

## CONTENTS

57x Total Cards:

48x Color Cards:

1-12 Blue 1-12 Green

1-12 Red 1-12 Yellow

3x Shock Play Cards

6x Power Switch Cards

2x Dice (1 numbered, 1 color lightning bolt)



To view instructional video scan with your mobile device here



## OBJECT OF THE GAME

Be the player with the lowest score when another player reaches 300 points, ending the game.

## GAME SETUP

Complete these simple steps to get started!

### 1. Grab a pen and paper to keep score

### 2. Create the Deck

Shuffle all 48 color cards together with an added number of Shock Play Cards depending on the number of players:

- For 2 players: 1 Shock Play Card
- For 3-4 players: 2 Shock Play Cards
- For 5-6 players: 3 Shock Play Cards

This is the deck.



Flip over for Shock Play explanation!

### 3. Deal Power Switch Cards

At the beginning of the game, give each player 1 Power Switch Card. Players place this card face up in front of them. These are never part of the deck!

### 4. The Deal

Each player rolls the numbered die. The player with the highest roll is the first round's dealer. The deal then rotates to the next player clockwise each round.

### Round Setup

Complete these steps in order at the start of each round. As soon as a player discards their last card on the *Power Tower* or *Power Lines* (see back page), the round is over. Start a new round and continue play until somebody wins the game!

#### 1. Create the Generator Pile

The dealer shuffles the deck and deals cards equal to the number of players, face down and within reach in the middle of the table. This is the *Generator Pile*.

So, if there are 2 players, add 2 cards to the *Generator Pile*. If there are 3 players, add 3 cards, and so on.



Flip over for Power Switch explanation!

#### 2. Deal the rest of the cards

After the *Generator Pile* is created, the dealer deals all the other cards to the players, one at a time, clockwise, and face down. After all the cards are dealt, players arrange them in their hands by color and ascending number.

**NOTE:** Some players may end up with more cards than others depending on the number of players.

#### 3. Roll the Dice

Following the deal, the dealer rolls both dice to determine the *Power Card* for that round. The *Power Card* determines where play starts each round. If the dealer rolls a (D) instead of a color lightning bolt, the dealer chooses the color. If the dealer rolls an (L), the loser (player with the highest score) chooses the color.

**TIP:** The dealer (D) or loser (L) can choose any color for the *Power Card*, even if that card is not in their hand!

*Example:* If the dealer rolls a (10) on the numbered die and blue on the color die, the *Power Card* for that round is the blue 10. If the dealer rolls a (6) on the numbered die and red on the color die, the *Power Card* for the round is the red 6.



*Example:* If the dealer rolls a (12) and a (D), the dealer can choose the color. If the dealer chooses yellow, then the yellow 12 is the *Power Card* for that round. If the dealer rolls an (L) instead of a color lightning bolt, the player with the highest point total (losing score) chooses the color. If there is a tie, the player closest to the dealer clockwise chooses the color.



## LET'S PLAY

### Starting the Round

The player with the *Power Card* begins play by proclaiming, "I have the power!" and by placing the *Power Card* horizontally and face up in the center of the playing area. The player to the left of the player who laid down the *Power Card* goes next.

**NOTE:** If no one has the *Power Card*, the player to the dealer's left draws from the *Generator Pile*. If that player does not draw the *Power Card*, they place the drawn card into their hand. Play proceeds clockwise to the next player who draws from the *Generator Pile* and so on until the *Power Card* is drawn and the round starts.

**TIP:** Place dice on top of the *Power Card* to help players easily identify the *Power Tower*.

I have the power!



During their turn players have two options.

### OPTION 1: BUILD UP THE POWER TOWER

Play a card that is the same color as the *Power Card*, but is one number higher or one number lower. Place higher numbered cards above, and lower numbered cards beneath the *Power Card*. This column is called the *Power Tower*.

*Example:* If the *Power Card* is a red 8, you can play the red 7 or the red 9. If the red 7 is played, it is placed slightly below the 8. If the red 9 is played the card is placed slightly above the red 8 (See sample round illustration above).

