ELECTRIC EMPIRES

Rules of Play

The war of currents is raging.
Thomas Edison's direct current is safe, cheap and simple, but weak.
Nikola Tesla's alternating current is powerful, but complicated and occasionally deadly.
Which technology will power New York City and then the world?

Overview and Objective

As the leader of a fledgling electric company you must choose a current to champion, DC - Edison's Direct Current or AC - Tesla's Alternating current. Hire staff, build generators and power lines, win bids, complete projects...and sabotage the competition.

Buildings spread across the city are waiting to be wired for electricity. Each has its own unique requirements, risks and rewards. Once you provide the power you must ensure a steady flow of electricity to avoid loosing clients and the victory points they bring to your rivals.

The player with the most victory points earned from completed projects and electricity generating capability at the end of the decade wins the game.

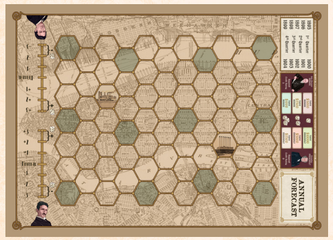
Contents

Components

12 Project Cards

12 Project Tiles

Gameboard



10 Power Poles

48 Power Generators

20 Forecast Cards

48 Worker Cards

60 Action Cards

4 Bid Mats

4 Bid Screens

12 Project Order Tokens

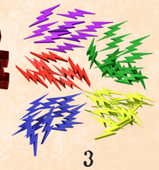
18 Malfunction Tokens

18 Maintenance Tokens

First Player Token

50 Tracker Cubes

80 Power Tokens



40 Standee Bases

80 Money Cards

12 Loan Markers

2 Reputation Markers

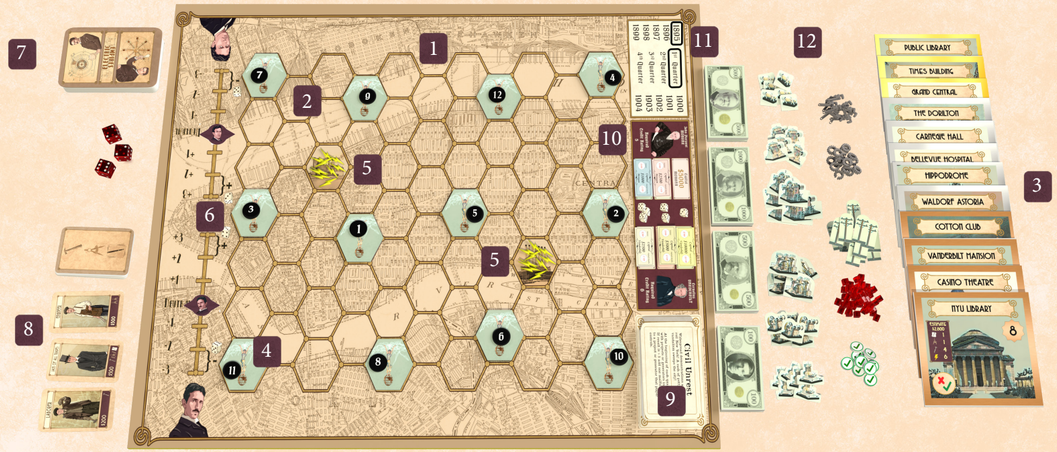
12 Progress Tokens

3 Dice

2 Turn Trackers

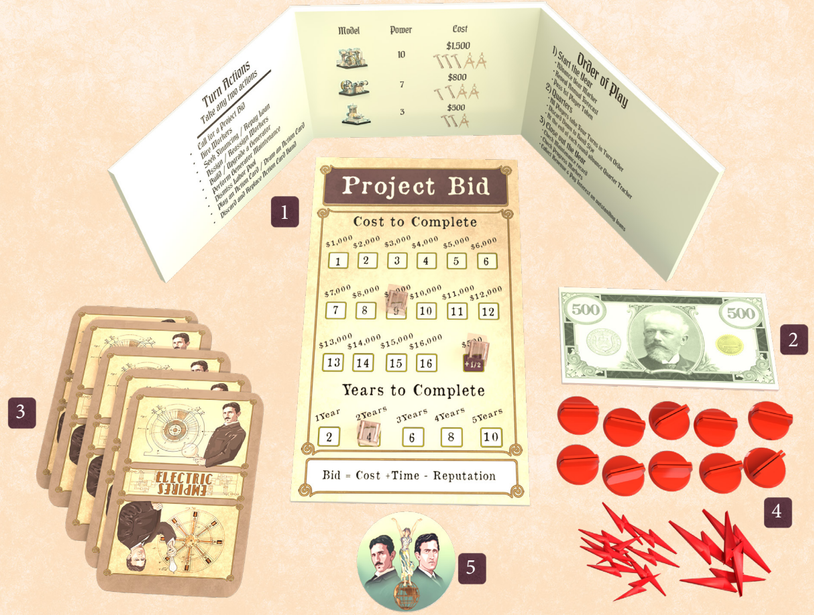
Game Setup

1. Place the game board in the center of the play area.
2. Select 12 project tiles (3 Gold, 5 Silver, 4 Copper) along with their matching project cards. Randomly place each of the project tiles face down on a green hex on the game board.
3. Place the project cards near the game board within easy reach of all players.
4. Randomly place a project order token face up on each project tile on the game board.
5. Place 10 yellow power tokens on each of the two municipal power plant hexagons on the gameboard.
6. Place the reputation markers on the "neutral" position of their corresponding reputation tracks.
7. Shuffle the Action cards and place the deck near the game board within easy reach of all players. Leave room for a discard pile.
8. Shuffle the worker cards and place the deck near the game board within easy reach of all players. Draw 3 worker cards from the top of the deck and place them face up next to the work card deck. Leave room for a discard pile.
