MEGAWATT

REFERENCE CARD

HOW TO WIN

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

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.

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.

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.

MEGAWATT

REFERENCE CARD

HOW TO WIN

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

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.

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.

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.

MEGAWATT

REFERENCE CARD

HOW TO WIN

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

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.

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.

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.

MEGAWATT

REFERENCE CARD

HOW TO WIN

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

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.

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.

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.

MEGAWATT

REFERENCE CARD

HOW TO WIN

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

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.

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.

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.

Wind

The Sun drives global winds.
Argentina is 560% windier than Colombia!

Biomass

Trees, crops and waste are the main sources of biomass. These materials can be burned or converted to biofuels.

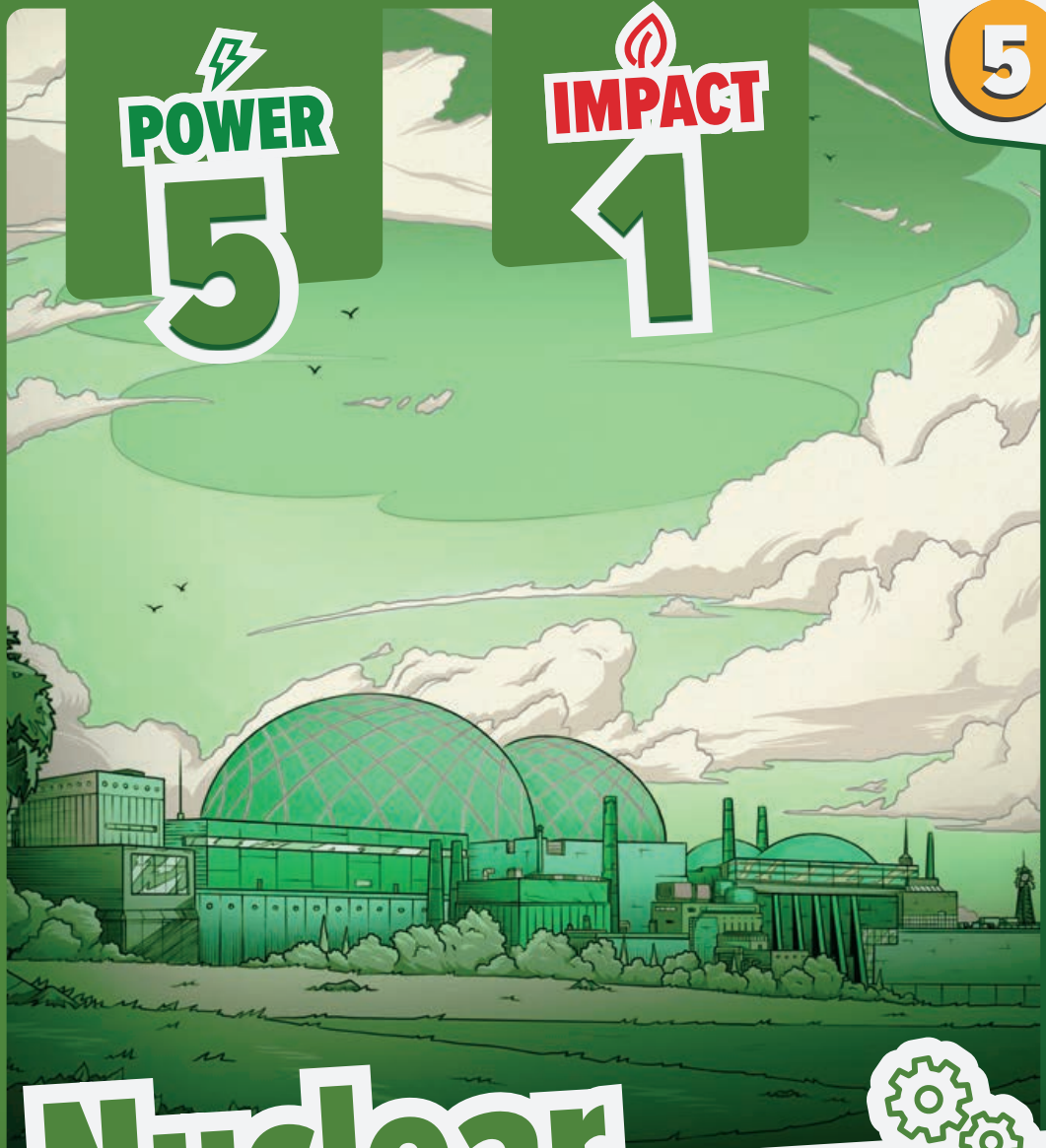
Gas

Gas plants can start up fast to meet grid demand with turbines that work like jet engines.

POWER 5

IMPACT 1

5



Nuclear

Big atoms can be split by fission. Discovered by Lise Meitner in 1938, this process powers nuclear plants.

Wind

The first wind turbine to generate electricity was built on the east coast of Scotland by James Blyth in 1887.

POWER 3

IMPACT 1

2

Hydro

Hydro needs a water source with a strong flow, usually found in hilly geography and wet climates.

Biomass

Trees, crops and waste are the main sources of biomass. These materials can be burned or converted to biofuels.

Coal

The heat and pressure from deep burial fossilised ancient forests into coal.

Solar

Each hour, enough sunlight falls on earth to power the world for a year. The hard bit is converting it to electricity!

Biomass

Trees, crops and waste are the main sources of biomass. These materials can be burned or converted to biofuels.

POWER 3

IMPACT 1

2

Hydro

Dams can flood a lot of land and change the flow of rivers, affecting people and ecosystems.

Biomass

It takes a lot of land to grow plants;
Biomass uses the most land per megawatt.

POWER 3

IMPACT 1

2

Hydro

Water power started the Industrial Revolution; Sir Richard Arkwright's water frame transformed factories.

Biomass

It takes a lot of land to grow plants;
Biomass uses the most land per megawatt.

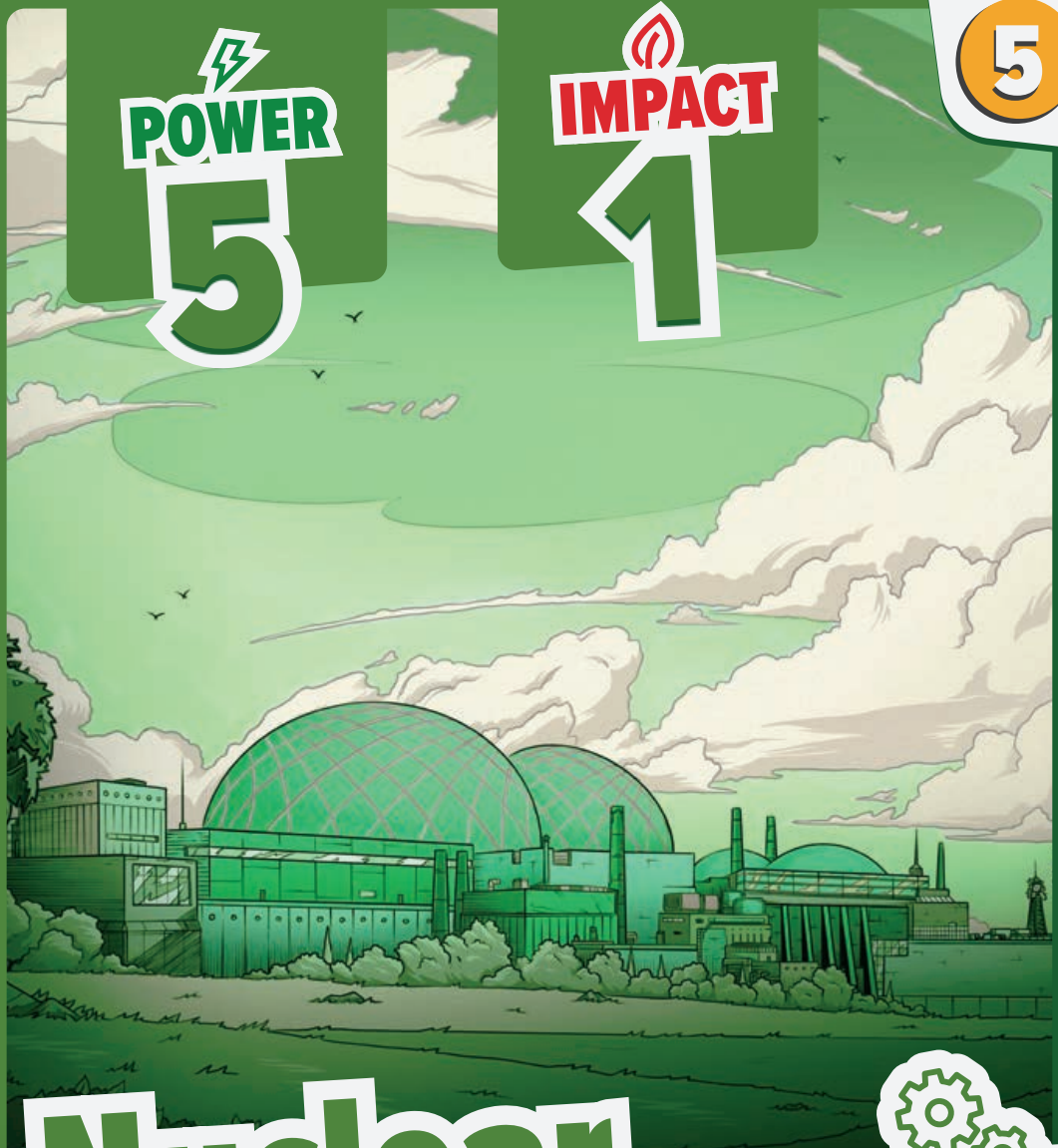
Solar

Climate and latitude affect solar energy.
Rio de Janeiro is 70% sunnier than London!

POWER 5

IMPACT 1

5



Nuclear

Ten grams of nuclear fuel releases as much energy as a tonne of coal, leaving a small amount of radioactive waste.

Solar

Climate and latitude affect solar energy.
Jerusalem is 50% sunnier than Tokyo!

Solar

Solar panels convert light into electricity with the photovoltaic effect, discovered by Edmond Becquerel in 1839.

Coal

The heat and pressure from deep burial fossilised ancient forests into coal.

Wind

The Sun drives global winds.
Denmark is 150% windier than India!

Solar

Each hour, enough sunlight falls on earth to power the world for a year. The hard bit is converting it to electricity!

Gas

Burning gas releases half the carbon dioxide of coal, but methane escapes during production.

Coal

The heat and pressure from deep burial fossilised ancient forests into coal.

