

Energy Independence

A card and dice game for 2-4 players

Energy Independence is a game that teaches kids about the major forms of alternative energy, and lets them experiment with them as they compete to become independent from fossil fuels. Each player controls a group of power-plants that is trying to meet the energy demands of their local city.

Setup

There are three major components of the game, although only one is included in the box. In order to play, players need to acquire two six-sided dice, each a different color, and a small pile of change (mostly pennies and nickels). The final component is the Source deck, which contains 45 cards portraying the 5 major sources of clean energy currently available, plus a weather guide that should be kept separate from the rest of the deck.

To begin the game, each player chooses two Source cards from the deck. Once they have done this, the deck is shuffled and split into three piles. These should be roughly equal, but do not need to be precise. Place the three piles face-up on the table where everyone can reach them. Players roll dice to determine who goes first and begin the first "season."

Gameplay

Each turn in Energy Independence represents a season, and four turns in a row represent a year. The game is played for three years, meaning there are 12 turns in total. The game always begins in Spring.

At the start of each season, one of the players, it doesn't matter which, rolls both dice. One die, agreed upon before the beginning of the game, is used to determine weather. Depending on the season, each possible roll represents a different weather condition for that season. The weather guide contains a reference table to figure out which weather was rolled. The other die represents "demand." For the first year of play, the demand is equal to the rolled value +5.

Each player then calculates the energy they produced. In the upper left corner of a Source card, there are 4 numbers listed, one for each weather condition. Locate the number for the current weather for each of your Sources and add them together to find your production. Take that amount of money from the pile of coins (each point is worth 1 cent). Then compare your production to the demand. If it is less than demand, put back that much money. You have to do this because when you cannot produce enough energy, you have to

buy it from other, less environmentally friendly producers. If you produced more than the demand, you only take money equal to demand. The money you have left after these calculations is your profit, and you may keep it or spend it on new Source cards.

After the production and profit stage of the turn, each player has a chance to buy a new Source card from one of the piles. The first Source card that you buy costs only 5 cents and each subsequent Source costs an additional 5 cents (10 cents, 15 cents, etc.). You can only buy the cards from the top of the pile. When you purchase a Source, take it and place it next to your other cards, revealing a new card for the next player to buy. If you do not want to, or cannot afford to buy a new card, you may pass.

Each year, the energy demands increase by 5. This means that the second year's demand is equal to rolled value +10, and the third year is equal to the rolled value +15. This information is repeated on the back of the weather guide in case you forget.

Endgame

After the third year is complete, all players return their money to the pile. Then there is an "Audit" year. During the next 4 seasons, players will not collect money or purchase new sources. All they will do is roll the dice, with the demand now being the rolled value +20, and count up the difference between their production and the demand. If a player produces more energy than demand, they do not get to subtract that amount from their running total of energy shortfall. After the final season of the Audit year, the player who was closest to meeting demand is the winner!

Legal

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