How to play Project Energy

- Setup

Shuffle the decks separately, each player chooses a color then each player takes 4 cards from his/her own deck.

- Starting

Youngest player or the player who lost the previous match, starts by placing a card on the edge of the gray card and then player takes a new card from his/her own deck.

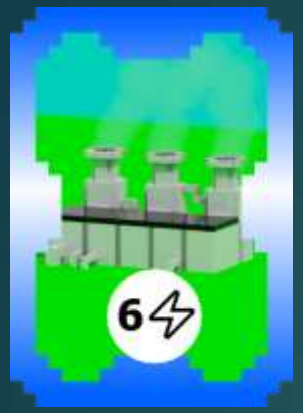
Then other player places a card on the edge of any card and then player takes a new card from his/her own deck.

Ending

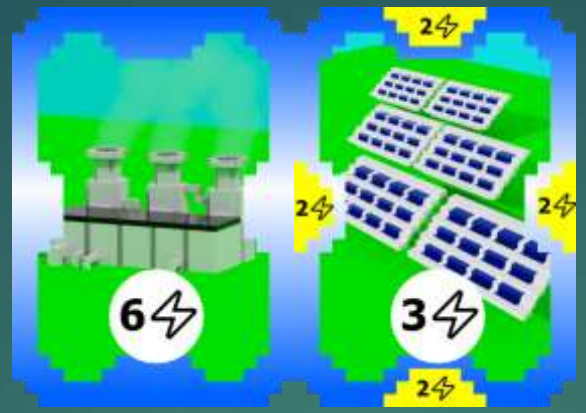
- If the decks run out, the player who has more energy wins.
- If three factories come side by side **in a straight line**, both player loses.

Important things to note

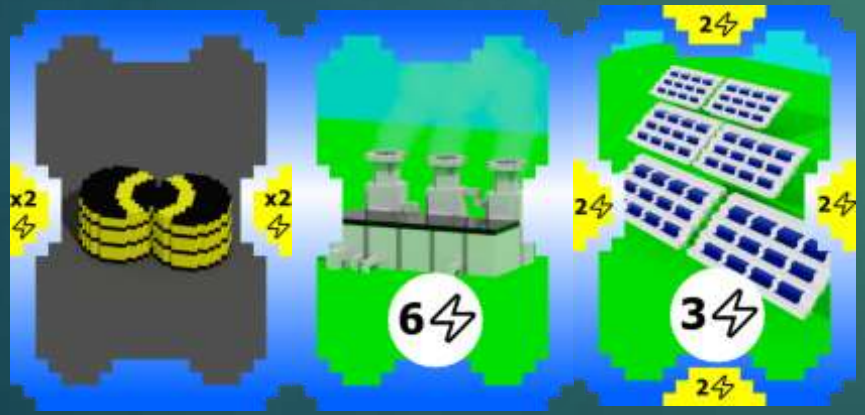
- The 2x bonus only affects the amount of energy in the **white circle**.
- Factory disables those around it and flips them, excluding diagonals.The flipped card's effects and energy disapper.
- It is forbidden to place cards outside of the board.
- It is forbidden to rotate cards in 1. Version



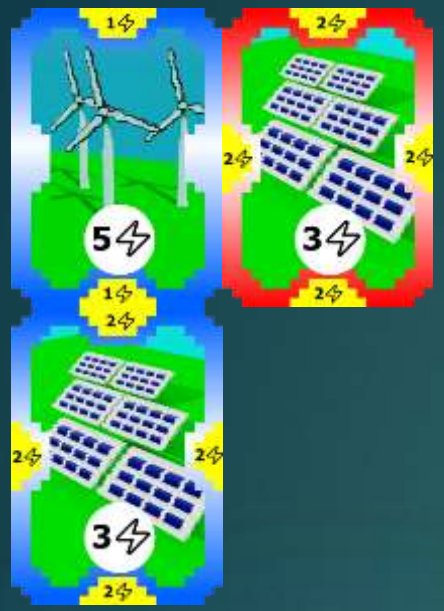
= 6⚡ →



= 6⚡ + 2 ⚡ + 3⚡ = **11** ⚡



= 2x6⚡ + 2 ⚡ + 3⚡ = **17** ⚡



= 5⚡ + 1⚡ + 2⚡ + 2⚡ + 3⚡ + 3⚡ = **16** ⚡

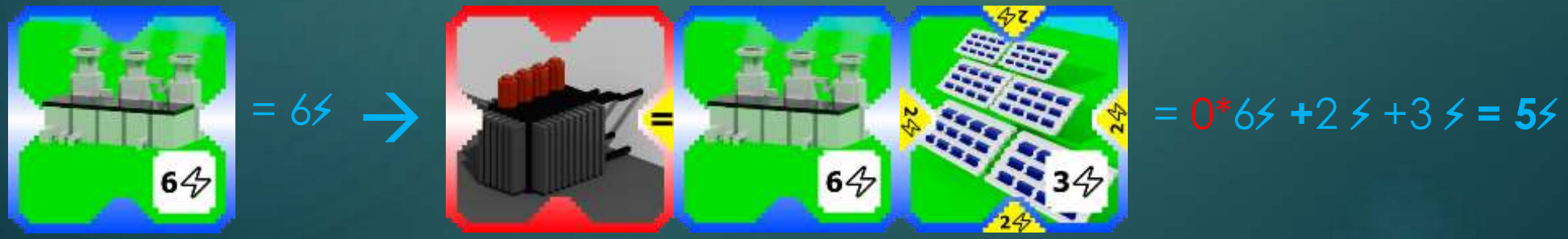
= 5⚡

Version 1

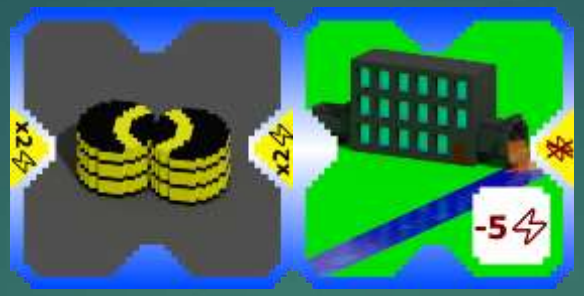
- Version 1 of the game is the simplest version.
- In this version card rotation is not allowed.

Version 2

- Version 2 of the game is a bit more complex.
- In this version cards are square, card rotation is allowed and adds a special card: makes the amount of energy on the White area zero but unlike the factory does not affect external effects and does not flip the card.



= -5 ⚡ →



= 2x(-5 ⚡) = -10 ⚡

= 6 ⚡ →

= 6 ⚡ x 2 x 0 +1 +5 = 6