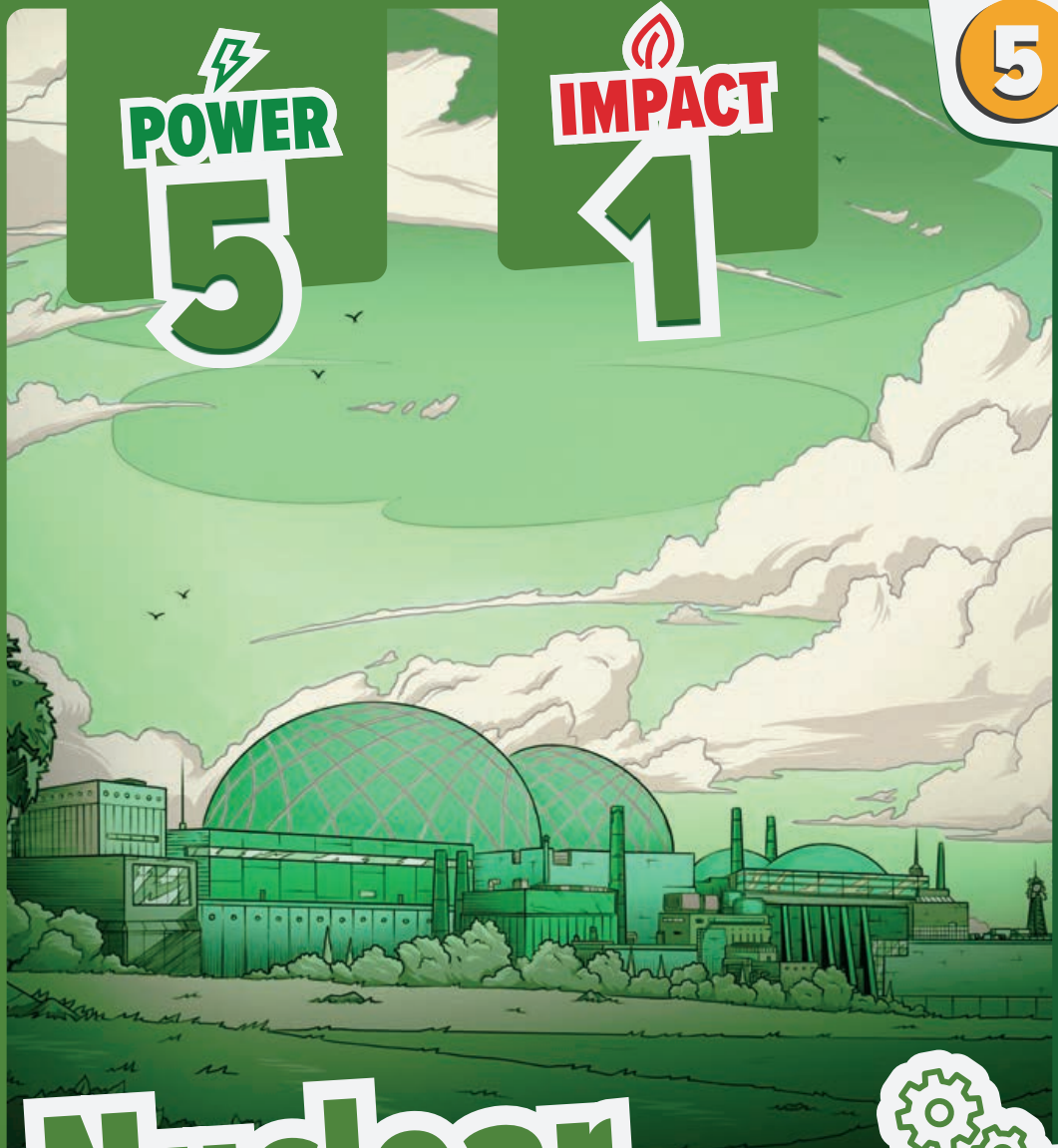
Wind

Wind turbines spin when the wind is not too fast or too slow, with blades that work like an aeroplane wing.

POWER 5

IMPACT 1

5



Nuclear

Ten grams of nuclear fuel releases as much energy as a tonne of coal, leaving a small amount of radioactive waste.

Solar

Solar panels convert light into electricity with the photovoltaic effect, discovered by Edmond Becquerel in 1839.

Coal

The steam engine, powered by coal, accelerated the Industrial Revolution.

Wind

Wind turbines spin when the wind is not too fast or too slow, with blades that work like an aeroplane wing.

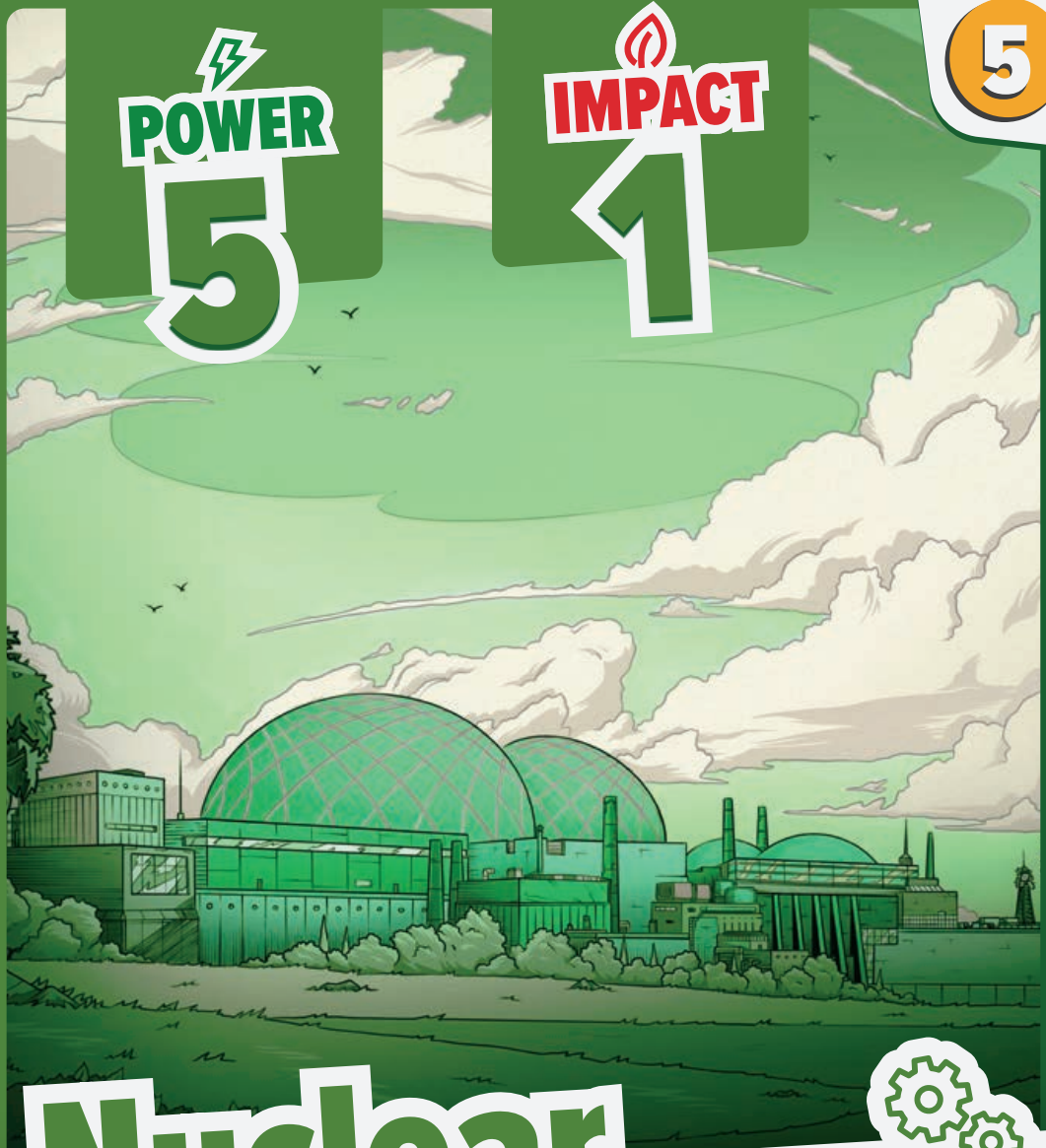
Wind

Wind turbines spin when the wind is not too fast or too slow, with blades that work like an aeroplane wing.

POWER 5

IMPACT 1

5



Nuclear

Big atoms can be split by fission. Discovered by Lise Meitner in 1938, this process powers nuclear plants.

Coal

The steam engine, powered by coal, accelerated the Industrial Revolution.

Wind

The first wind turbine to generate electricity was built on the east coast of Scotland by James Blyth in 1887.

Gas

Burning gas releases half the carbon dioxide of coal, but methane escapes during production.

2

Biomass

Biomass is renewable if new plants are grown, absorbing the carbon released when burning.

Coal

Coal is the biggest source of electricity in the world but has the most carbon emissions per megawatt.

Gas

Gas is drilled from porous rocks deep underground and is mostly made up of methane.

POWER 3

IMPACT 1

2

Hydro

Dams can flood a lot of land and change the flow of rivers, affecting people and ecosystems.

Wind

The first wind turbine to generate electricity was built on the east coast of Scotland by James Blyth in 1887.

2

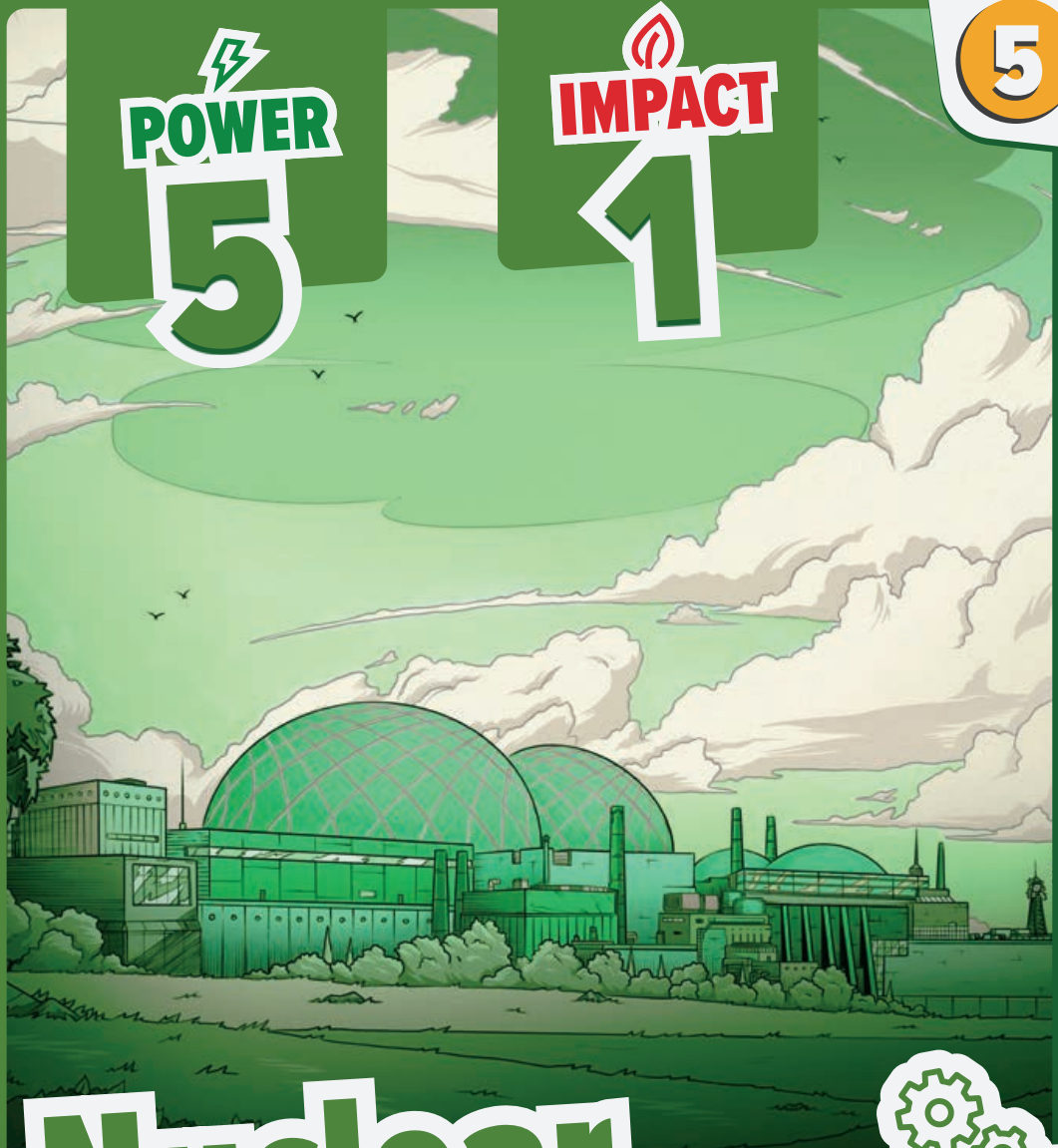
Biomass

Biomass is renewable if new plants are grown, absorbing the carbon released when burning.