**NOTE:** If the *Power Card* is 12, play can only go lower.

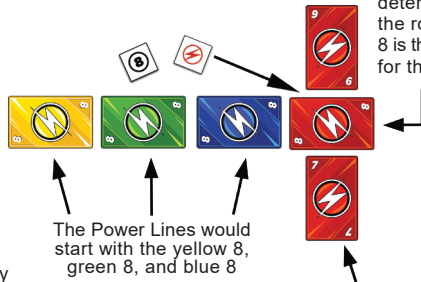
### OPTION 2: BUILD UP THE POWER LINES

Play a card with the same number as the *Power Card* in a different color, placing it next to it. This starts a *Power Line*.

*Example:* If the *Power Card* is the red 8, in addition to the red 7 and red 9, playable cards are the blue 8, green 8, or yellow 8. Like the *Power Card*, these cards are placed horizontally on the playing area next to the *Power Card* in a row. All other cards should be placed vertically to create columns. As cards are played, they create up to four columns of the same color, sequential cards (One *Power Tower* and three *Power Lines*).

**NOTE:** If you have a playable card, including a *Shock Play* card, you must play that card.

The red 8 is the *Power Card* this round and was determined by the roll of the dice. 8 is the *Power Number* for this round.



The *Power Tower* is red. It leads play which means a card cannot be played on a *Power Line* until that card has been played on the *Power Tower* first.

### GENERATOR PILE

If a player does not have a playable card, they must draw from the top of the *Generator Pile*. If a playable card is drawn, the play is made. If a non-playable card is drawn, the player must place the drawn card in their hand with their other cards. Either way, the play continues clockwise to the next player. After all cards from the *Generator Pile* are gone, players who cannot make a play must now ask the player to their right for a card.

**TIP:** This is an opportunity to get rid of your worst card!

### Continuing Play: Building the Power Tower & Lines

Play continues by building the *Power Tower* and *Power Lines*. Remember, plays in a color other than the *Power Card* color cannot be made until the same number in the *Power Tower* has been played. If the red 8 is the *Power Card* in a round and the red 9 is played but the red 7 has not been played, the other color *Power Line* 9s can be played on the other color 8s, but the other color 7s cannot be played. Once the red 7 has been played, the other color 7s can also be played on their corresponding colors and so on. In other words, the *Power Tower* leads the play for the other color *Power Lines*.



### END OF THE ROUND, GAME, & SCORING

When a round ends, players with cards left in their hand add their score. When a player's score reaches 300 points, the game ends and the player with the lowest score wins. They are the *Power Player*!

- Cards 1-6 = 5 points
- Cards 7-12 = 10 points
- Card replaced by *Shock Play Card* = 50 points

**OPTIONAL:** Games can be played to a predetermined point total.

### SHOCK PLAY CARD EXPLANATION

The *Shock Play* cards are wild cards. They can take the place of any card except:

- The *Power Card* to start a round
- The other color cards that are the same number as the *Power Card*

*Example:* If the *Power Card* is the yellow 10, the *Shock Play Card* can take the place of any card except the yellow 10, the blue 10, the green 10, or the red 10.



### POWER SWITCH CARD EXPLANATION

*Power Switch* cards are used by one player to exchange all the cards in their hand for another player's cards. Players only have one *Power Switch* card. Therefore, only one *Power Switch* can be made per player during an entire game. If a play can be made following a switch, it must be made.

**Only one Power Switch can be made in a round.** Once a player uses their *Power Switch*, all other players are blocked from using their *Power Switch* that round.

### Making a Power Switch

To make a *Power Switch*, a player waits for their turn and announces that they are using their *Power Switch Card*. The player then exchanges hands with the player of their choice and turns in their *Power Switch Card*, preventing them from making another *Power Switch* during the entire game.

**TIP:** *Power Switches can be made anytime but are best used when a player has a large point total in their hand and believes that another player is ready to play their last card and end the round.*