9. Shuffle the Annual Forecast cards and place the deck in its indicated space on the game board. Turn the top card face up.
10. Place loan tokens on the indicated spaces on the game board as follows:
    Morgan: $1,000 x 3, $2,500 x 2, $5,000 x 1
    Vanderbilt: $2,500 x 3, $5,000 x 2, $10,000 x 1
11. Place the year tracker on the appropriate year according to number of players
    4 Players: 1899
    3 Players: 1897
    2 Players: 1895
12. Place all remaining tokens and money near the game board within easy reach of all players.



Player Setup

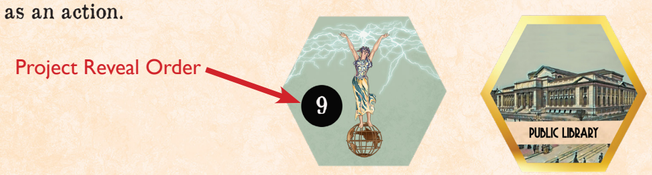
1. Give each player a bidding mat, a privacy shield and 3 clear bidding cubes.
2. Give each player $500 as their starting available funds.
3. Deal each player 5 Action cards face down. These should not be shown to other players.
4. Each player takes all standee bases and power tokens in their color.
5. The player who most recently changed a lightbulb takes the first player token.



Core Concepts

Projects

Projects are the focus of the game and the main source of victory points in Electric Empires. Each hexagonal tile on the gameboard and its associated project card represent a building somewhere in New York City waiting for electricity. At the beginning of the game, project tiles are distributed randomly across the city. A project is revealed in numerical order whenever a player calls for a project bid as an action.



Each project has a name A and Level (Gold, Silver, Copper) B Every project has its own unique requirements C including the number of required Laborers, Engineers, Managers and Power. The Estimate provides the average cost of completing the project.

Progress must be made on each project every year until it is complete. A progress tracker D begins every year red. When a worker is assigned to the project, the tracker is flipped to green. If no progress is made in any given year, a malfunction token E is placed on the project card. If a project accrues three malfunciton tokens the owning player loses the project and all workers assigned to that project are discarded. The project is immediately put up for bid to other players. The player who just lost the project is not allowed to bid.

Once a project is complete and fully powered, the owning player receives the indicated income F at the beginning of each year. If the project is complete and fully powered at the end of the game, the owning player receives the indicated victory points G.