POWER 5

IMPACT 1

5



Nuclear

Fission reactors can occur with the right rocks and groundwater. This happened over a billion years ago in Oklo, Gabon.

Solar

Solar panels convert light into electricity with the photovoltaic effect, discovered by Edmond Becquerel in 1839.

Wind

The first wind turbine to generate electricity was built on the east coast of Scotland by James Blyth in 1887.

Gas

Gas is drilled from porous rocks deep underground and is mostly made up of methane.

Gas

Gas is drilled from porous rocks deep underground and is mostly made up of methane.

Solar

Climate and latitude affect solar energy.
San Diego is 50% sunnier than Vladivostok!

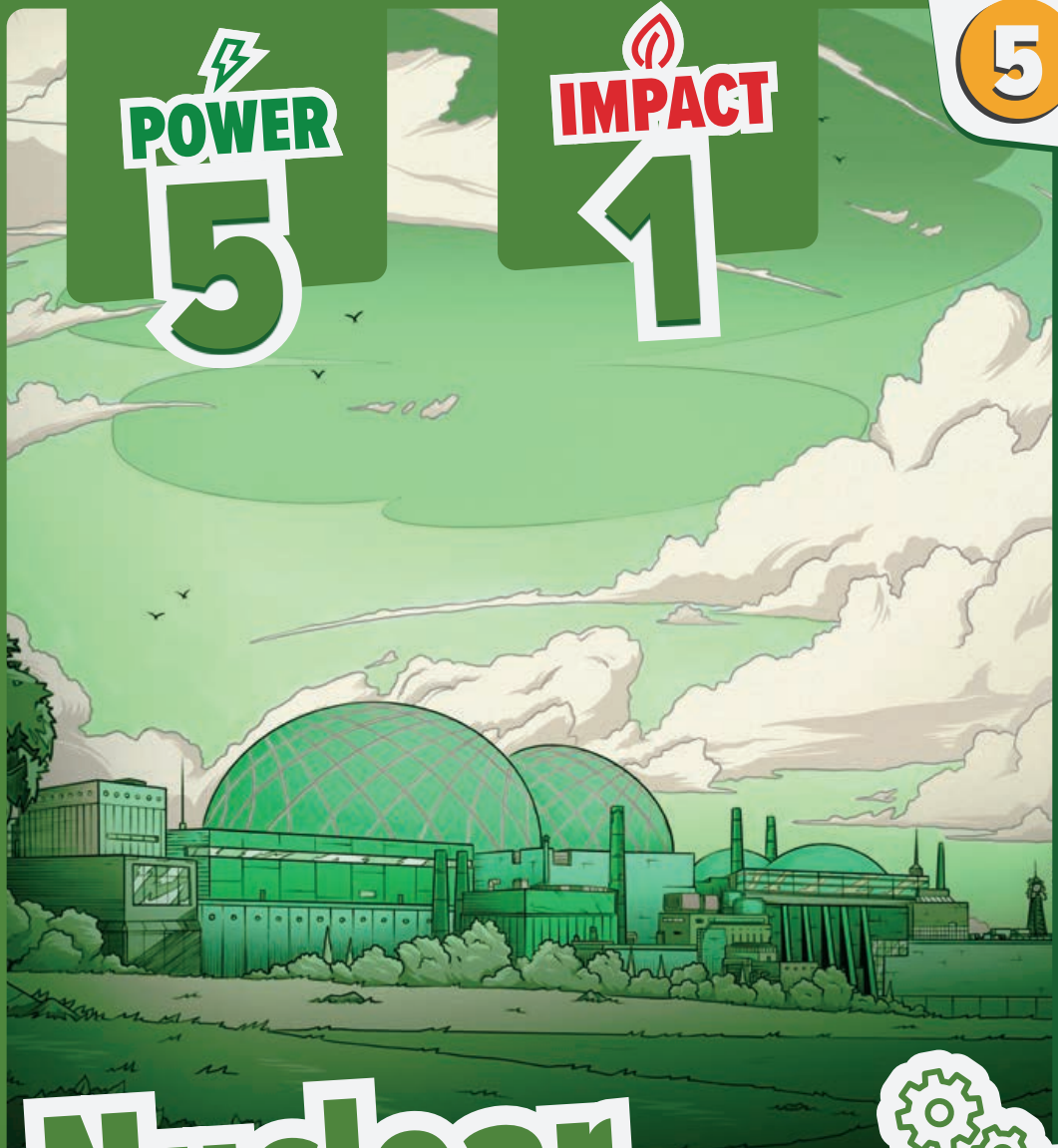
Gas

Gas is drilled from porous rocks deep underground and is mostly made up of methane.

POWER 5

IMPACT 1

5



Nuclear

Fission reactors can occur with the right rocks and groundwater. This happened over a billion years ago in Oklo, Gabon.

Gas

Gas plants can start up fast to meet grid demand with turbines that work like jet engines.

POWER 3

IMPACT 1

2

Hydro

Water power started the Industrial Revolution; Sir Richard Arkwright's water frame transformed factories.

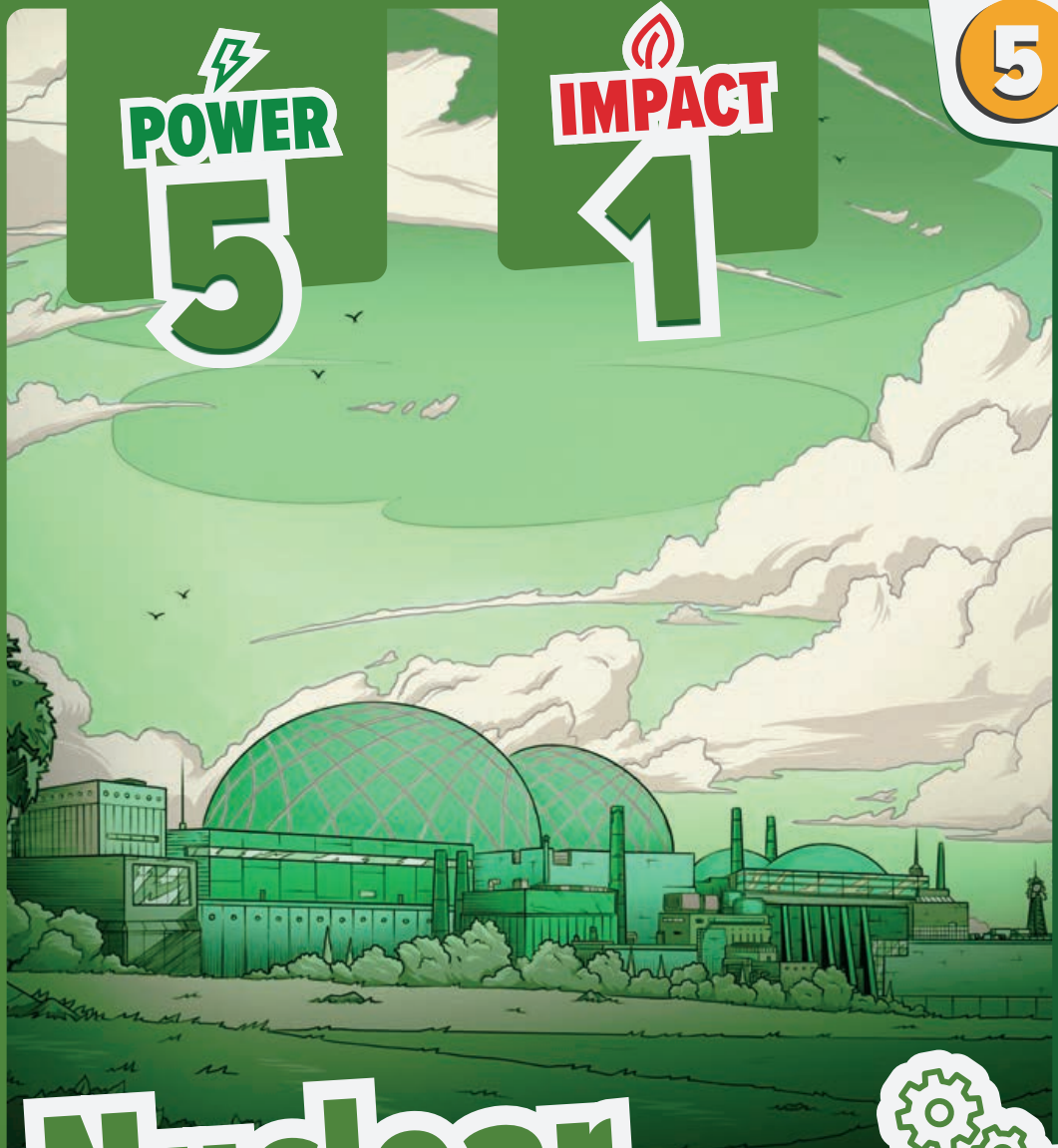
Wind

The Sun drives global winds.
Wales is 250% windier than Tanzania!

POWER 5

IMPACT 1

5



Nuclear

Ten grams of nuclear fuel releases as much energy as a tonne of coal, leaving a small amount of radioactive waste.

2

Biomass

Biomass is renewable if new plants are grown, absorbing the carbon released when burning.

Solar

Each hour, enough sunlight falls on earth to power the world for a year. The hard bit is converting it to electricity!

POWER 3

IMPACT 1

2

Hydro

Hydro needs a water source with a strong flow, usually found in hilly geography and wet climates.

Coal

The steam engine, powered by coal, accelerated the Industrial Revolution.

POWER 2

IMPACT 1

1

Wind

The Sun drives global winds.
Iceland is 190% windier than Sweden!

Gas

Gas plants can start up fast to meet grid demand with turbines that work like jet engines.

Gas

Gas plants can start up fast to meet grid demand with turbines that work like jet engines.

Solar

Solar panels convert light into electricity with the photovoltaic effect, discovered by Edmond Becquerel in 1839.

Wind

The Sun drives global winds.
Scotland is 900% windier than Indonesia!

Gas

Burning gas releases half the carbon dioxide of coal, but methane escapes during production.

Coal

Coal is the biggest source of electricity in the world but has the most carbon emissions per megawatt.

Solar

Climate and latitude affect solar energy. Amman is 50% sunnier than Beijing!

2

Biomass

Biomass is renewable if new plants are grown, absorbing the carbon released when burning.

