BitLighter

Roll&Write(introduction)

Players: 2-4   **Age:** 8+   **Playtime:**10-20 min

Components:
► Game sheet(page 2 of this print and play)
► Pencils or markers of different colors
► A 6-sided die

Objective
Earn more points at the end of the game

Preparation and start of the game
Each player takes a game sheet, then choose one of the central triangles as starting point and mark it with a *line*.

Actions per turn:
Generate resources
Roll the 6-sided die twice (resource die) and write one of the two results (your choice) in your resource counter. (A) Ammo, (D) Drift, (J) Jump, (C) Cube, (+2).

Resource counter: | A | +2 | D | C | | | | |

Move phase
(obligatory action) you move once per turn, vertically or horizontally of 1-6 squares drawing a *line* (I) in each square continuously touching both ends of it, rotate counts as one movement by drawing an (L) where you want to turn within a square. Then you make a risk roll, roll 1 die 6-sided and you must get the number of squares that you moved otherwise you lose a point health (paint one half of the health square health points) or a resource on your counter resources (mark with an X).
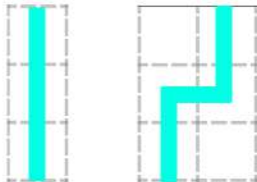
Use resources:
You can use 1 or more resources in the course of your turn and the *lines* produced by the resources are consider for the risk roll as part of your movement.

Ammo: First mark the "A", then count the number of boxes from the end of your line to the end of the line of your rival who is currently in use and roll the 6-sided die if you roll the number of squares measured or more is a hit and the objective must mark half of their use of health boxes, if you miss nothing happens.
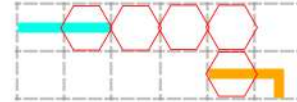
*blue attacks orange, there are 5 squares from your location therefore must get 5 or more with the dice.*

Drift: To drift marks a drift counter and allows you to cross a section of the line (yours or another player) marking with a V in that section.
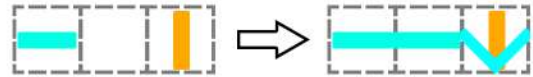
Jump: First mark a jump counter "J" and on passing for a line draw a (C) surrounding it touching both ends of the box allowing to draw on a box already marked by a line either yours or a rival.
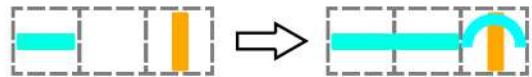
Cube: First mark a "C" counter, choose a square adjacent to the end of your current *line* paint it entirely of your color; this square is locked permanently, that is, it cannot be occupied by a line, skid, jump or cube, additionally you can go through it without complications.
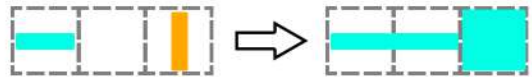
+2: First you mark a "+2" counter and then you have +2 squares of movement without risk roll.

Taking damage: Every time you take damage, paint a triangle of "health points" you can paint either, when painting both triangles completing a square, "you fall off the Bitlighter" and you should stop using the current line and use a new point triangle departure.

Score:
Each square with an unused resource gives you 1 point
The first line of a trace gives 0 points, the next adjacent leg gives 1 point and so on.

Negative points:

◻ (diagonal)	-1 point
◼ (diagonal)	-3 point

End of game
The trigger for the end of the game, this happens if:
-A player ran out of life points to score.
-A player ran out of starting point triangles to use.
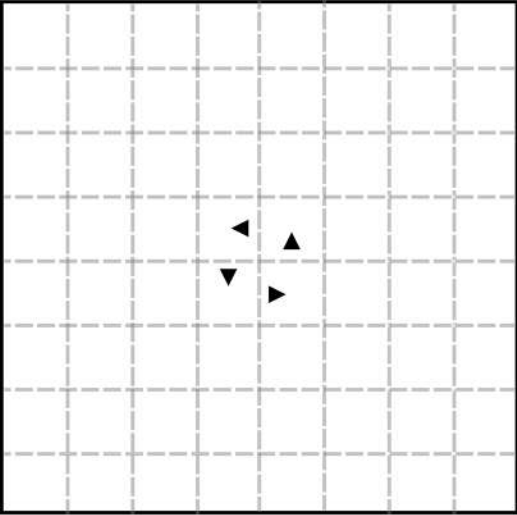-There are no free squares left in the playing area (grid).