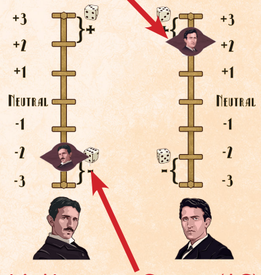
Reputation

Public opinion will make or break a new technology and electricity is no different. Both AC and DC start the game with a neutral reputation. As successes accumulate, reputation grows. Failures damage the reputation of a current. The reputation score applies to all players of that particular current. (i.e. if DC has a bad reputation all DC players are impacted.)

Reputation affects a player's project bids (explained below) but can also impact all actions involving a dice roll (inspection, demonstration, financing, sabotage, poach). If a current's reputation is +2 or +3 all players supporting that current (AC or DC / Tesla or Edison) add one additional die to all roles. If a current's reputation is -2 or -3 all players supporting that current (AC or DC / Tesla or Edison) lose one die for all roles.

Reputations cannot be more than +3 or less than - 3. Any actions that would increase reputaton beyond +3 or decrease it beyond -3 are ignored.

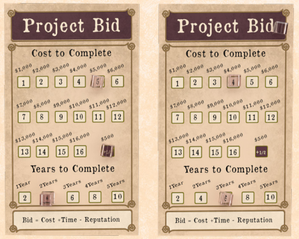
Edison's Direct Current (DC) currently has a reputation of +2. Any dice rolls are be done with 1 more die than normal. Any project bids are reduced by 2.



Tesla's Alternating Current (AC) currently has a reputation of -2. Any dice rolls must be done with 1 fewer die than normal. Any project bids are increased by 2.

Player A
Tesla / AC

Player B
Edison / DC



Player A bids $5,500 (5.5 bid points) & 2 Years (4 bid points) for a bid of 9.5, but has a reputation of +2 reducing their bid by 2 points to their bid for a total of 7.5.

Player B bids $4,000 (4 bid points) & 3 years (six bid points) for a bid of 10 but has a reputation of -1 increasing their bid by 1 for a total bid of 11

Player A wins the bid.

Bidding

When a player calls for a project bid as one of their turn actions, the unrevealed project with the lowest project order token is flipped so its project side is faceup. The project order token is discarded. The associated project card is retrieved so all players may see the project requirements and cost estimate.

Behind your bid shield place a clear bidding cube on the dollar amount you wish to receive for completing the project. Each $1,000 adds one point to your bid (ie. $6,000 = 6, $11,000 = 11, etc.) You may increase your fee by $500 with a second bid cube on the $500 space which adds 1/2 point to your bid (ie $3,500 = 3 1/2 points). Next, place a bid cube on the appropriate "Years to Complete Space". Each year adds 2 points to your bid (2 years = 4 points, 5 years = 10 pts.)

Add the points from Cost to Complete and Years to complete. Finally, if you have a negative reputation increase your bid by that amount. If you have a positive reputation, decrease your bid by that amount.

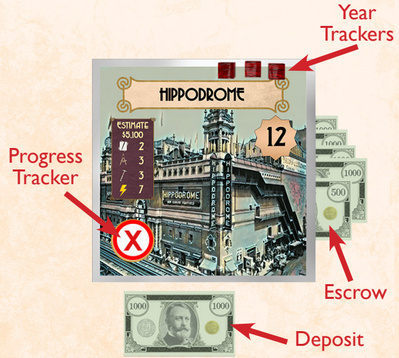
The player with the **lowest** bid wins the project. If there is a tie, the player who called for the bid wins. If that player was not one of the tying bids, the player with the higher reputation wins. If there is still a tie each tied player rolls one die. The highest roll wins the bid.

Winning a Project Bid

When a player wins a project bid, they take the project card and money equal to their "Cost to Complete" bid from the supply. The player takes $1,000 from that money as a "deposit" on the project and adds it to their own available funds. The remainder of the money from the bid is tucked under the edge of the project card as "escrow." These funds will only be available to the player once the project is successfully completed.