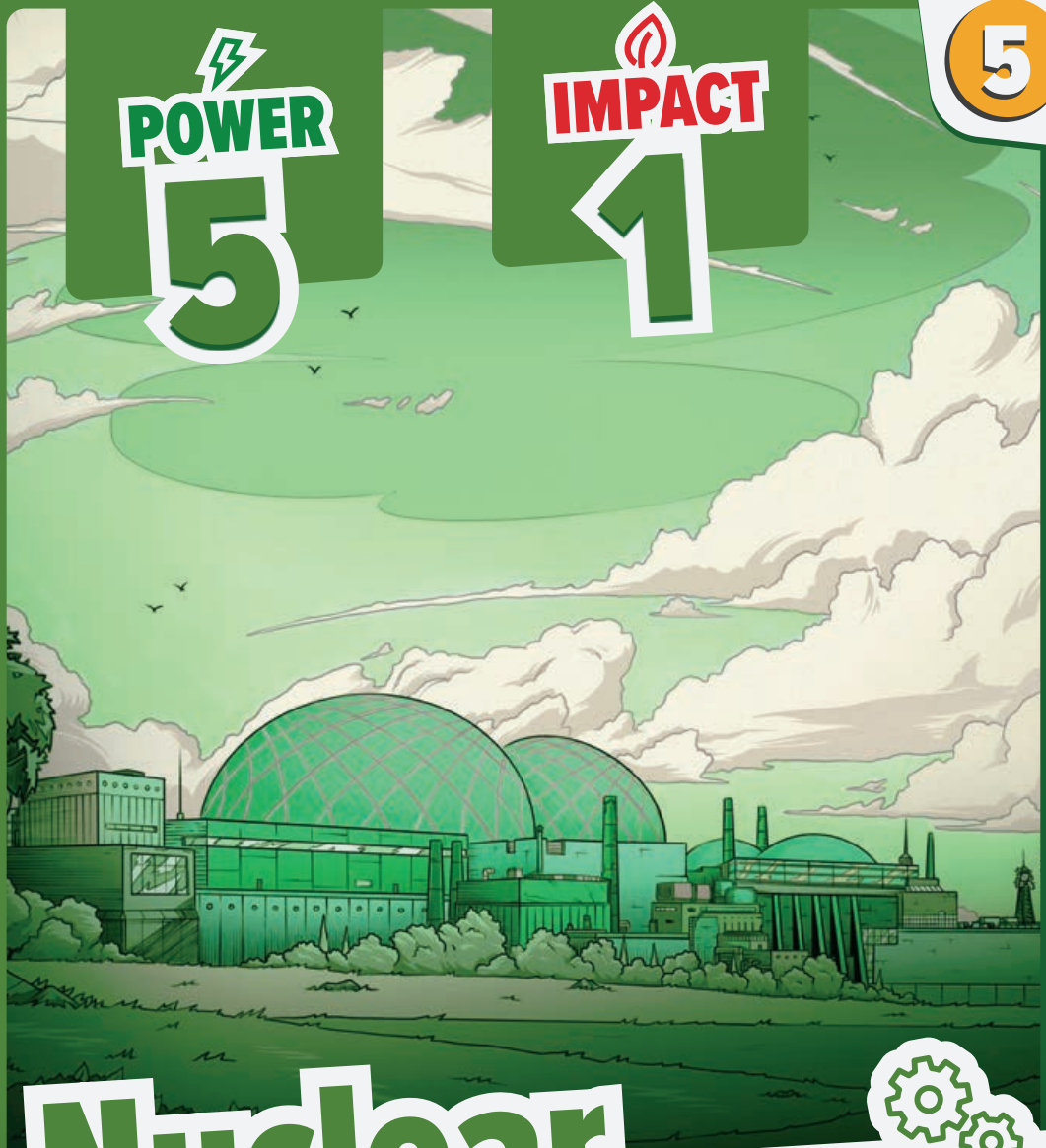
Solar

Climate and latitude affect solar energy. Windhoek is 60% sunnier than Seoul!

POWER 5

IMPACT 1

5



Nuclear

Big atoms can be split by fission. Discovered by Lise Meitner in 1938, this process powers nuclear plants.

Gas

Burning gas releases half the carbon dioxide of coal, but methane escapes during production.

Wind

The Sun drives global winds.
Chile is 3,600% windier than Malaysia!

Solar

Daylight hours and weather affect solar energy. In summer, Dublin is 800% sunnier than in winter!

Biomass

It takes a lot of land to grow plants;
Biomass uses the most land per megawatt.

POWER 3

IMPACT 1

2

Hydro

Water power started the Industrial Revolution; Sir Richard Arkwright's water frame transformed factories.

Coal

Coal is the biggest source of electricity in the world but has the most carbon emissions per megawatt.

Wind

The Sun drives global winds.
New Zealand is 200% windier than Russia!

POWER 3

IMPACT 1

2

Hydro

Hydro needs a water source with a strong flow, usually found in hilly geography and wet climates.

Solar

Climate and latitude affect solar energy.
Cairo is 140% sunnier than Glasgow!

Wind

The Sun drives global winds.
Norway is 100% windier than Kenya!

POWER 3

IMPACT 1

2

Hydro

Hydro needs a water source with a strong flow, usually found in hilly geography and wet climates.

POWER 2

IMPACT 1

1

Solar

Climate and latitude affect solar energy.
La Paz is 120% sunnier than Tallinn!

POWER 3

IMPACT 1

2

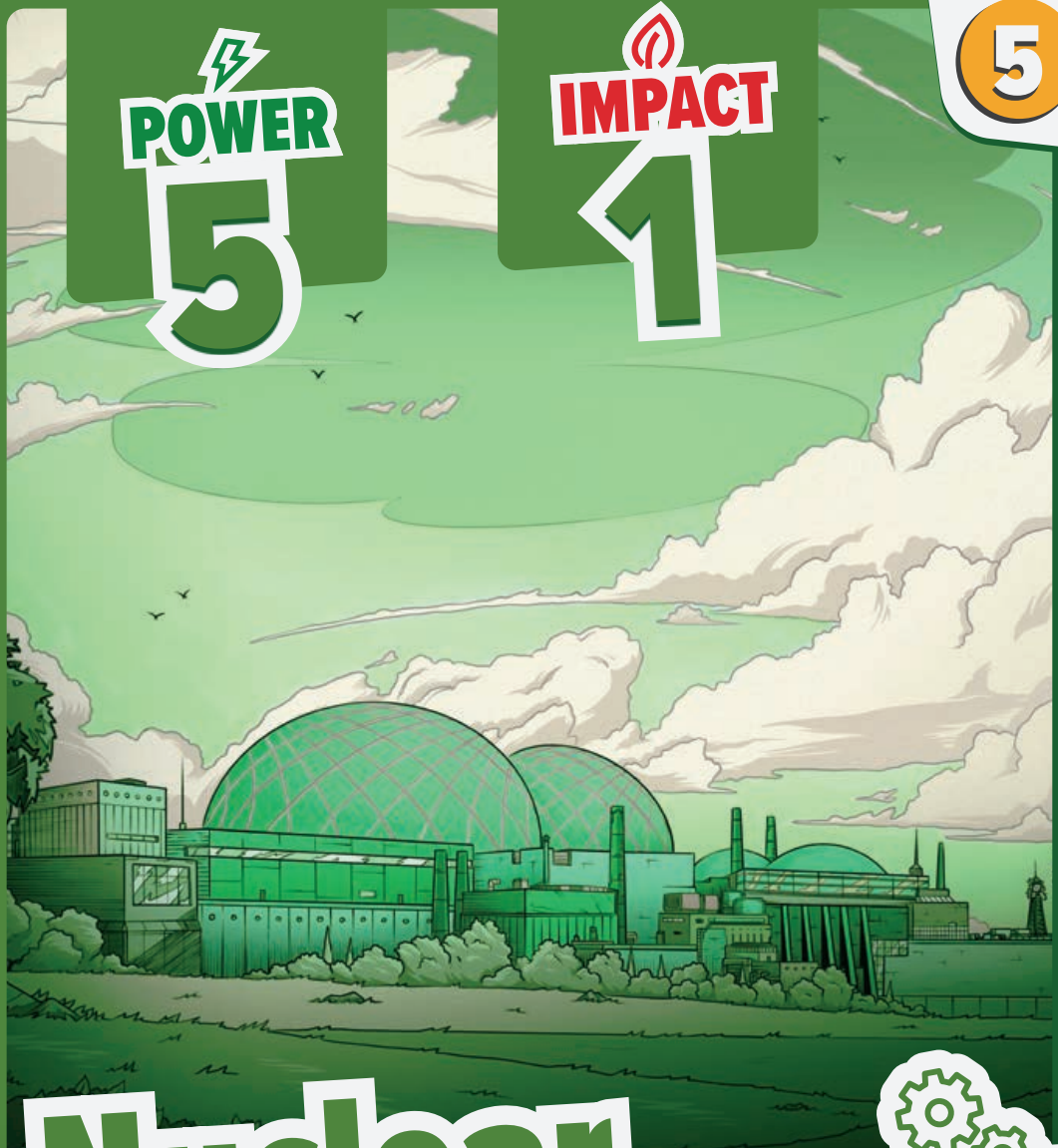
Hydro

Dams can flood a lot of land and change the flow of rivers, affecting people and ecosystems.

POWER 5

IMPACT 1

5



Nuclear

Fission reactors can occur with the right rocks and groundwater. This happened over a billion years ago in Oklo, Gabon.

Wind

Wind turbines spin when the wind is not too fast or too slow, with blades that work like an aeroplane wing.

Wind

The Sun drives global winds.
China is 60% windier than Ethiopia!

Coal

The heat and pressure from deep burial fossilised ancient forests into coal.

Solar

Each hour, enough sunlight falls on earth to power the world for a year. The hard bit is converting it to electricity!

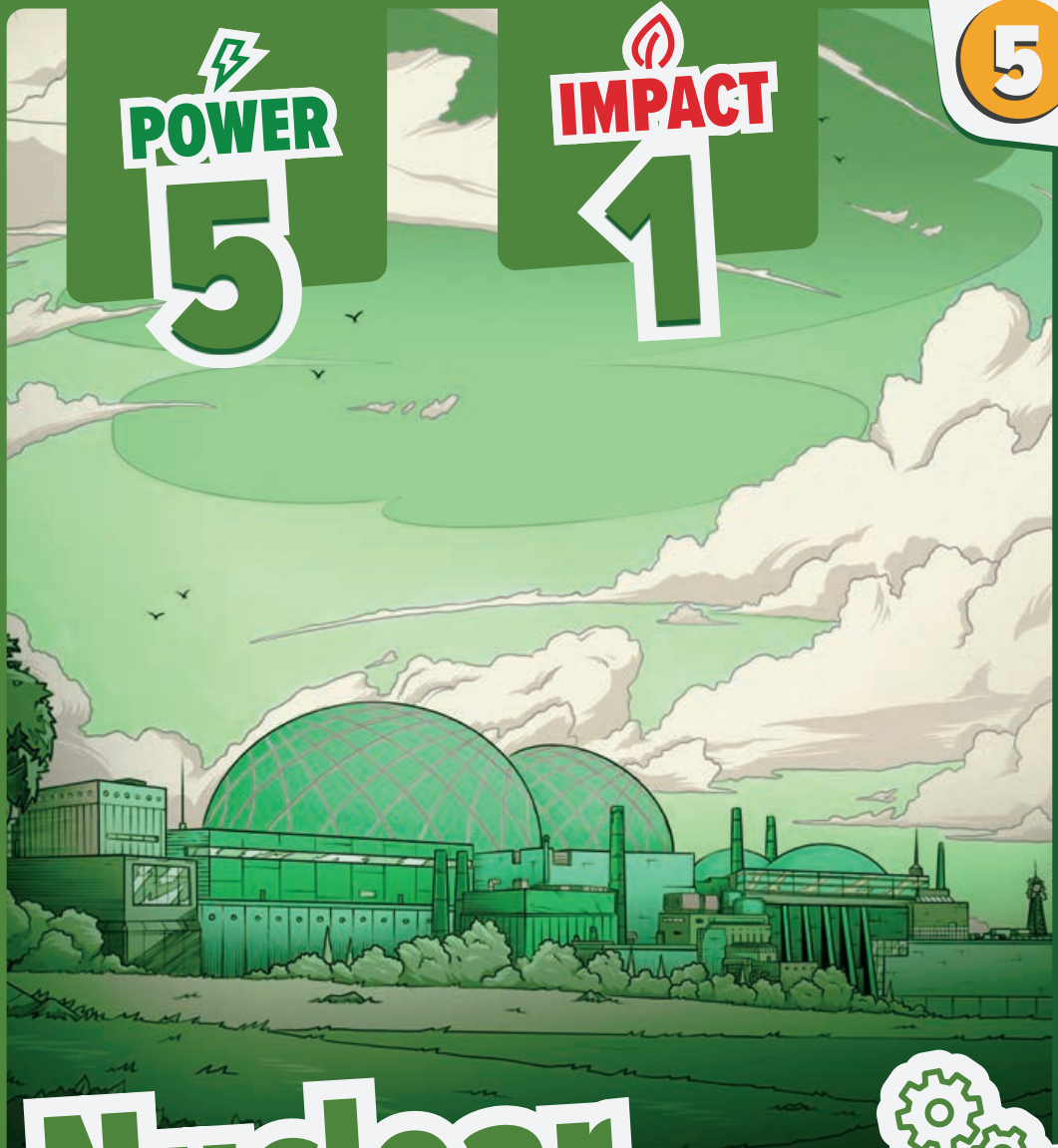
Solar

Climate and latitude affect solar energy.
Abu Dhabi is 120% sunnier than Gothenburg!

