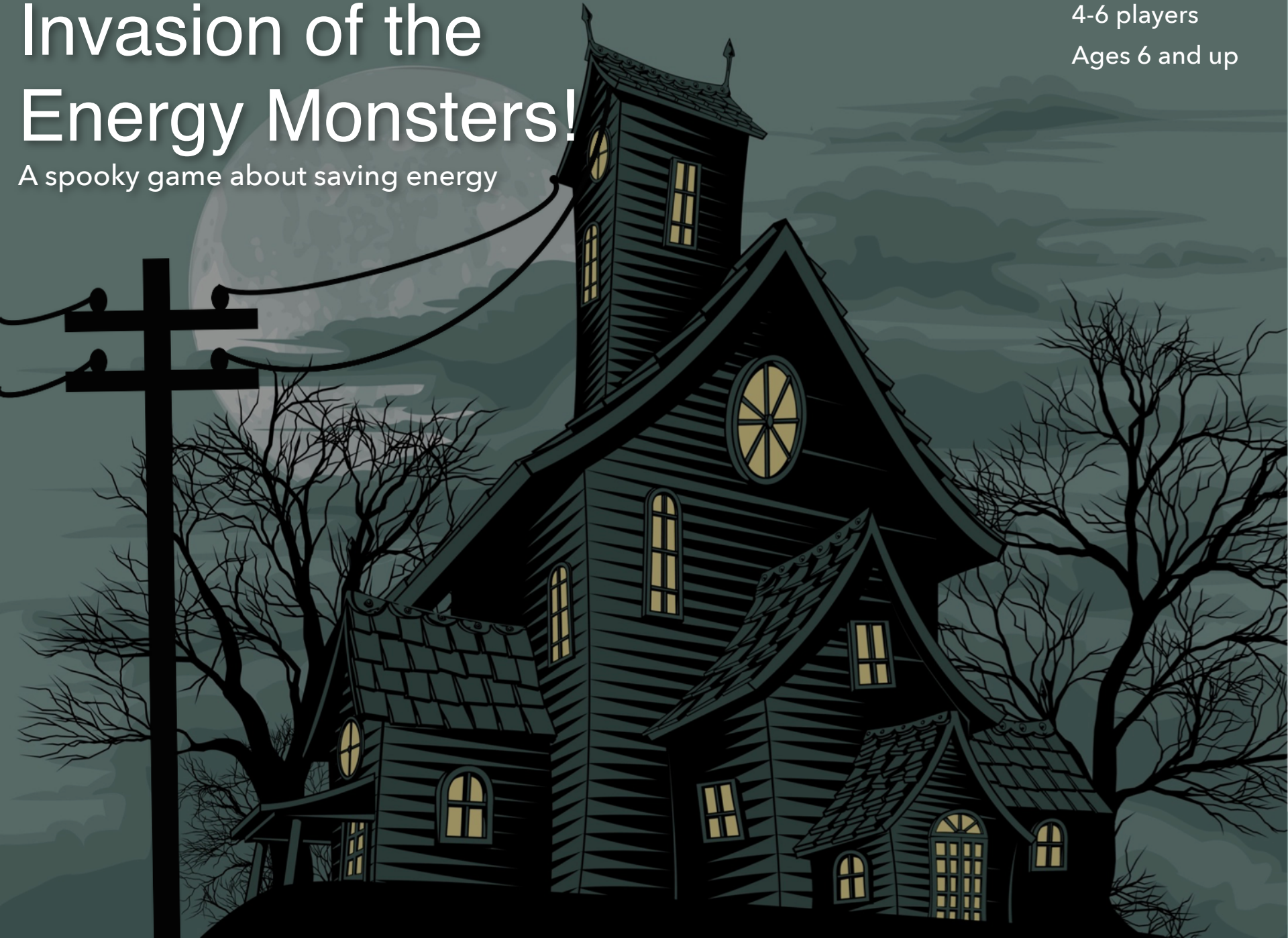


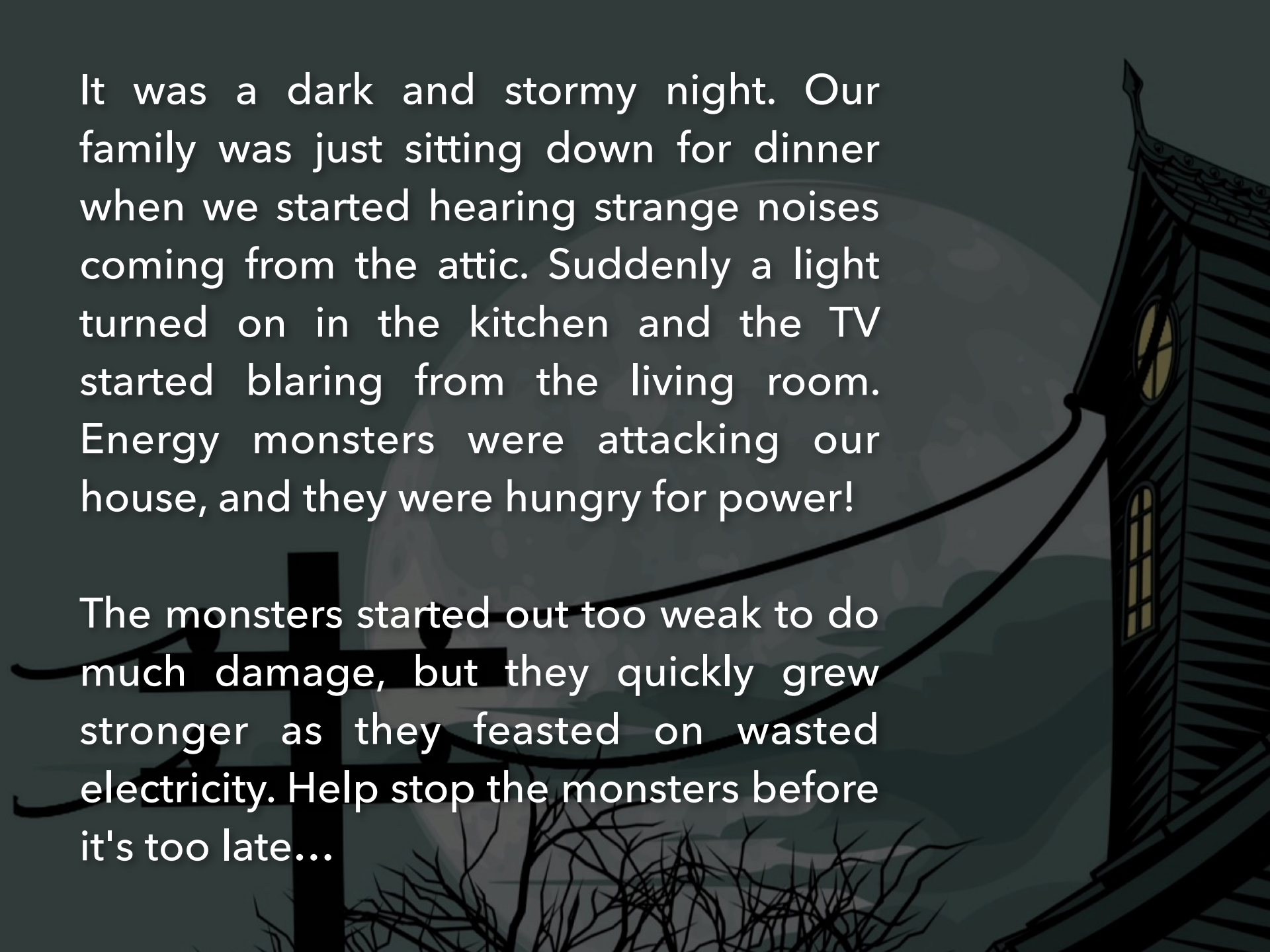
Invasion of the Energy Monsters!

A spooky game about saving energy

4-6 players

Ages 6 and up



The background of the slide is a dark, atmospheric illustration. It features a large, pale full moon in the upper center. To the right, a portion of a traditional East Asian building with a tiled roof and a small window is visible. In the foreground, the dark, silhouetted branches of a tree are scattered across the bottom. The overall mood is mysterious and ominous.