Place a number of red tracker cubes on the project card equal to the "Years to Complete" bid. This is the actual years bid rather than the bid points used to calculate the bid. For example, if the player bid 3 years to complete the project, they would place 3 cubes on the project card. The current year counts as one of the years to complete regardless of which quarter the project is obtained.

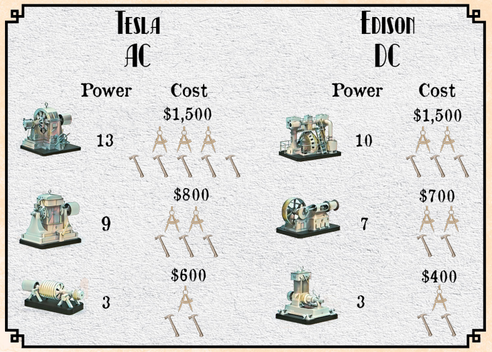
Finally, place a progress tracker on the progress space in the lower left of the project card with the red X face up.



Generators

Players must build generators to supply power to the projects they undertake. Generators can only provide either AC or DC current, not both. Generators come in three sizes, each with its own costs and power generating capabilities (see table below).

To build a generator, a player discards the appropriate worker cards all at once and pays the required money to the bank. They may then place the generator on any unoccupied space on the gameboard except those adjacent to a municipal power plant. Place the appropriate number of that player's power tokens on the same space. These may be used to power any adjacent or connected project that uses the same current the generator produces. (ie an AC generator can only power AC projects and a DC generator can only power DC projects.)



Generators may be upgraded to the next larger size by discarding the workers required for the larger generator and paying the difference in cost between the two generators to the bank. For example, a medium Tesla AC generator could be upgraded to a large by discarding 3 engineers and 5 laborers and paying $700 to the bank. This saves the player $700 over building a new large generator from scratch.

A generator must remain connected or adjacent to a project and in working order to supply power. If a generator goes offline due to missed maintenance or sabotage, no end-of-year income is generated by connected projects. If a generator is offline at the end of the game, no victory points are awarded for that project.

Power Poles

If a power generator is not adjacent to a project it can still supply power to that project through power poles. Power poles are current neutral. Any player may use any in-play powerpole to connect a project to a compatible generator. A compatible generator may also act as a power pole for connecting projects to power. Any number of power poles and generators may be chained together to transmit power.

Any player may build a power pole as an action on any empty space on the gameboard, by discarding 1 laborer and paying $200 to the bank. An in-play power pole gives the owning player 2 victory points at the end of the game.

A player has powered Vanderbilt Mansion with a large generator. A The generator produces 13 power but the project only needs 3.

The player has also built a medium generator adjacent to the Public Library. B The Library requires 15 power, but the medium generator only produces 9.

The player builds a power pole between the two generators making the 10 extra power from the large generator available to the Library. C

The two generators connected by the power pole now produce 19 available power. More than enough to complete the library project.

Municipal Power

Power is available to all players from two municipal power plants on the gameboard. These power plants can provide power to any connected project, regardless of that project's current type, AC or DC. Each power plant begins the game with 10 power units available.

Generators cannot be built adjacent to the power plants. Projects must be connected to a power plant by a power pole.

As an action, a player may lease as many power units as desired for a cost of $150 per year, per unit. This cost is paid to the bank at the close of every year.

If a player builds a generator or power poles that eliminate the need for leased power, the leased power unit is returned to the municipal power plant and the player does not pay the lease fee for that unit at the end of the year. The returned power unit is then available for lease.

Workers

Workers are necessary to build generators, power poles and projects. Laborers, Engineers, and Managers must be hired and assigned to meet your goals. The Labor Pool consists of 3 face up worker cards next to the worker deck. Some workers are more productive than others. The number of icons at the bottom of a worker card indicates how many workers that card is worth. A single card may not be divided between multiple projects or generators.

As an action, a player may acquire as many of the 3 available worker cards as they can pay for. The cost of the selected cards is paid to the bank.

All purchased workers must immediately be either assigned to an active project or placed in the player's reserve pool. They are then considered "in play." A player's reserve pool can hold a maximum of five worker cards at any one time.