A game by Christian Zarate for Mitos y Dados, contact us on Facebook! :D

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Each player is assigned a sheet and they are placed as follows:
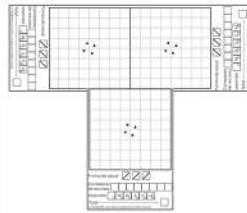
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Healt points:

Resource counter:

	A	D	J	C	+2

Total------------------------→

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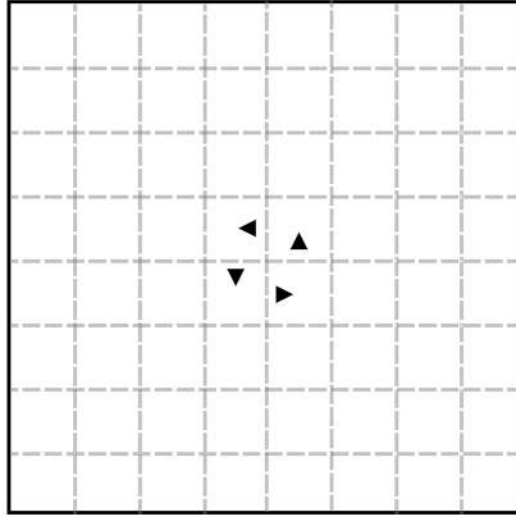
2 players

3 players

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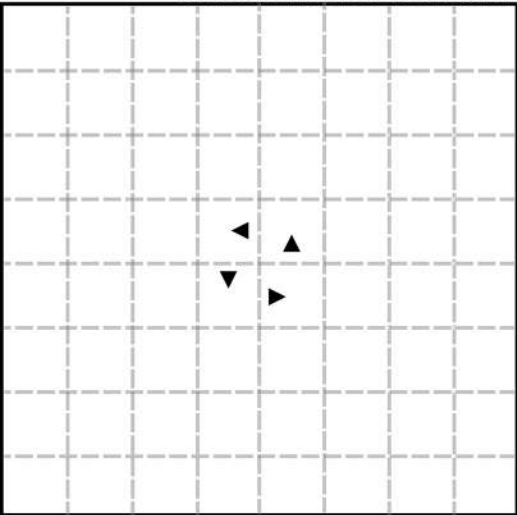
Healt points:

Resource counter:

	A	D	J	C	+2

Total------------------------→

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Healt points:

Resource counter:
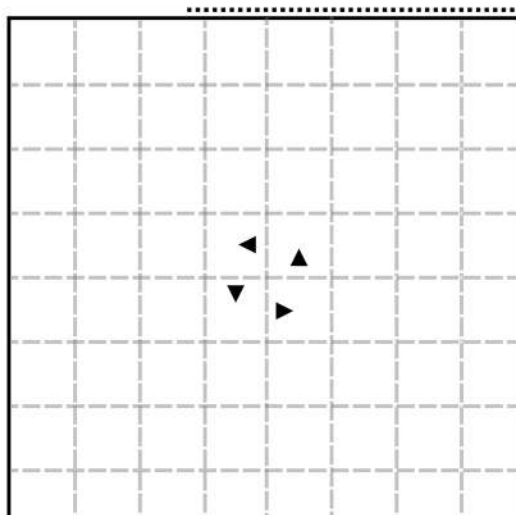
	A	D	J	C	+2

Total------------------------→

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4 players

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Healt points:

Resource counter:

	A	D	J	C	+2

Total------------------------→

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