PowerHaus

RULES

Number of players: 3-4 - Playing time: 40-60 min.

adventerra GAMES

PowerHaus

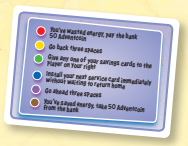
GAME DESCRIPTION

You decide with your friends to buy an old house to live in together. Soon you discover that it leaks heat and wastes a lot of energy, damaging the environment and ruining your budget. Your game objective is to make the house as energy efficient as possible by changing your habits and investing in new products and services.

THE WINNER OF THE GAME IS THE PLAYER WHO HAS SAVED THE MOST ENERGY AND MONEY!

SETTING UP THE GAME

1. Each player chooses a colored movement token and places it on the
2. Each player places the same color Energy Smart button on the battery in front of the small Energy Point house
3. 1.500 Adventcoin is distributed to each player from the bank
4. Separate the 8 decks of cards by the images on the back and place them face down in the space with the same image on the board
5. Each player takes one Chance card from the deck



THE CARDS

BEHAVIOR CARDS: include **save cards** (**green**) and **waste cards** (**red**), each showing the positive and negative habits that can be adopted at home.

SERVICE CARDS: are used to improve the energy efficiency of your house; you can buy them from the three commercial buildings on the board.

TAKING YOUR TURN

WHO STARTS: Dice are rolled and the highest roller takes the first turn. Play proceeds clockwise around the table.

To start your turn, roll two dice and move your token that number of spaces or less.

- If you land on a space, roll the special colored die and follow the instructions on the Chance card

- When you enter into the house, you may choose any unoccupied room. Take the top card there, read it aloud, and place it down in front of you face up. Your turn ends here; the card will take effect at the beginning of your next turn

> Note that if you begin your turn in a room of the house, you may not stay there, but you may move to any other unoccupied room

- To enter into one of the commercial buildings (the hardware store, the appliance store, or the building contractor's office), you must place your movement token into an empty parking space in front of it

> You cannot stay in the same commercial building for more than one turn

WHEN YOU ARRIVE IN ONE OF THE COMMERCIAL BUILDINGS:

- Take the first two cards on top of the deck, read them both aloud, and decide if you would like to buy one of them. All cards you decide NOT to purchase are placed face up at the bottom of the deck, so that they can be reshuffled and reused after the rest of the cards have been drawn

- If you buy a card, pay the amount shown on the left of the card and place it face down in front of you. To activate that card, you must return to the house, at which point you simply turn it face up in front of you, allowing you to begin earning the energy savings on the right of the card in Adventcoin starting on your next turn

AT THE START OF EACH PLAYER'S TURN:

Count how many Adventcoin you must give to or receive from the bank. To do this, add the total savings from the yellow Service cards you have activated to the total of your green Save cards, and subtract the total of the red Waste cards. If the total is positive, collect it from the bank, but if negative, pay it to the bank.

Energy Smart Buttons

If you go to the Energy Point, you can take your colored Energy Smart button and use it at any time starting on your next turn.

Powers of the Energy Smart Button:

1) If you have the Energy Smart button when you take a red Waste card, you can either eliminate it from the game or pass it to another player of your choice

2) If you enter one of the commercial buildings and decide not to buy either of the two cards you pick, you can use the Energy Smart token to take a third Service card, which you can then buy if you want

Whenever you use your Energy Smart button, you must return it to its place in the Energy Point house, where you may then go and pick it up again for re-use as many times as you want.

Service Cards with Different Efficiency Levels

Some service cards have two different levels of efficiency: **high** and **low**

If a player installs a service card with low efficiency and later another player buys the same service card with high efficiency, that second player can install it, thereby eliminating the low efficiency card from the game.

The player who bought the latter card receives no more savings income from that service for the rest of the game.

The End of the Game

The game ends when all the cards inside the house have been drawn. The winner is the player who has earned the most points.

How to Calculate Points:

sum the values on the right side of the Service cards you have activated,

add the sum of the values on the Save cards you have played,

and then subtract the sum of the value on the Waste cards face up in front of you.

Finally, add in 10% of the Adventcoin in your possession.

...Have fun while you reflect on how much energy you can really save at home!

While you play, think about energy savings ideas that you can put into action in your real house. Try to convince your family to make some changes to save energy and use the money saved to go on vacation.