

POWER GRID

2-4 players 20-50 minutes ages 8+

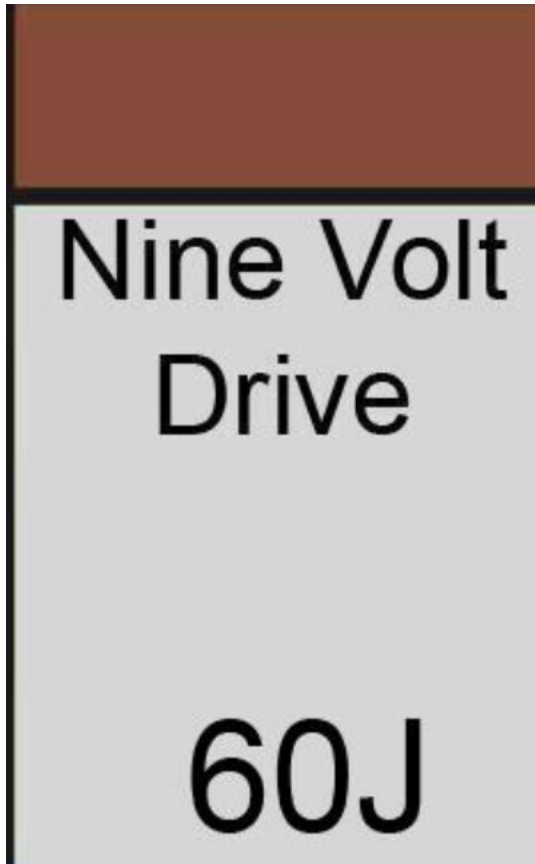
The bolting bandit has stolen all of the energy from the city and hidden it everywhere! Now it's your job to help the city by recollecting the energy to repower the city!

- Start by choosing your player piece (the lightbulb, microwave, refrigerator, or toaster) and placing it on the start space and putting the cards in their designated spaces.
- Roll the dice to see who goes first and then go around clockwise.

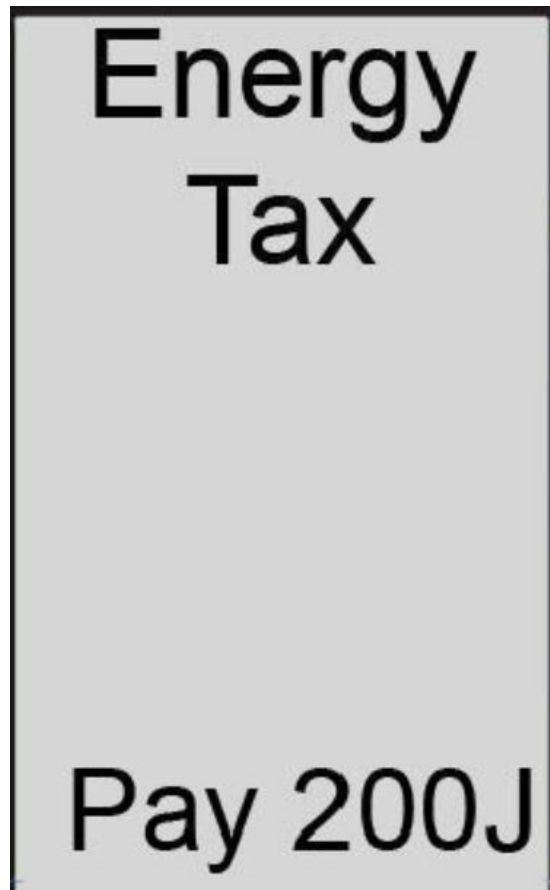


- Travel across the board by rolling two dice
- When you land on a space you complete the space action

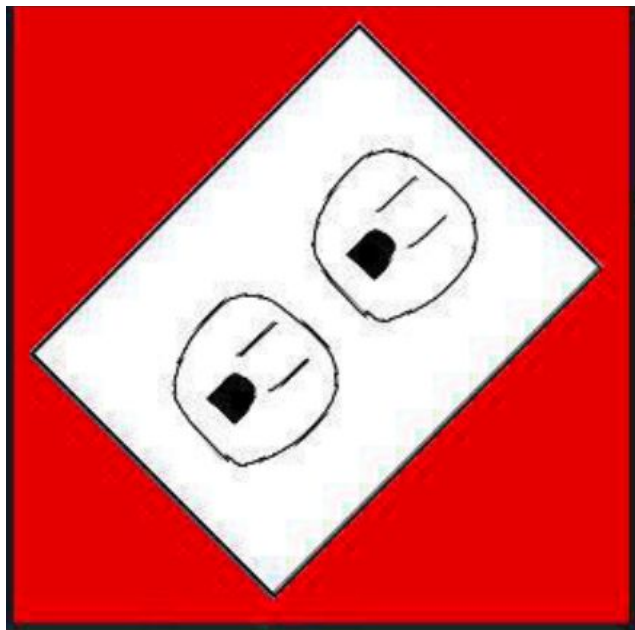
- When you land on energy spaces you collect the amount of energy listed



