

FabLab

Advance To Go
(Collect 200J)



FabLab

You Have Inherited a
Few Batteries
(Collect 100J)



FabLab

Steal 50J
from every player



FabLab

Help grandma
down lightning lane
(Earn 25J)



FabLab

The Bolting Bandit
beat the energy out
of you, (Blackout)



FabLab

A giving soul provides
you Christmas lights
(100J)



FabLab

Recharge, (Leave
the Blackout space)



FabLab

You won the
electrical contest
(Collect 10J)



FabLab

You sold your
electrical wires
(Collect 45J)



FabLab

Pay Machine
Repair shop
100J



FabLab

Energy Tax Refund
(Collect 20J)



FabLab

Your electrical wires were
frayed.
Pay 50J to fix them.



FabLab

Power Bank Malfunction.
Collect 200J
from the company.



FabLab

Energy Insurance Matures
(Collect 100J)



FabLab

A Workout Day.
(Pay 150J)



FabLab

You are the
Greatest!!!
(Collect 200J)



Chance

Give 50J to
every player



Chance

Full Charge



(Leave the Blackout space)

Chance

Pay 15J of
Extra Energy Taxes



Chance

Advance To Go
(Collect 200J)



Chance

**Go Back
3 Spaces**

Chance

You got drained of your
energy.
Advance to the out of
power space.



Chance

Advance to
Panel Place

Panel Place

400J

Chance

Advance to
Edison Avenue

Edison
Avenue

140J

Chance

You've been hooked up
to an electrical outlet!
gain 10J every time
it becomes your turn. (lasts
until the end of the game)



Chance

Advance to
Nine Volt Drive

Nine Volt
Drive

60J

Chance

Advance to the
Water Storage Facility

Water
Storage



150J

Chance

Advance to the
Electricity Storage
Facility.

Electricity
Storage



150J

Chance

Pay 100 Joules to the person
in last place
(If you are in last place
and get this card, take 100
Joules from the leading
player).



Chance

You won a small
lottery, Gain 10J



Chance

You won a big lottery,
Gain 100J



Chance

Advance to
Zap Avenue

Zap
Avenue

240J