POWER 5

IMPACT 1

5



Nuclear

Ten grams of nuclear fuel releases as much energy as a tonne of coal, leaving a small amount of radioactive waste.

Solar

Daylight hours and weather affect solar energy. In summer, Helsinki is 3,800% sunnier than in winter!

Wind

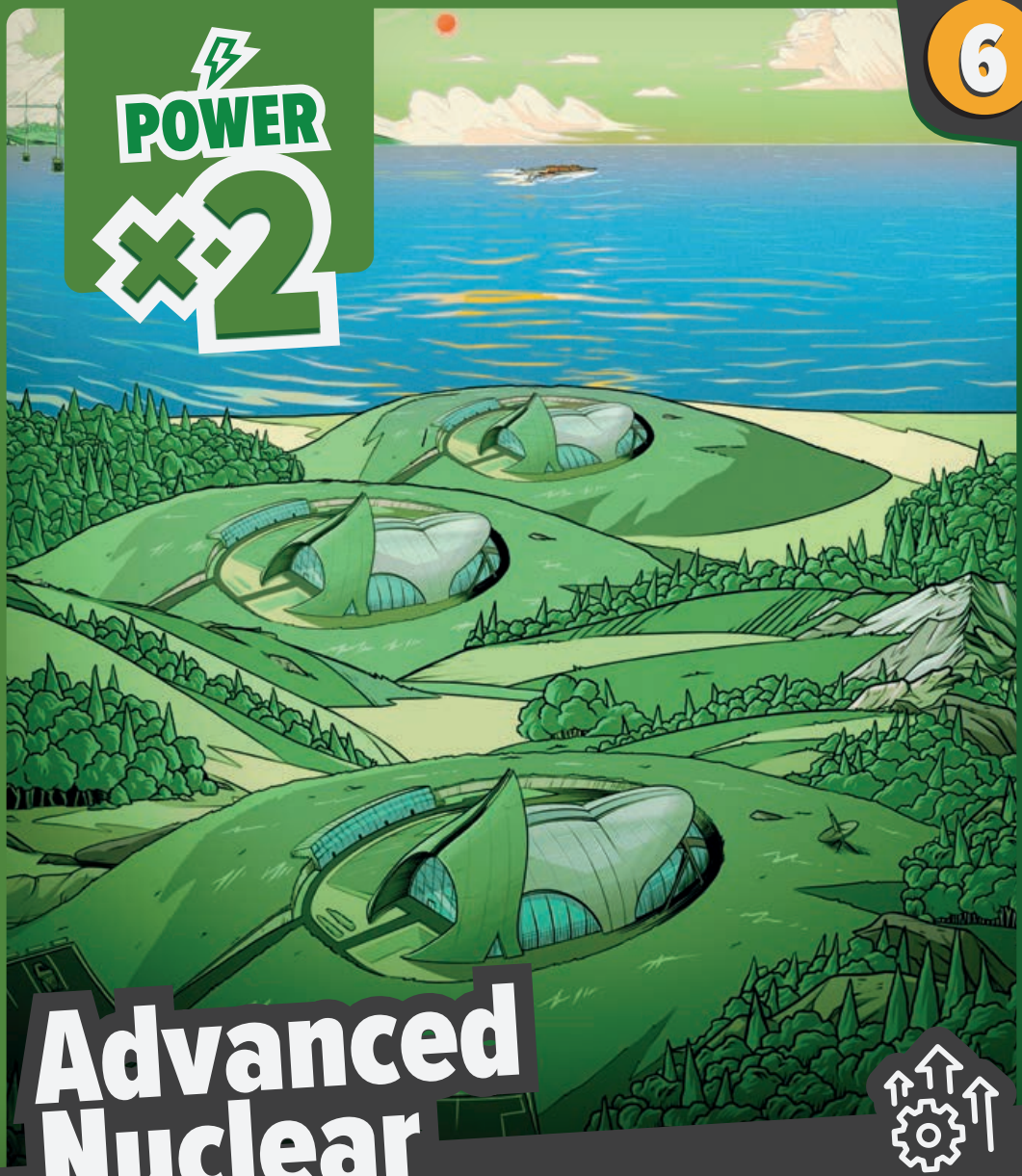
The Sun drives global winds.
Canada is 40% windier than Pakistan!

Hydrogen

Make water with fire! Use the most abundant element in the universe to store energy and replace some fuels.

POWER ×2

6



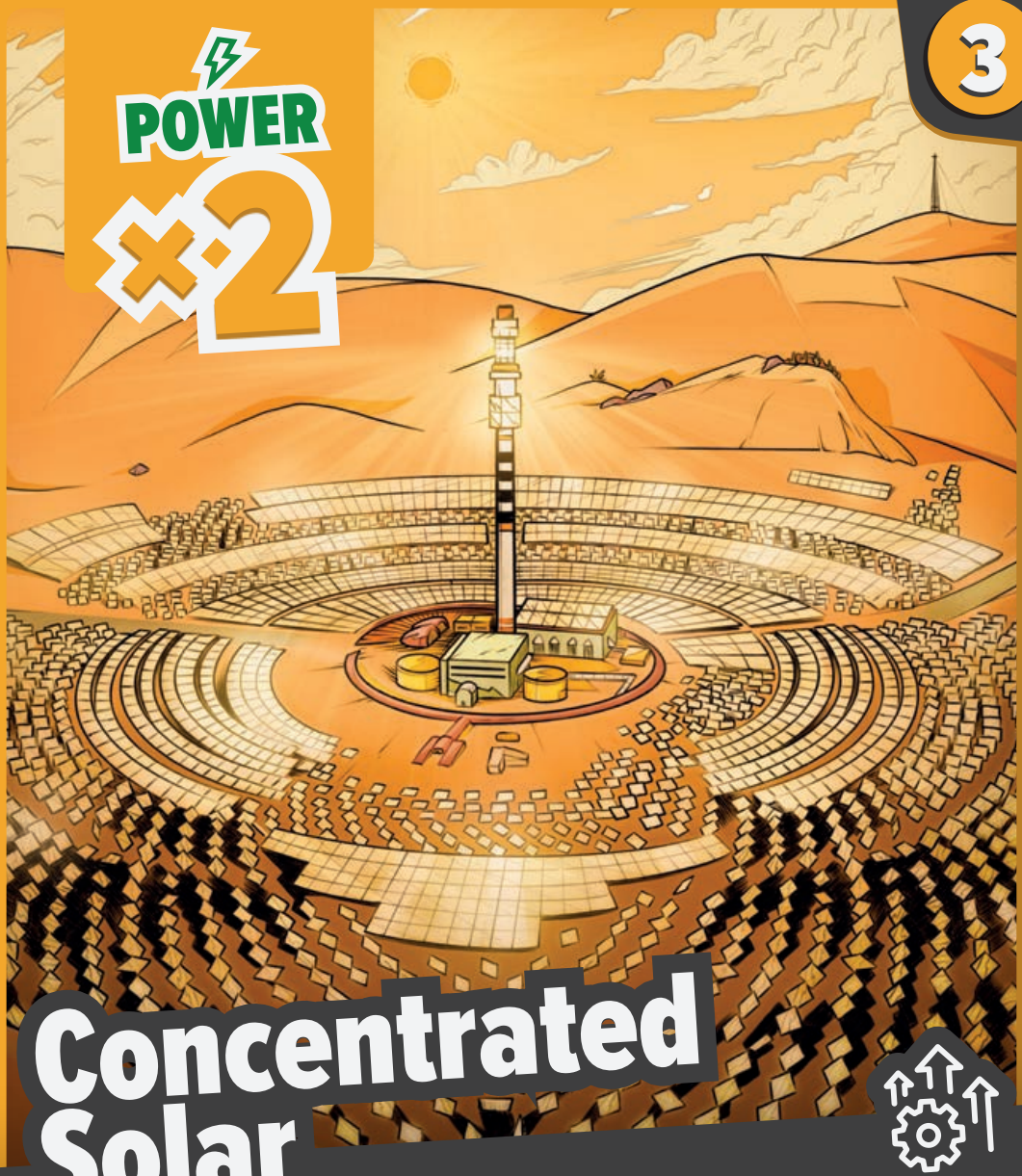
Advanced Nuclear

Do more with the atom! These plants are factory-built, use new fuels and work at higher temperatures.

2

Interconnector

Plug into another grid! It's now easier to trade electricity and meet demand.



