



POWERHOUSE



2-5



FAST



MEDIUM

EQUIPMENT

- Three Trios each of five colors
- Any three dice
- Drawstring bag



OVERVIEW

You are an astro-archeologist, unearthing energy crystals from the ruins of an alien city on a distant planet. As you add new crystals to your power grid, they combine with others to create chain reactions. Can you be the first to collect a set that creates clean, stable power?

GOAL

Collect exactly five pyramids, each a different color but all the same size, a set known as a Clean Powerhouse.

TERMINOLOGY

- Grid: Your collection of pyramids.
- Powerhouse: a set of five pyramids, each a different color but all the same size.
- Dirty Powerhouse: a Powerhouse joined by additional pieces, which cause contamination.
- Clean Powerhouse: a Powerhouse with no other pieces in its Grid.
- Reactor: Two pieces of the same size and color.

- Stable Reactor: Three pieces of the same size and color.
- Battery: a Monochrome Trio (a small, medium, and large pyramid of the same color).
- Transform: An action in which you give someone a piece from your grid and optionally take back one from theirs.
- Dump: An action in which you remove a pyramid from your grid and return it to the bag.
- Cubes: The dice.
- Meltdown: An event triggered by unearthing a cube, which causes all players to lose an escalating number of pyramids from their grids.

SETUP

Toss all the pyramids and the dice into the bag and mix them up. Each player starts with three pieces drawn blindly from the bag, one of each size. (Unless players are superstitious about drawing out their pyramids themselves, it's fine for one player to set up everyone's initial grid.) Whenever you remove an object from the bag, you must do so without looking. You can feel around for the size you seek, but you can't peek.

HOW TO PLAY

Each player's turn has two phases:

- Draw Phase: You remove an object from the bag. If you draw a pyramid, add it to your grid; if you draw a cube, place it in the center of the table.
- Reaction Phase: Perform all of the mandatory power reactions along with whatever optional reactions you choose, in whatever order you see fit. Often you won't have any reactions to perform, but sometimes you will start a cascade as one reaction triggers another.

SETTING UP YOUR GRID

As you accumulate pyramids, arrange them within an imaginary grid of 15 squares, five across and three deep. Sort your pieces by size and color. Fill the row furthest away from you with your smalls, and place your larges in the row closest to you. This will make it easiest for your opponents to see what's in your Grid while still providing a good view for yourself.

POWERHOUSE (CONT.)



POWER REACTIONS

- **Sequence:** You get to decide the order in which all of your reactions will occur. This means that you might choose to perform an optional reaction which changes the situation so that another reaction, which would have been mandatory, instead does not happen at all.
- **Delayed Reactions:** Reactions are only triggered during your turn. When another player gives you a piece that creates a Reactor in your Grid, you must wait until the Reaction Phase of your own turn to carry out that reaction.
- **Meltdown:** When a cube is removed, ALL players must immediately dump a pyramid. If this is the second cube, all players must dump two pyramids. If this is the third cube, all players must dump three pyramids, and all three cubes are immediately returned to the bag. Also, if you trigger a Meltdown, your turn ends immediately — you don't complete any other reactions, even those that would otherwise be mandatory.
- **Reactor:** If your Grid contains two pieces of the same size and color, you must Transform one. This means you give one of those pieces to another player, and take back another of their pieces in return. You may also choose to Transform your piece into vapor, by giving it to a player without taking anything back.
- **Battery:** Whereas Reactors trigger automatically, Batteries may be saved for a future turn. To use a Battery, Dump one piece and Transform one piece, keeping the third piece in your grid.
- **Double Powerhouse:** If you complete a second Powerhouse, you must perform a Major Flush during your turn, which consists of Dumping your choice of at least one, and as many as five, of the pyramids in your second Powerhouse.
- **Transformation-Proof:** If you have a Powerhouse, other players are not allowed to break it up when Transforming their pieces. However, this does not mean a Powerhouse is Meltdownproof.
- **Reactor-Stabilization:** If you have all three pieces of a Reactor, the triggering of that Reactor becomes optional.

EXAMPLES

- Let's say you have a green Large and a yellow Battery in your Grid. Another player also has a green Large, and no one has a Powerhouse. Now suppose you draw a green Large. You now have an unstable green Reactor, which you must trigger during your turn. However, you could decide to use your Battery first, and Transform one of the pieces of your yellow Battery into your opponent's green Large. If you did this, you would then have all three of the green Larges, causing this Reactor to stabilize. Now you have a stable Green reactor. You might choose to let it sit in your Grid for a few turns. Someone might take a piece of it away, and when your turn rolls around again, you'd be required to trigger the remainder of the Reactor during that turn. Or perhaps you'll still have all three green Larges when you decide it's time to clear them out. In this case you'd remove the first piece and Transform it; at that point the rest of the Reactor will have become unstable, so before your turn ends you'll need to also remove the second of those three pieces and Transform it as well.
- Suppose you have a red Medium, a yellow Medium, a green Medium, and a purple Medium. You also have a purple Small and a purple Large. Your opponent has a Dirty Powerhouse made of Smalls and among their other pieces is blue Medium. You pulled a Medium out of the bag, hoping to get a blue to complete your Powerhouse, but instead you got another green one. So now you have a green Reactor which you must trigger before your turn ends. You decide to use it first. You give one of your green Mediums to your opponent, and as part of the Transform action, you take from them their blue Medium, which is available to you since it's not a part of their Powerhouse. Now you have a Powerhouse! You just need to clear out the dirt. Since your only other pieces are other purples that collectively form a Battery, all you need do to win is to trigger that Battery, Dumping the purple Small and Transforming the purple Large into vapor, by giving it to another player and taking nothing back.

HOW TO WIN

As soon as a player has a Clean Powerhouse, they win, even if it's not their turn. If more than one player gains a Clean Powerhouse at once, the player who made it happen wins.

