

# MEGAWATT

AGES  
**10+**  
PLAYERS  
**3-5**  
MINUTES  
**30+**

## INSTRUCTIONS

### HOW TO WIN

Build a grid with the highest **POWER** and lowest **IMPACT**.

### THE GAME

Megawatt is 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.

### BUILD PHASE (2 ROUNDS)

Megawatt starts with a build phase of 2 rounds, where you draw and play **Tech** cards to supply power.

### EVENT PHASE (7 ROUNDS)

The game continues with an event phase of 7 rounds, where you adapt your grid and find out if it can stand the test of time.

**!** At the start of each round, turn over the top Event card and read out the news.

You can now draw **Tech**, **Upgrade** and **Action** cards to play.

**?** Increase or decrease the number of rounds in the event phase to make the game longer or shorter.

### SET UP

Separate **Tech**, **Upgrade**, **Action** and **Event** cards into four piles. Shuffle each pile then place into the middle with cards face down. Youngest player goes first - play moves clockwise.

### ON YOUR TURN

#### 1 DRAW CARDS INTO YOUR HAND

You can hold up to 4 cards.

You can look at cards in your hand before drawing the next one.

In the build phase draw from the **Tech** card pile only.

In the event phase draw from **Tech**, **Upgrade** and **Action** card piles.

If any card pile runs out, shuffle the discard pile and turn it over.

#### 2 PLAY CARDS FROM YOUR HAND

You have **5 COIN** to spend each turn; unspent **COIN** is lost.

You can build as many **Tech** cards into your grid as you can afford.

You can build only 1 of each **Upgrade** card into your grid; the effect of each **Upgrade** starts from the next round.

Your grid must be built in front of you; **Action** cards must be played into the middle.

#### 3 END YOUR TURN

You can keep up to 1 card in your hand for the next round.

Any cards left over must be discarded into the middle, facing up.

The round ends when everyone has played.

### SCORING

When the final round is over, the player with the highest score wins.

**!** **Score = Grid POWER - Grid IMPACT**

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

# THE CARDS

## EVENT CARDS

### DRAW & DISCARD PILES



### YOUR GRID



### TECH

Played to supply **POWER**, each card has an **IMPACT** and a cost in **COIN**.



### ADVANCED TECH

Advanced Nuclear, Concentrated Solar and Offshore Wind are built 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 it is built.



### CARBON CAPTURE

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



### INTERCONNECTOR

Hold up to 5 cards when you draw and keep up to 2 cards for the next round.



### ENERGY STORAGE

Grid Battery, Hydrogen and Pumped Hydro increase the **COIN** you have to spend but **POWER** and **IMPACT** are affected.



### ACTION

Played to boost your hand or mess with other players; read the unique effects carefully.



### EVENT

Turn one over at the start of each round in the event phase. The world changes around you with events that put your grid to the test, each lasting for 1 round.

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 quick start cards.

[www.megawatt.game](http://www.megawatt.game)



**cureus** GAMES Ltd  
206 Upper Richmond Road West,  
London, England, SW14 8AH  
MW-02-01 | Printed in UK  
Illustrations by Wallace Smith  
Design by James Colburn and Will Kail