3

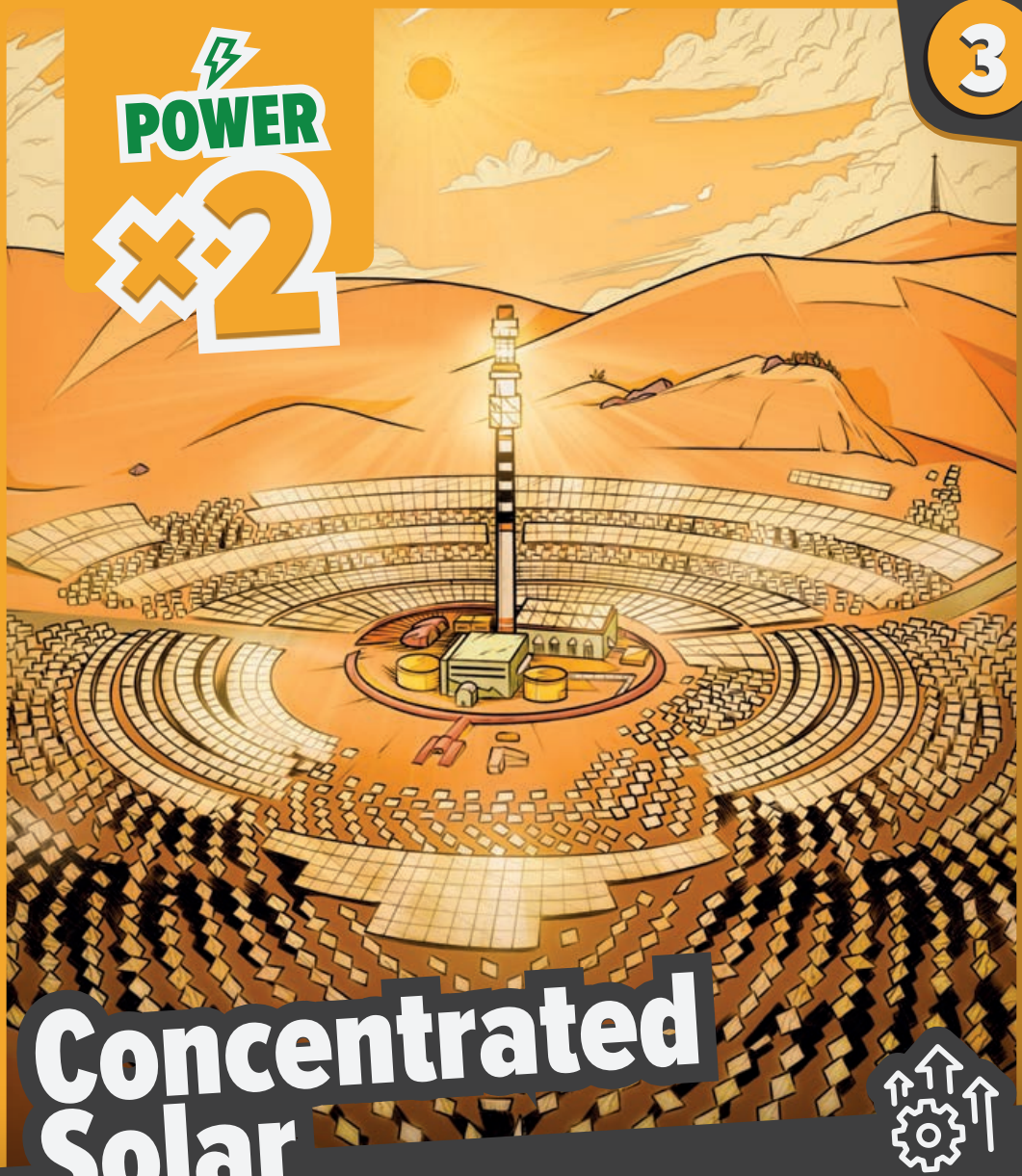
Concentrated Solar

Focus sunlight! Concentrate energy from the Sun with lenses or mirrors to generate electricity from heat.

6

Carbon Capture

Lock it up! New technologies capture and store carbon dioxide to reduce the impact of burning fuels.



3

Concentrated Solar

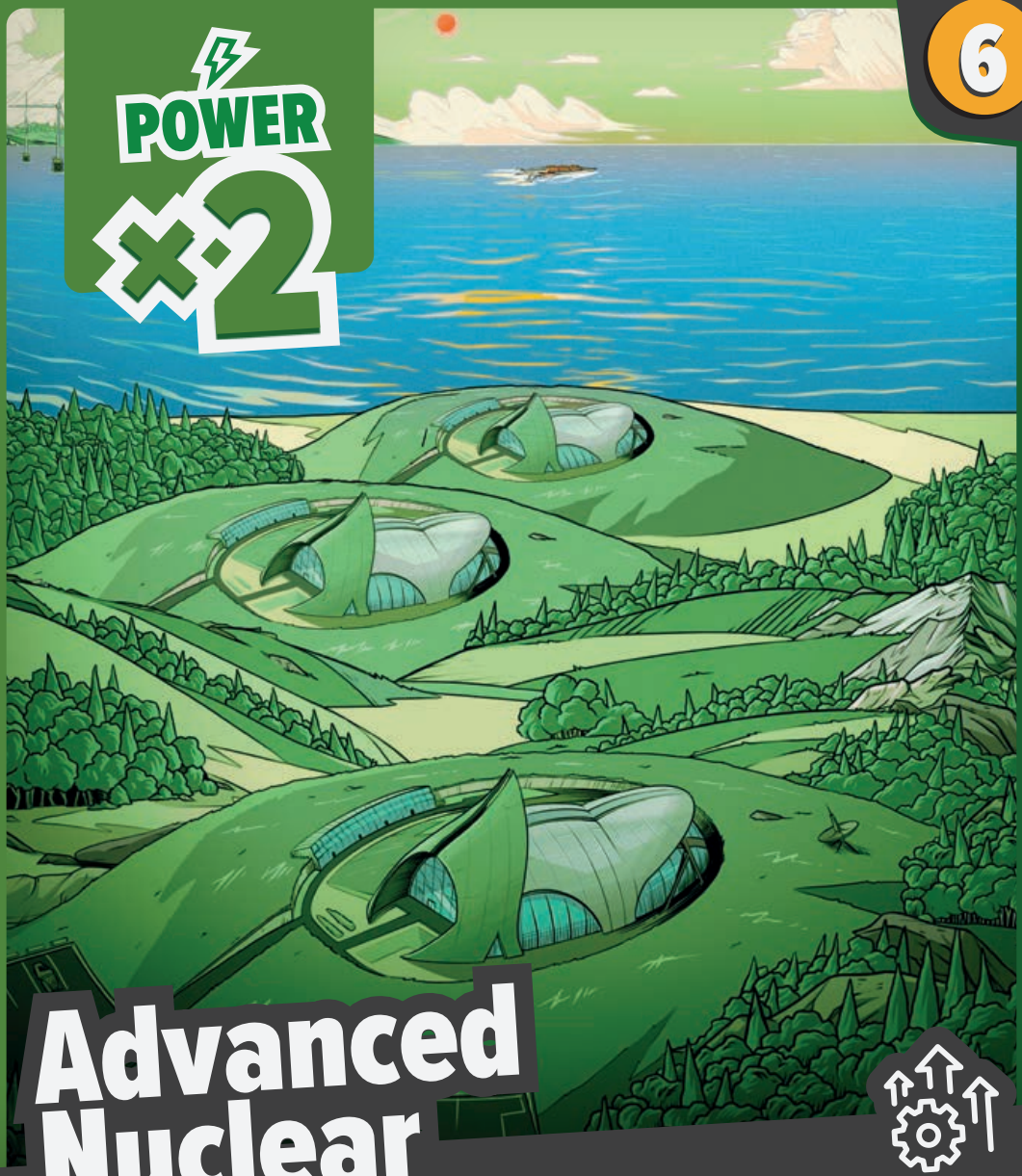
Focus sunlight! Concentrate energy from the Sun with lenses or mirrors to generate electricity from heat.

Grid Battery

Ready, steady, store! Charge up when supply is high and release energy when demand peaks.

POWER ×2

6



Advanced Nuclear

Do more with the atom! These plants are factory-built, use new fuels and work at higher temperatures.

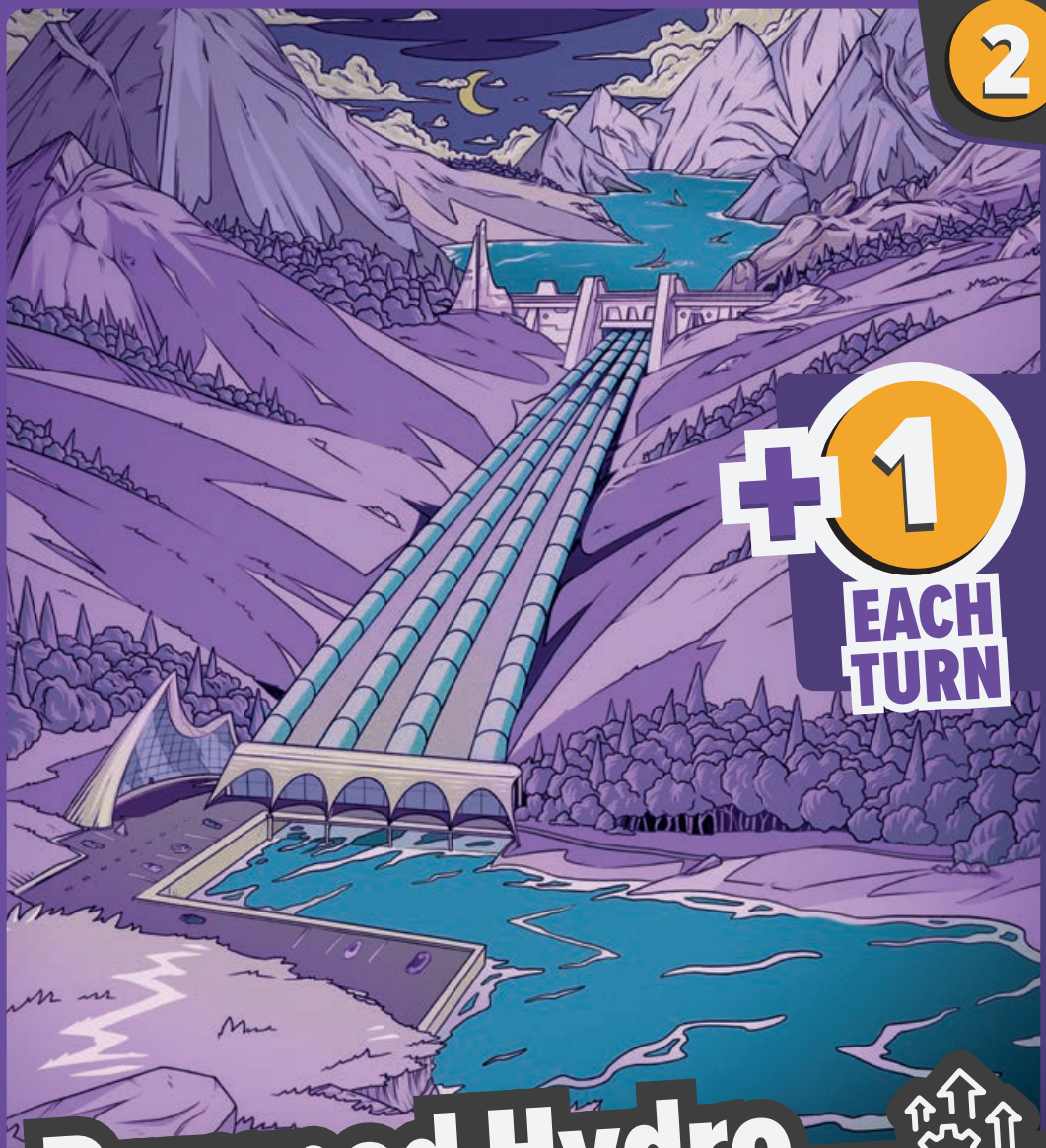
3

POWER ×2

Offshore Wind

The higher you get, the windier it is! Bigger wind turbines out at sea capture more powerful winds.

2



Pumped Hydro

Build a giant water battery! Pump water up into a reservoir and release energy with the help of gravity.

2

Interconnector

Plug into another grid! It's now easier to trade electricity and meet demand.

