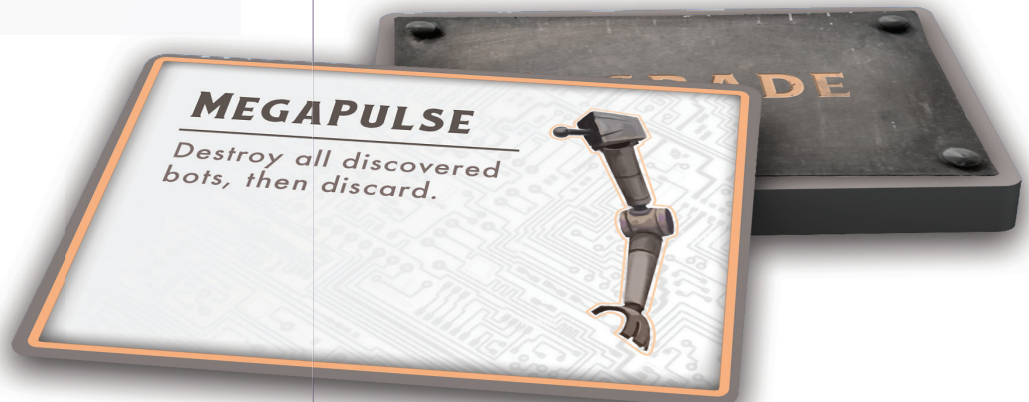
If your heat gauge is full at the start of your turn, the only action you may take this turn is cool down until the heat gauge is all the way down to zero.

DAMAGE GAUGE

If your damage gauge is full, you cannot upgrade, compute, or program until Lightning comes to fix you. You simply power down and wait!

Taking Damage

At the end of your turn, if there are any docbots remaining at your location, take one damage for each remaining docbot, increasing your damage gauge accordingly. Do NOT remove those docbots, though; they stay on the location tile.



REVEALING THE EVIL DOCTOR

If either character reveals the Evil Doctor tile when attempting a rescue, the Evil Doctor messes with your plans! After flipping the Evil Doctor tile (and any other unmatched location tile) face down again, you must pick up and reshuffle all of the unmatched location tiles, then redistribute them in the grid, keeping them face down.

Important! After the reshuffle, put all standees, docbots, and upgrade tokens back where they were in the grid. This means they may now be on different location tiles than they were before.

SCANNING FOR DOCBOTS

Bolt has several upgrades that allow him to scan a location for docbots. When he scans a location for docbots, roll the docbot die and add that many docbots to the location. This lets the team know how many docbots are going to be at that location — without having to move there!

GAME END

The game can end in one of two ways.

Winning the Game

When you have rescued all four pairs of matching location tiles, the last remaining location is the cornered Evil Doctor. Defeat the docbots at that location, then flip that tile face up (by attempting a rescue) to win! The team saves the day and the Evil Doctor goes to jail.

Losing the Game

If Lightning's trouble meter is full and Bolt's damage gauge is full at the same time, the characters are unable to do anything, so they cannot save the city. The Evil Doctor gets away... this time. For added challenge, you can make the Evil Doctor more of a threat: reveal the Evil Doctor three times and the team loses!



3 PLAYERS

To play with three players, you add **THUNDER** (ages 3+) to the team!

Setup Changes

The third player takes Thunder's player mat, tracker cube, and die.

Place all 3 character standees at the same starting location (chosen by Lightning).

During setup, add 3 docbots to every location tile. This is in addition to the docbots added to the characters' starting location by the initial die roll.