Action Cards

Players start each year with 5 action cards. During the course of the year there is no hand size limit, but at the end of the year all players must discard down to 5 cards.

Most action cards are played as an action on a player's turn. Instant cards may be played at any time either to augment an action, such as Temporary Worker which adds a die to any dice roll, or in response to another player's action; for example immediately playing Guard to counteract a Sabotage. Playing instants in this manner does not count as an action.

Action cards do not stack. For example a player cannot play 2 Temporary worker cards to add 2 die to a roll.

Financing

Building an empire takes money, and spending other people's money instead of your own is just good business. As an action, players may seek financing from J.P. Morgan or Cornelius Vanderbilt, but both tycoons only have limited funds available.

Declare which tycoon you are asking for a loan and the desired amount. Roll the indicated number of die. If the total is equal to or greater than the required amount (5 for Morgan, 6 for Vanderbilt) take the appropriate loan token from the supply and the borrowed money from the bank.

Loans must be repaid to the bank in full within 3 years. To indicate this, place 3 red tracking cubes on the loan token. 1 token will be removed at the end of each year until the loan is either paid off or in default. Interest must also be paid to the bank at the end of each year in the amount indicated on the loan token. If an interest payment is missed, the reputation of that player's current is reduced by one.

When a loan is paid in full to the bank, return the loan marker to the appropriate tycoon, return any remaining tracker cubes to the supply and increase the reputation of that player's current by 1.

If the loan is not repaid when the final tracker cube is removed, the loan is in default. The defaulting player flips the loan marker to its default side and keeps the marker until the end of the game. That loan is no longer available to any player for the rest of the game. The reputation of that player's current is reduced by two. At the end of the game, the defaulting player's total victory points are reduced by the amount indicated on the loan marker.

Maintenance & Malfunctions

Generators must have regular maintenance or they will break down. Once a year players must preform maintenance on each generator they have in play. To do this, discard one worker card and place a maintenance token on a generator. In this instance, a worker **may** be split across generators. For example a Laborer III can perform maintenance on three in play generators. If only two generators are in play the extra laborer is forfeit. As an alternative, a player may pay the bank $500 for a single maintenance token to place on one generator.

If at the end of the year any generator does not have a maintenance token it goes off line. Turn the generator on its side to indicate it is not working. As long as the generator is offline, any dependant projects do not produce revenue or victory points at the end of the game. To repair a generator discard a Laborer and an Engineer and set the generator upright. The dependant project resumes generating revenue at year's end and victory points at the end of the game. For the purposes of repair Workers **may not** be split among generators.

Malfunctions are caused by failed inspections, lack of progress on a project and sabotage. When a sabotage token is placed on a generator, it must be removed by discarding 1 Engineer and 1 laborer all malfunction tokens must be removed from a generator before maintenance can be performed.


Maintenance


Malfunction

If any project collects 3 malfunction tokens it is forfeit and immediately put up for bid.

Completing a Project

A project must be fully staffed and fully powered to be complete.

To be fully staffed, all workers listed in the requirements panel must be present on the project card. If a worker has been poached by another player it must be replaced with equivalent workers before the project is complete.

To be fully powered, power tokens equal to the power requirements ⚡ indicated on the project's requirements panel must be present on the project tile. This can be any combination of power sources including the player's own connected generators, power leased from a municipal power plant, or power leased from a compatible generator owned by another player with the "lease power" action card.

Once all project requirements are met, flip the project card to its "completed" side and discard all workers assigned to that project. The player completing the project then returns all of ***their own*** power tokens to their supply. Any power tokens leased from the municipal power plant or another player remain on the project tile unless and until they are replaced by the player's own generators. Take the progress token from the project card and place it green side up on the project tile to indicate the project is complete.

If a player builds a generator adjacent or connected to the completed project with enough power available to replace leased power, return the leased power tokens to either their owning player or the municipal power plant. Remove equivalent power tokens from the newly connected generator and return them to their supply. The owning player no longer pays to lease power including in the current year regardless of how early or late in the year the power was replaced.

