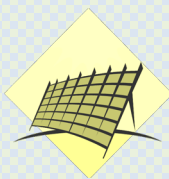
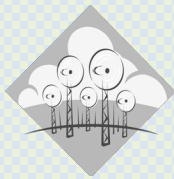


# MEGAWATT FEVER

# INSTRUCTIONS



## INTRODUCTION:

Megawatt Fever allows players to be the CEO of their very own electric company. Each player can decide which power plants to buy to maximize profits, by choosing between Wind, Solar, Gas, Coal, Hydro, and Nuclear. One may choose to diversify or invest in a single source. Players use their professional development skills to their advantage while avoiding disaster and navigating the ever-evolving energy market to make Power Dollars and become the most valuable energy company.

## GETTING STARTED:

This game is designed for as many as 8 players and a banker. The number of Professional Development cards must equal the number of players, so for fewer than 8 players, remove cards such as SRO, Good Handshake, or Well Dressed from the Professional Development deck. For more than 8 players, agree upon a system for who doesn't get a card each time and make that player an honorary Good Networker.

Each player begins with a set of cubes, \$40, and a random Professional Development card (face up). Whoever receives the Industry Leader card chooses an effect and announces their decision to the table. Now everyone may begin building plants by paying the banker and placing a cube on site they have chosen (Good Networkers sharing a plant place one cube of each color side by side on the site chosen). You must build plants in order to earn money, so every player must build something before the game begins. There are no turns between players- every player does this at the same time. The Construction Cost table which appears on the game board and scratch sheets gives the cost for each plant. This table shows the discounted rate for building additional units on the same site. It also shows that Hydro is limited to 1 unit per site, Wind and Solar are limited to 2 units per site, and Gas, Coal and Nuclear are limited to 3 units per site. Stack cubes vertically for multiple units on the same site. Once a player builds on a site, they own it - only they can build additional units there. If multiple players wish to build upon the same unoccupied site in the same turn, the banker will hold an auction for the site, with the site being awarded to the high bidder. Plants may be sold back to the bank for ½ of what was paid.

Once everyone is ready, the banker will start the game by rolling two dice.

## GAMEPLAY:

The banker (see back for Banker Instructions) rolls two dice each turn to determine what kind of day it is. A roll of 4 – 10 will result in a payout turn. Using the profit table that appears on the board and scratch sheets, and factoring in the Professional Development and Industry Leader effects, each player adds up how much money they have earned this turn. Using the scratch sheet can be helpful, especially later in the game when there are many plants and many effects to keep track of. Each player will tell the banker how much they are owed and receive their profits, and at this time may decide to purchase more plants. Every player does this at the same time, at their own pace. Once every player has received their money and finished building, the banker should remind everyone to update their scratch sheet for new plants purchased, and roll again to begin the new turn.

When the banker rolls a 2, 3, 11, or 12, every player hands in their Professional Development card to the banker, who shuffles and randomly redistributes them. The new Industry Leader chooses and announces a new effect, which replaces the old one. Players who have lost their Good Networking card may no longer split the cost of new plants, but instead can buy full additional units of their own on shared sites.

Every 20 minutes, or at the banker's discretion, a Forces of Nature card is drawn. No energy source is safe from the forces of nature! Follow the instructions, and return the card to the deck (the same Force of Nature may occur multiple times in a game).

## WINNING:

At the end of 45 minutes of play (or at the banker's discretion) players will add up the net worth of their companies: cash plus the 1<sup>st</sup> unit cost of each of their plants, regardless of whether the plants were purchased for a discount or if Professional Development or Forces of Nature impacted the cost. For example, if a player owns \$100 cash and 3 nuclear units on the same site, their company's net worth is \$100 + \$52x3 = \$256. The player with the most valuable company wins!

Players are encouraged to discuss the lessons learned from the game, such as the benefits of energy diversification, the importance of investing early and often, how influential the Industry Leader can be, and how Professional Development can aid your company and your career. That way, we're all winners!!

Have fun!