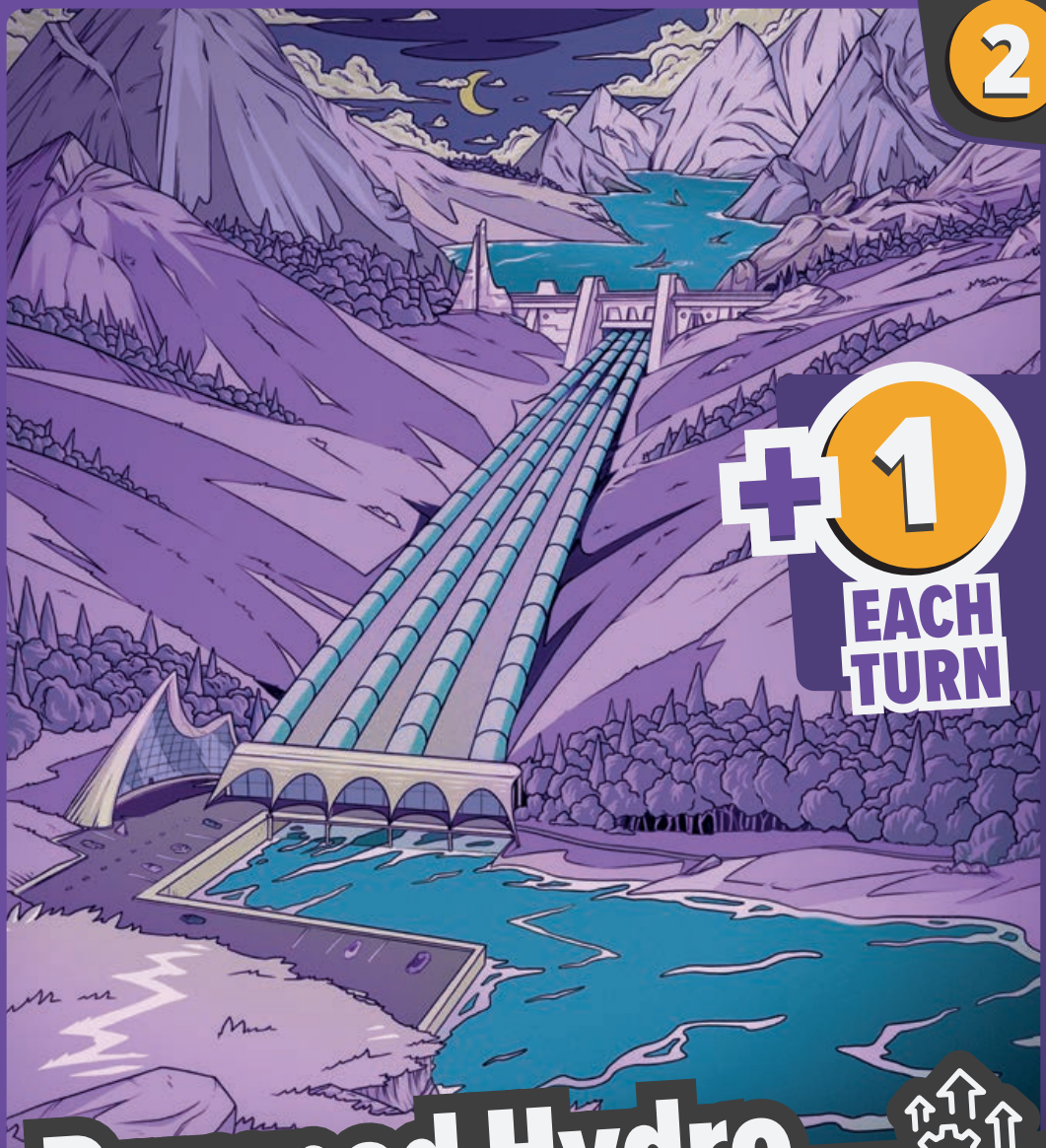
3

POWER ×2

Offshore Wind

The higher you get, the windier it is! Bigger wind turbines out at sea capture more powerful winds.

2



Pumped Hydro

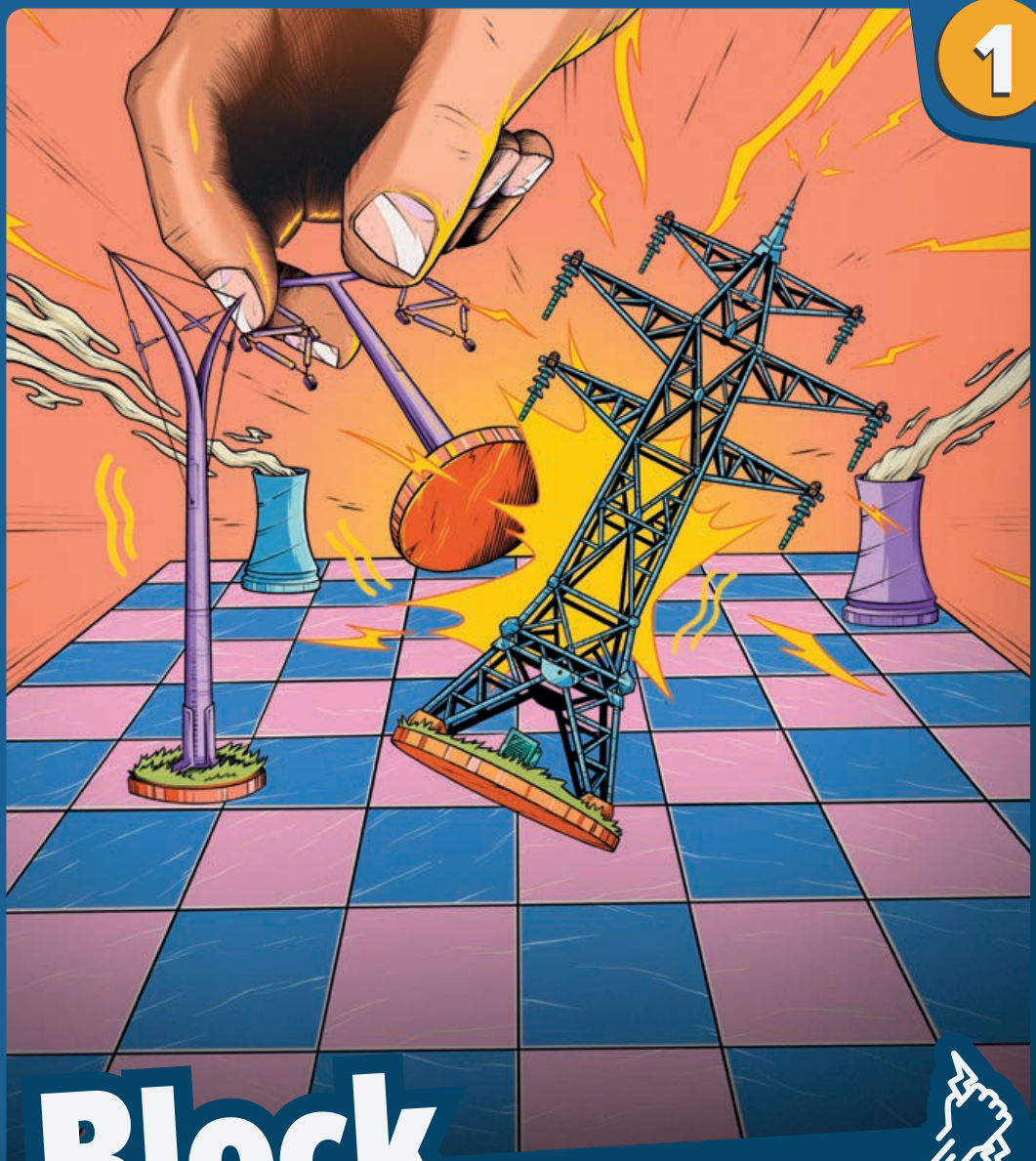
Build a giant water battery! Pump water up into a reservoir and release energy with the help of gravity.

6

Carbon Capture

Lock it up! New technologies capture and store carbon dioxide to reduce the impact of burning fuels.

1



Block

Place on top of a card pile to block other players from drawing, until your next turn.

0

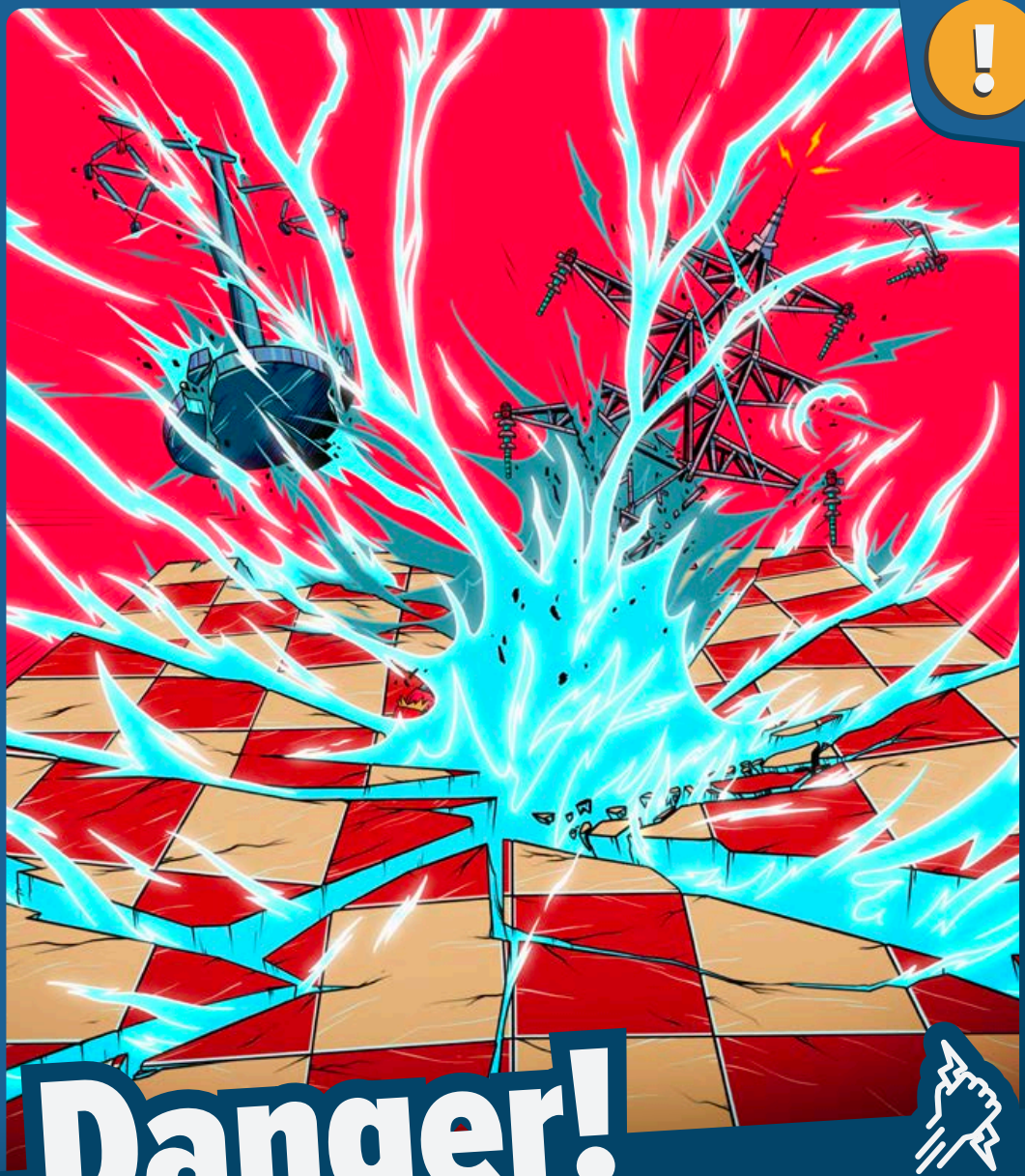
Boost

+2 this turn.