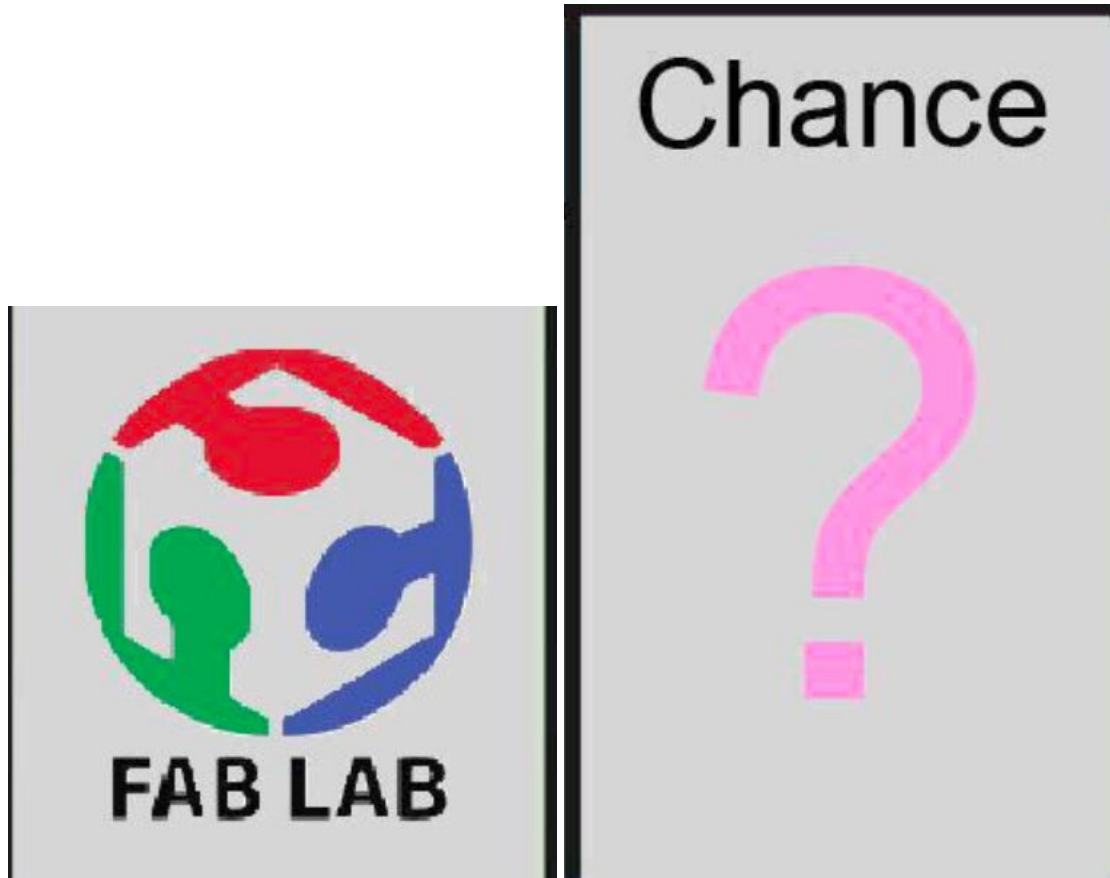
- Tax spaces make you lose the money listed on the space



- The goal of the game is to collect 5,000J for a short game, 10,000J for a regular game, and 20,000J for a long game.
- If you land on the “out of power” space you go to the blackout space and stay for three turns



- The only way out is to roll the dice and get doubles, use a recharge card, wait three turns, or pay 150J
- Free Charge does nothing
- When you land on Chance or Fablab spaces draw the respective card and follow its instructions



- After someone collect the amount of energy necessary, there is a second board that is a straight path that leads to a circle with each of the appliances' colors. The path reads out POWER GRID. The one who reaches the goal of Joules will be ahead of the pack on the path while others are a bit farther behind. They go until they reach their spots in the circle and return energy to the city.