## BANKER INSTRUCTIONS

- Each turn, bankers are encouraged follow this process to help the game flow smoothly
  1. Roll the dice
    - a. Announce what kind of day it is
    - b. Remind everyone of the Industry Leader effect
      - i. \_\_\_\_\_ Carbon Tax: Coal earns \$2 less, Gas earns \$1 less
      - ii. \_\_\_\_\_ Nuclear Waste Repository: Nuclear pays \$2 to repository for each unit, each turn
      - iii. \_\_\_\_\_ End Government Subsidies: Solar and Wind cost double to build
      - iv. \_\_\_\_\_ Ban Fracking: Gas earns \$2 less
    - c. Point out to whoever has MW Fever whether the roll was odd (double profit) or even (no profit)
    - d. Remind the PE to count an extra \$1 for each unit
    - e. Remind the SRO to count an extra \$2 for each nuclear unit
    - f. If there is a lasting Force of Nature effect, remind everyone
      - i. Nuclear Accident: Nuclear is permanently \$4 more expensive
      - ii. Coal Mine Collapse: do not pay Coal (1 turn) \_\_\_\_\_
      - iii. Gas Shortage: do not pay Gas (3 turns) \_\_\_\_\_
      - iv. Volcanic Eruption: do not pay Solar (3 turns) \_\_\_\_\_
      - v. Earthquake: do not pay Nuclear or Gas (1 turn) \_\_\_\_\_
      - vi. Drought: Hydro earns half, Solar earns double (3 turns or rain) \_\_\_\_\_ or ☔
      - vii. Tornado: no lasting effects
      - viii. Dam Break: no lasting effects
  2. Distribute money for each player's total profit & collect money from players building plants (make change for larger bills when possible)
  3. Before rolling for the next turn, remind everyone to mark on their scratch sheet if they bought a new plant
  4. Repeat
- If players have been stuck with the same Professional Development cards for a long time, announce that it's time for a change. Likewise, you may decide to ignore a roll of 2, 3, 11, or 12 if you've just had one.
- Forces of Nature – several of these cards require you to roll a single die to decide which site will be affected. For this, let the table know what your technique will be, such as numbering the sites 1-6 from East to West. If there are multiple units owned by different owners on the site that was selected and the Force of Nature affects only one unit, roll again to decide which unit is affected (1 or 2 = unit 1, 3 or 4 = unit 2, 5 or 6 = unit 3).
- For a Forces of Nature card that affects a plant type that no one owns yet (for example a Nuclear Accident before any player owns nuclear), treat it as an international event, where the general and lasting effects still apply (an international nuclear accident would make new nuclear more expensive to build)
- For any rule disputes not covered by the Instruction Sheet, the banker has the authority to make a ruling for the fairness and fun of the game.

## FUN FACTS

- The game board was informed by actual energy generation locations, courtesy of the U.S. Energy Information Administration (see <http://www.eia.gov/state/maps.cfm>)
- The profit table accounts for the weather dependence of each energy source, as well as whether the energy source is used for peaking vs. baseload power, or both.
- The limits for units/site of each energy type are based in reality. Hydro is the most limited (can't build two dams in the same place to double energy production), then Wind and Solar (require a large physical area per energy produced), and finally Gas, Coal, and Nuclear (least limited in terms of physical area).
- Industry Leader effects are somewhat based in reality. Carbon Taxes, if implemented, would affect coal and gas at a 2:1 ratio. The Nuclear Waste Repository fund builds up in the desert and (spoilers) nothing ever comes of it, though hopefully this won't be the case forever.
- The MW Fever card is meant to represent the gamble of a company that has turned to the dark side, forsaking safety and responsibility in order to maximize profits. This is referred to in the energy industry as "catching megawatt fever", and while it can pay off in the short term, never ends well.
- For questions about the game that can wait, contact Brad Black at [bradblack7@gmail.com](mailto:bradblack7@gmail.com). For complaints and grievances, write them on a piece of paper and tear it up, you'll feel better!