0

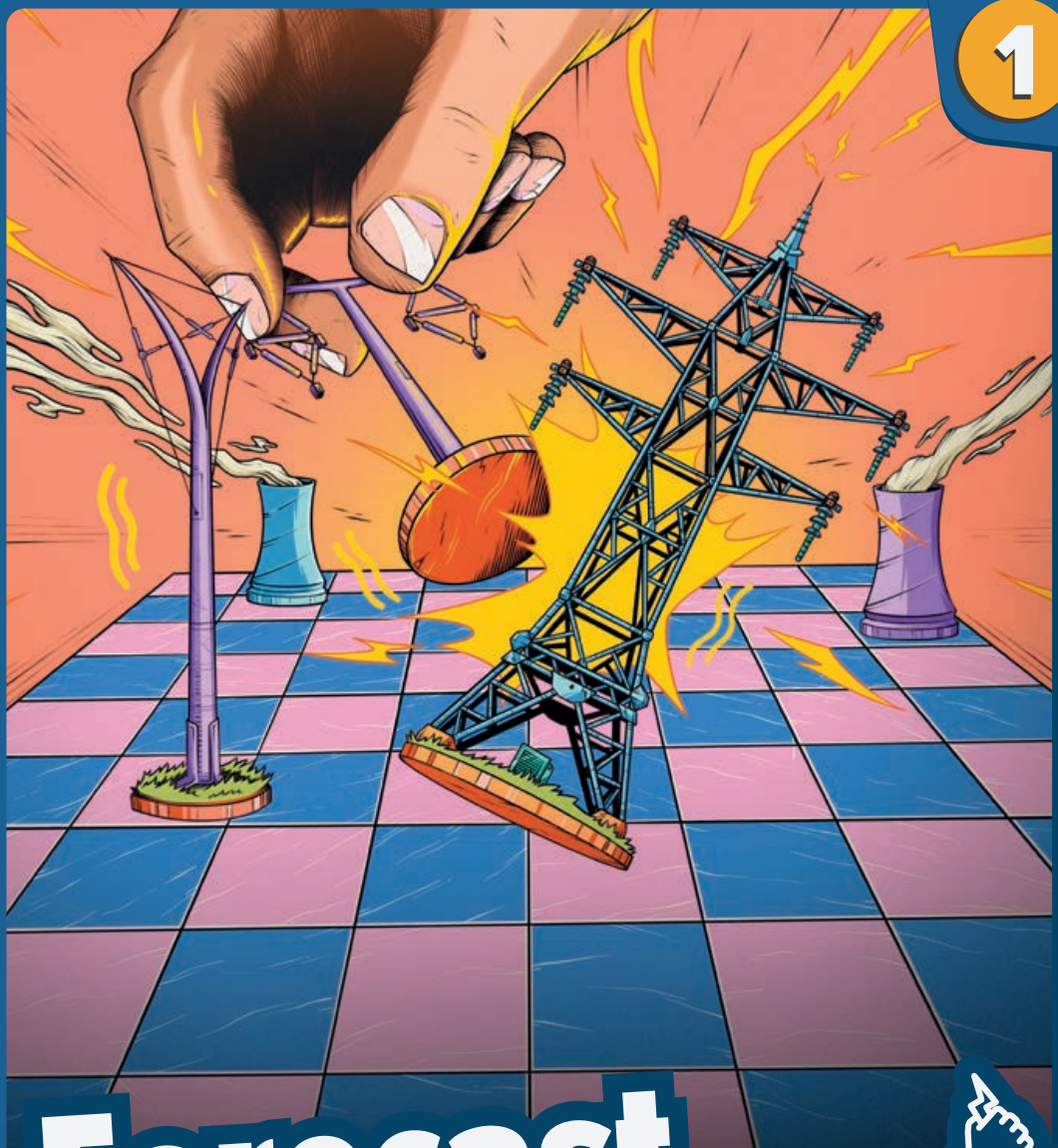
Charge

Pick a player to steal from; +1 this turn.
-1 for your target on their next turn.



Danger!

High voltage! Discard this card immediately, −2 this turn.



1

Forecast

Take a sneak peek at the top two Event cards. Place one card back on top and the other at the bottom of the pile.

0

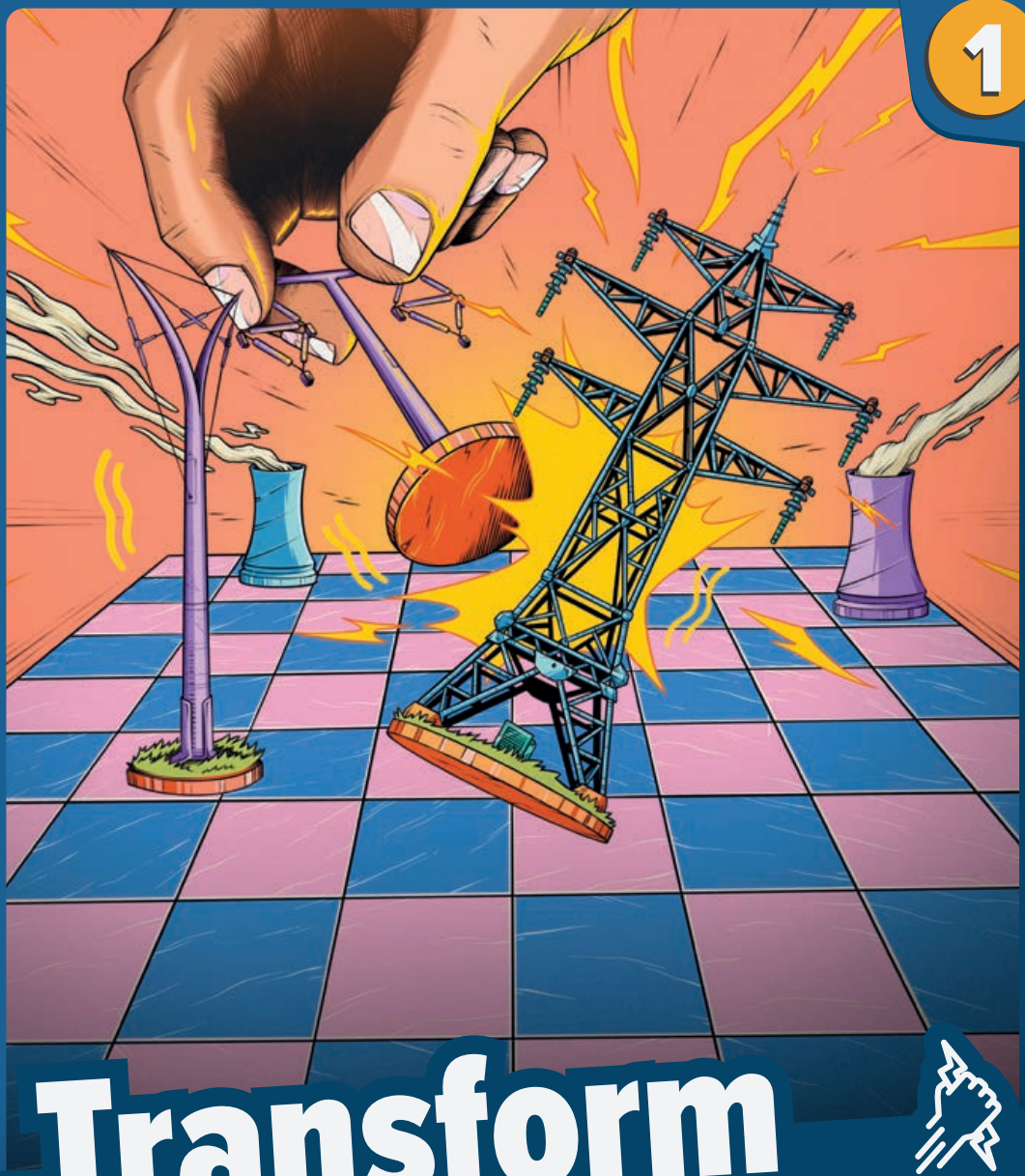
Boost

+2 this turn.

1

Research

Pick up one card from anywhere in a discard pile.



1

Transform

Swap one card from your hand with a random card in another player's hand.

0

Charge

Pick a player to steal from; +1 this turn.
-1 for your target on their next turn.

2

Zap

Take one card from another player's grid and play it for free this turn.

Signed, sealed, undelivered

A pandemic disrupts global supply chains.

EFFECT

Discard all cards in your hand at the start of this round.

Cyber punked

Hackers hold a gas pipeline ransom which reduces supply and increases prices.

EFFECT

Any player with two or more Gas must discard one from their grid at the start of this round.

Waste not, want not

Biomass plants get grants to burn waste as fuel.

EFFECT

Biomass is free to build.

Chasing your tails

Better mining techniques leave less waste behind.

EFFECT

When drawing, you may draw one card from the top of any discard pile.

Arctic avenue

A warmer climate melts sea ice which opens up Arctic shipping routes.

EFFECT

Tech cards cost 1 less.

Nobody expects the energy revolution

Artificial intelligence helps scientists unlock new materials.

EFFECT

Upgrade cards cost 1 less.

Don't pollute or we'll prosecute

Stricter air quality standards become law and affect power plants with high particulate emissions.

EFFECT

Player(s) with the highest IMPACT from Biomass and Coal must skip a turn.

From regulators with love

Nuclear operators have new rules so reactor refuelling takes longer.

EFFECT

-1 for each Nuclear in your grid.

It's raining, it's pouring

Well-engineered dams control the flow of rivers during heavy rain.

EFFECT

Player(s) with no Hydro in their grid can only draw one card.

Why is the land gone?

New land-use regulations affect power plants with low energy densities.

EFFECT

You can only build Coal, Gas and Nuclear. Wind can be built if you have Offshore Wind.

Farmers feud, Power v Food

Energy and food production compete for limited farmlands to grow crops.

EFFECT

Any player with Biomass in their grid must discard one at the start of this round.

For peat's sake

Habitat restoration increases carbon storage.

EFFECT

Player(s) with the lowest IMPACT can build one Upgrade card for free.

Skills to pay the bills

Curiosity and learning creates more business ventures in the energy sector.

EFFECT

You have 0 at the start of this round. +1 for each Tech type in your grid.

Winter has come

Wind speeds are higher and daylight hours are shorter.

EFFECT

+1 for every 2 POWER from Wind in your grid. -1 for every 2 POWER from Solar.

Summer is here

Daylight hours are longer and wind speeds are lower.

EFFECT

+1 for every 2 POWER from Solar in your grid. -1 for every 2 POWER from Wind.

Some like it hot

Demand for electricity increases as people keep cool in a heatwave.

EFFECT

Player(s) with the highest POWER, excluding Wind, +2.

Let it snow

Demand for electricity increases as people keep warm in a cold snap.

EFFECT

Player(s) with the highest POWER, excluding Solar, +2.

Hosepipe bans and empty dams

Drought reduces water supply for power plants.

EFFECT

-1 for each Hydro in your grid.

The perfect storm

Hurricane-force winds damage power lines connecting remote renewables.

EFFECT

You cannot build Solar or Wind. Any player with Solar or Wind must discard any two from their grid.

A taxing summit

World agrees on a global carbon tax.

EFFECT

-1 for each Biomass and Gas in your grid. -2 for each Coal. Carbon Capture protects you.

A new leaf

Demand for electricity increases as more electric cars hit the road.

EFFECT

You must strengthen your grid by at least **5 POWER** by the end of your turn. Otherwise, play nothing and discard all cards in your hand.

The art of the deal

This is your chance to make the best trade deal in history!

EFFECT

You can make one deal. Agree to swap cards from your grid with cards in another player's grid at the start of this round.

Lights out

A grid fault causes a blackout. Only some types of power plant can restart the grid.

EFFECT

Any player with less than **10 POWER** in their grid from Biomass, Coal, Gas or Hydro must skip a turn.

Here comes the Sun

Extreme solar activity fries weather satellites so grid operators cannot forecast accurately.

EFFECT

Add up your POWER⚡ excluding Solar and Wind. Player(s) with the highest POWER⚡ +2, lowest POWER⚡ -2.

Lava palaver

Geological activity disrupts grid operations.

EFFECT

You have 3 at the start of this round.