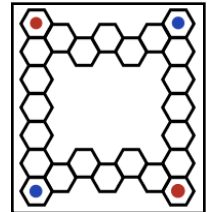
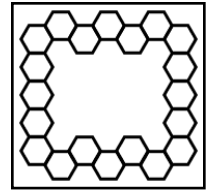


VOLTAGE

THE SETUP

- 1) Lay 20 hex cards face down, as the perimeter of a 5x5 rectangle (as seen in the upper image to the right).
- 2) Each player places 2 of their colored portal cards diagonal from one another in the corners of the board (as seen in the lower image to the right).
- 3) Players then take turns drawing a single card, looking at it, and then placing it face down in any space within the perimeter.
- 4) Once the board is full, both players draw 2 cards each to keep in their hand for the start of the game.
- 5) The game begins with the youngest player going first.



THE RULES

One of the following actions may be taken by each player, each turn:

- The player may draw one card from the deck, into their hand.
- The player may place a card from their hand onto the game board, face up, replacing the card on the table and taking it into their hand. The card placed on the table remains permanently face up until a completed path removes it from play.
- The player may privately look at up to three face down cards, and then return them.
- The player may flip one card over, permanently placing it there until a completed path removes it from play.

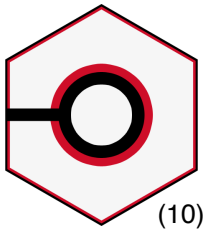
THE OBJECT

The object of Voltage is to match as many of your own colored portal cards using the longest path possible. The game is complete when the first player completes 4 paths, or when the draw card pile is exhausted, whichever happens first.

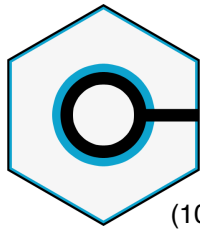
Each time a player connects two portal cards, the player takes both portals and all connected path cards, using the shortest possible path between the two portals. All missing cards are replaced with face down cards from the draw pile.

Every time a player completes a path, both players must choose three cards from their hand and discard them to the bottom of the draw pile. The draw pile should then be thoroughly shuffled.

Cards have different point values associated with them, located on the face of each card. When the game is finished the points are tallied. All unused cards remaining in the player's hand are marked as negatives against them. The player with the higher point score wins.

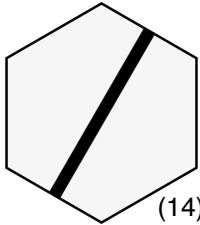


(10)

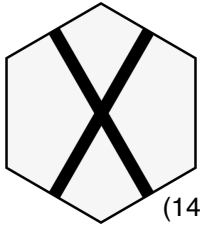


(10)

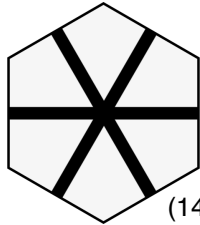
Portal Cards: players connect two of these together using path cards to score points and remove cards from the board. These are worth 5 points each.



(14)

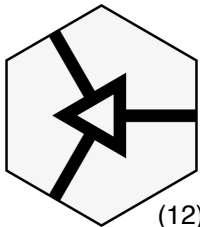


(14)

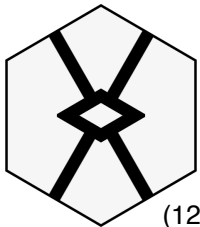


(14)

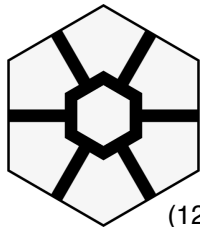
Through Path Cards: paths through these cards can only enter and exit on a straight line. These are worth 3 points each.



(12)



(12)



(12)

Junction Path Cards: paths through these cards can exit any side other than the entering side. These are worth 1 point each.

(98 total cards)

SPECIAL RULES

- Players may informally trade with one another the cards in their hands at any point in the game, if both parties agree to the terms of the trade.
- No cards may be placed outside the perimeter of the rectangle.
- If a player's portal card out path is obscured, they may use one turn to rotate the card differently.
- If two player's paths intersect at one or more common cards, the common card or cards are only removed from play by the person who place the card initially.
- If at the end of a game, a player has in their hand a portal card of the other player's color, that player takes a 10 point reduction per opposing portal card in addition to the standard extra card penalties.
- During the discard phase, the player must choose to discard all portal cards that are not their own color before deciding on which other cards to discard.

VOLTAGE

a game by foster stilp