MEGAWATT

INSTRUCTIONS

AGES 10+
PLAYERS 2-5
MINUTES 30+

THE GAME

Megawatt is a game about building an electricity grid that can power the future! Use **Tech** cards to supply power, **Upgrade** cards to improve your grid and **Action** cards to boost your hand or mess with other players. The world changes around you as new **Event** cards appear.

HOW TO WIN

Build a grid which maximises **POWER** and minimises **IMPACT**.

SET UP

Separate the **Tech**, **Upgrade**, **Action**, and **Event** cards into four separate piles. Shuffle each pile and place it face down into the middle of the table. Leave space next to each pile for a discard pile.

GAME STRUCTURE

There are 9 rounds.
The first two rounds are the build phase, where only **Tech** cards can be drawn.
Players take their turn one at a time; youngest player goes first and play moves clockwise.
Each round is over when all players have taken their turn.
The next 7 rounds are the event phase, where all cards can be drawn.

> **!** At the start of each round in the event phase, turn over an Event card and read out the news. Effects last for one round.

If you want to play a longer or shorter game, increase or decrease the number of rounds in the event phase.

GRID LAYOUT

SCORING

When the final round is over, the player with the highest score wins. To calculate your score:

Add up the **POWER** of every card in your grid = **GRID POWER**
Add up the **IMPACT** of every card in your grid = **GRID IMPACT**
*Remember to apply any **Upgrade** card effects*

> **!** SCORE = GRID POWER – GRID IMPACT

If there's a draw then the player with the most **Upgrade** cards wins.

ON YOUR TURN

1 DRAW

Draw cards until you have a total of 4 cards in your hand.
In the build phase, you may only draw cards from the **Tech** pile.
In the event phase, you may draw from **Tech**, **Upgrade** and/or **Action** card piles.
*Remember to draw an **Event** card at the start of each round in the event phase.*
Draw one card at a time. You may look at each card before drawing the next one.
If any card pile runs out, shuffle the matching discard pile and turn it over.

2 PLAY

All cards cost **COIN** which is shown on the top right of the card.
You have **5 COIN** to spend each turn. You do not have to spend all of your **COIN** but any unspent **COIN** is lost at the end of your turn.
TECH: Play face up in front of you into your grid.
UPGRADE: Play face up in front of you into your grid. You can only have 1 of each type of **Upgrade** card in your grid. The effect of each **Upgrade** starts from the next round.
*See **GRID LAYOUT** for how to arrange **Tech** and **Upgrade** cards in your grid.*
ACTION: Read out the **Action** card and resolve its effect. Once the effect is complete, place face up on the **Action** discard pile.

3 DISCARD

You may keep up to 1 card in your hand for the next round.
Any extra cards in your hand must be discarded into their matching discard pile, face up.

Once all players have taken their turn, go to the next round.

UPGRADES

Advanced Tech

Advanced Nuclear, Concentrated Solar and Offshore Wind are played above the matching **Tech** and double the **POWER** of every card below. You can play these cards without the **Tech** but they will have no effect until a **Tech** card is built.

Carbon Capture

Reduce the **IMPACT** of every Biomass, Coal and Gas card in your grid by 3.

Energy Storage

Grid Battery, Hydrogen and Pumped Hydro increase the **COIN** you have available each round. **POWER** or **IMPACT** may be affected.

Interconnector

When drawing, you may draw up to 5 cards instead of 4.
You may also keep 2 cards for the next round instead of 1.

Contents

142 playing cards | **88 Tech cards:** 10 x Biomass, 10 x Coal, 12 x Gas, 10 x Hydro, 10 x Nuclear, 18 x Solar, 18 x Wind | **14 Upgrade cards:** 2 x Advanced Nuclear, 2 x Carbon Capture, 2 x Concentrated Solar, 1 x Grid Battery, 1 x Hydrogen, 2 x Interconnector, 2 x Offshore Wind, 2 x Pumped Hydro | **10 Action cards:** 1 x Block, 2 x Boost, 2 x Charge, 1 x Danger!, 1 x Forecast, 1 x Research, 1 x Transform, 1 x Zap **25 Event cards** | **5 Reference cards**.

www.megawatt.game

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