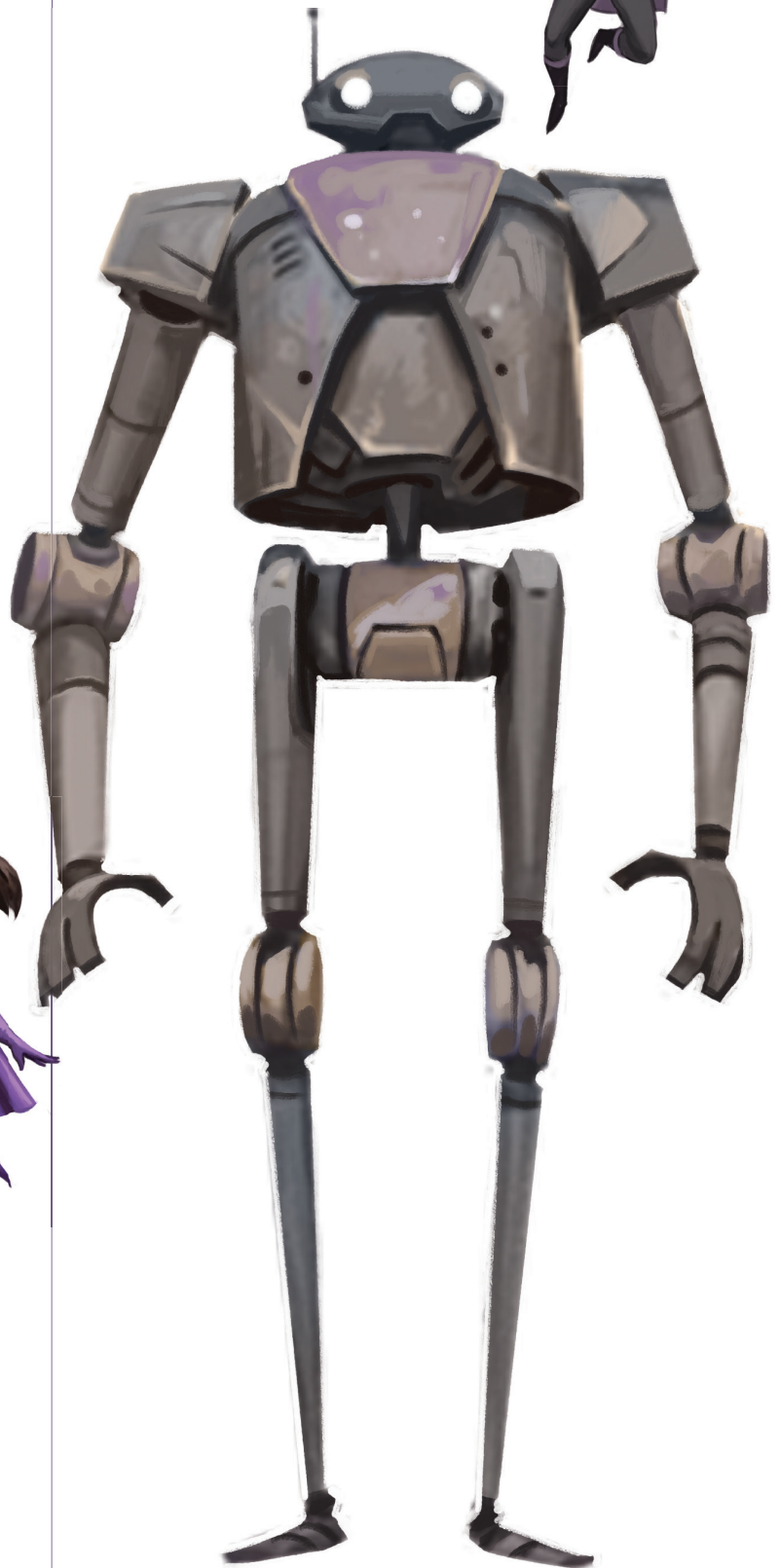
Set both superheroes' trouble meters at "3" and Bolt's damage gauge at "3."

Gameplay Changes

The new turn order is Lightning, then Bolt, then Thunder, and so on.

Thunder's rules are identical to Lightning's rules in every way.

Whenever you add docbots to a location, add 1 extra docbot.



CREDITS

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