At the end of each year, as part of "Year-end Closeout" collect the income indicated on the complete project card as long as the project is still fully powered. If a generator providing power to the project is offline at "Year-end Closeout" it does not produce revenue.

Fully Staffed

Fully Powered

Annual Forcast

An Annual Forecast card is revealed at the beginning of each year. This card sets conditions for the current year of play. Instructions on the annual forecast cards override all other rules and instructions.

Order of Play

Electric Empires is played over a series of rounds, each round being one year (1895 - 1904). Each year consists of four quarters or turns, for each player. The number of years played is determined by the number of players. A four player game begins in 1895. A three player game starts in 1897. A two player game begins in 1899. The game always ends at the after the 4th quarter of 1904.

2 Players →	1895	1st Quarter	1900
	1896	2nd Quarter	1901
3 Players →	1897	3rd Quarter	1902
	1898	4th Quarter	1903
4 Players →	1899		1904

Each year consists of consists of three phases:

Year Opening

- Advance the Year marker by one year (except at beginning of game)
- Reveal a new Annual forcast card.
- Give the first player token to the player with the highest reputation.

  If two players share the reputation, the player with the most power generating capability in play becomes first player. If there is a tie the current first player remains first player.

Quarterly Turns

In turn order, each player may take two actions, including taking the same action twice.

- Call for a project bid.
- Assign / Reassign workers
- Perform generator maintenance
- Hire workers
- Dismiss labor pool
- Play an action card
- Seek financing / repay a loan
- Build/ upgrade a generator
- Draw an action card

- Once the final player has completed their turn, advance the Quarter marker and proceed with player turns.
- Once the fourth Quarter is complete, proceed with Year-end Closeout.

Year-end Closeout

- Each player checks the maintenance of each generator. If maintenance has not been performed, turn the generator on its side to indicate it is offline. Flip the progress token on the tile of any dependent projects to red.
- Each player removes one year tracker cube from each active project. If it is the last marker and the project is incomplete, the project immediately goes up for bid and the player loses two reputation.
- Each player checks the progress marker of each project. If progress has not been made on a project add a malfunction marker to the project card. If a project has three malfunction markers, it immediately goes up for bid and the player loses two reputation.
- Each player removes one year tracker cube from each outstanding loan marker and pays any interest due. If it is the last marker the loan is in default and the player loses two reputation. If it is not the last marker but the player is unable to pay the interest due, the player's current loses one reputation.
- Each player collects income for each of their complete projects that are fully powered.
- All players discard any unwanted action cards. If necessary they draw back up to the hand limit of 5.
- Advance the year marker by one and set the Quarter marker to First Quarter.

End of Game

The game ends at the conclusion of Year-end Closeout 1904. All players count up the total number of victory points from all completed and fully powered projects. If a generator is offline at the end of the game any dependent projects, complete or not, do not provide any victory points.

All players add two victory points for each power pole they have on the board regardless of whether or not the pole is being used.

Each player adds up any victory points lost as a penalty for defaulting on a loan and subtracts that amount from their total victory points.

The player with the most victory points wins the game. In case of a tie, the player with the highest reputation wins. If there is still a tie, the player with the most power generating

Tips & Strategy

For a longer or more challenging three or four player game, start the calendar at an earlier year. For example, a three player game could start in 1895 for two extra rounds and a much more cutthroat game.

Bid on several projects early in the game so you have multiple options for allocating workers and backup projects if your competitors resort to sabotage.

Always resort to sabotage. Undermining your opponents while completing your own projects is a winning strategy.

Bid on projects that are close together so you can position a single generator to supply power to multiple projects.

Edisons's DC is best suited to small and medium size projects (Copper and Bronze) while Tesla's AC is better aligned with medium and large projects (Silver and Gold).

Try to always have defensive cards in your hand (Guard, Union, Rebutal) to protect your properties. Remember, there is no hand limit until Year-end close out when you must discard down to five.

"If you want to find the secrets of the universe, think in terms of energy."

– Nikola Tesla

Electric Empires

"If we did all the things we are capable of, we would literally astound ourselves."

– Thomas Edison

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