

BRIAN YU

Ages: 10+
Players: 2

VOLTAGE



Introduction

Within the crumbling walls of a forgotten power plant, ancient turbines continue to spin out their high voltage current. Your job as engineer is to make sure the power gets where it needs to go — but that won't be easy. A rival engineer is tinkering with the circuits and breakers as well, trying to funnel that juice in different directions. You'll need skill and a little bit of luck to keep the power flowing your way, but if you play your cards right, you'll have a bright future while you leave your adversary sitting in the dark.

CONTENTS

- 1 Game Board
- 4 +/- Terminal Tokens [Orange, Green, Blue, Purple]
- 2 Score Markers [Red, Yellow]
- 56 Cards
 - 12 Orange cards — numbered 1 to 3
 - 12 Green cards — numbered 1 to 3
 - 12 Blue cards — numbered 1 to 3
 - 12 Purple cards — numbered 1 to 3
 - 4 Swap cards
 - 4 Blown Fuse cards
- Instruction booklet

SET UP

1. Place the game board in the middle of the playing area.
2. The Terminal Tokens are double-sided: a "+" is molded on one side and a "-" on the other. Place the Terminal Tokens on the game board's 4 terminals, matching their colors in this order: + - - +.

3. Choose a yellow or red Score Marker and place it on the first empty socket of your score track.
4. Shuffle the deck. Deal four cards to both players, then set the deck beside the game board as a draw pile. Discarded cards will be placed face up in a discard pile next to it.
5. The oldest player goes first.

OBJECT

Be the first player to advance your Score Marker to your light bulb by collecting four sets of five cards each.

OVERVIEW

Players take turns placing number cards on either their side or their opponent's side of the game board terminals. When a total of five cards has been played on a single terminal, players add up the value

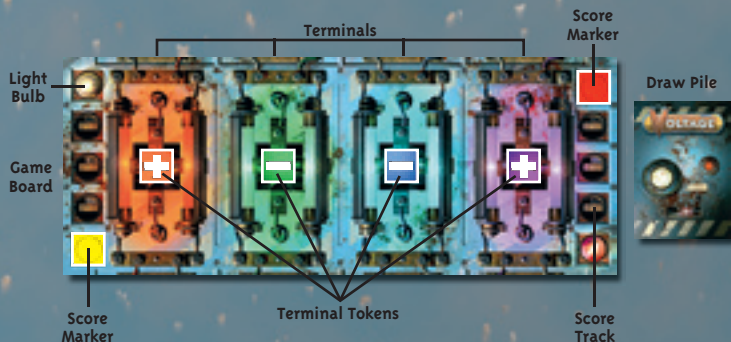
of the cards on *their* side of that terminal. Depending on which side of the Terminal Token is up — either a "+" or a "-" — the player whose cards have the highest ["+"] or lowest ["-"] value wins that set. But be careful — Transformer cards can flip the Terminal Tokens and change the value of your hand in an instant!

We'll look at this in more detail below.

HOW TO PLAY

On your turn you must do one of three things:

1. Play a card and draw a card, **in that order.**
- or**
2. Play two cards **on two different colors.**
- or**
3. Draw two cards.



Numbered cards must be played on their matching color terminal; Bypass and Blown Fuse cards can be played on any color [see THE CARDS].

You may play cards on your side or on your opponent's side of a terminal.

You may have no more than six

cards in your hand at any time during your turn.

You should always have an even number of cards in your hand at the end of your turn.

Make sure you keep the draw pile tidy so you can't see anything beneath the top card.

If you run out of cards in the draw pile, reshuffle the discard pile.

Winning a Set

As soon as five cards have been played on a single color terminal in any combination [for instance, three cards on your side and two on your opponent's], a set is declared immediately, and **no further action can be taken until that set is scored.**

Players add up the card numbers on their side of the terminal

[NOTE: Bypass and Blown Fuse cards have a value of 0; see THE CARDS]. If the Terminal Marker is turned to the "+" side, the player whose cards have the highest total numeric value wins the set. If the Terminal Marker is turned to the "-" side, the player whose cards have the lowest total numeric value wins the set.

In the case of a tie [even if the totals on each side of the terminal are 0-0] the player who played the fifth card loses the set.

The player who wins the set moves their Score Marker ahead to the next empty socket on the scoring track. The completed set is then removed to the discard pile and play resumes as before.

For example:

Kay has three Number cards stacked up on her side of the orange terminal — they have a total numeric value of 4. Michael has played one Number card on his side — a 3. One more card played on this terminal will complete the 5-card set. Because the Terminal Token shows a "-", the player whose cards have the lowest value when the set is completed will win that set.

At the start of her turn, Kay decides to play a card on Michael's side — she plays an orange 3. This completes the five-card set and increases the total value of Michael's cards to 6. The completed set must be scored

before Kay can take any other action [such as playing another card, drawing a new card or flipping a Terminal Token]. Since the value of Kay's cards is now lower [4] than Michael's value [6],

Kay wins the set. She moves her Score Marker one socket up her Score Track, removes the completed set to the discard pile, and decides to complete her turn by drawing one more card.

Winning the Game

The first player who takes four sets and advances their Score Marker to the light bulb at

the end of their score track wins the game.

THE CARDS

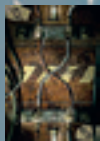
Number Cards



These cards are numbered 1-3, and their colors match one of the four terminals on the game board.



Bypass Card [Swap Card]



Bypass cards can be played on any color, but you can only play them on your opponent's side of a terminal. A Bypass card allows you to take any Number card from your opponent's side of that terminal and move it to your side. Bypass cards stay on the table after being played and **count toward that terminal's five-card set.**

You may **not** use the Bypass card to move a card from your side of a terminal to your opponent's.

Bypass cards have a **value of 0** when totaling the value of your cards.

Blown Fuse Card [Remove Card]

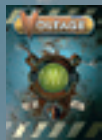


Blown Fuse cards can be played on any color, but you can only play them on your opponent's side of a terminal. When played, you can take any card from your opponent's side of that terminal and place it in the discard pile. The Blown Fuse card takes the discarded card's place and **counts toward that terminal's five-card set.**

You may **not** use the Blown Fuse card to remove a card from your own side.

Blown Fuse cards have a **value of 0** when totaling the value of your cards.

Transformers [Card Back]



The backs of 18 cards show the image of an oscilloscope with a wavy green line — these card backs are Transformers [the front of the card will be a Number, Bypass, or Blown Fuse].

If a player draws a card with a Transformer back, that player adds the card to their hand, then must flip any one of the Terminal Tokens, reversing its polarity [from "+" to "-" or vice versa].

Transformers only flip Terminal Tokens when they are drawn into your hand, not when you play them on a terminal.

If a player is dealt a Transformer at the beginning of the game, treat it as a normal card and do not reverse any Terminal Tokens.

If a player draws two Transformers in the same turn, they must flip over two Terminal Tokens; they may flip the same Terminal Token twice.

CREDIT'S

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That Bunch of Limeys

Cincygamers

Fort Collins Tuesday Night Gamers

Houston Gamers

Westbank Gamers

WV gamers



CONSUMER INFORMATION

Need Assistance? In the US and Canada, service.mattel.com or 1-800-524-8697, M-F 8AM – 6PM, ET.

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