It was a dark and stormy night. Our family was just sitting down for dinner when we started hearing strange noises coming from the attic. Suddenly a light turned on in the kitchen and the TV started blaring from the living room. Energy monsters were attacking our house, and they were hungry for power!

The monsters started out too weak to do much damage, but they quickly grew stronger as they feasted on wasted electricity. Help stop the monsters before it's too late...

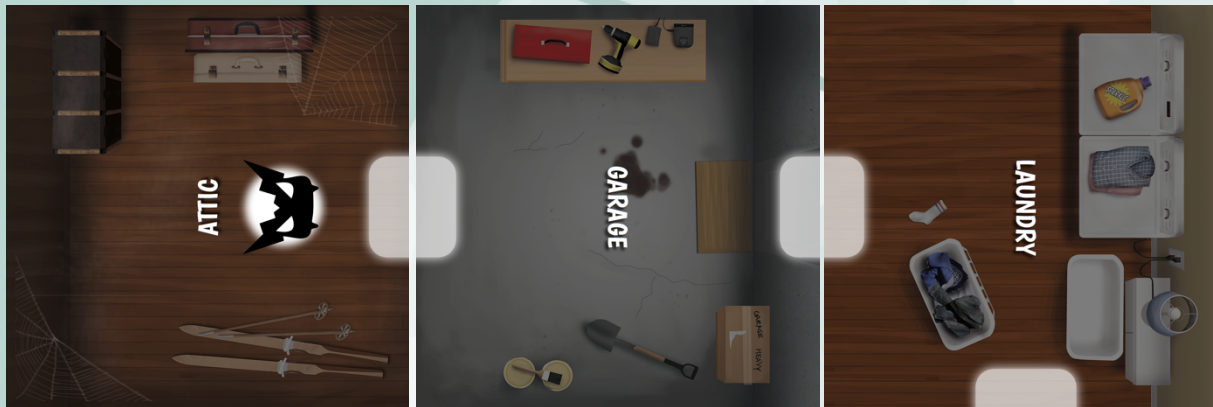
Contents

- 15 room tiles
- 36 monster cards
- 36 human cards
- 3 human tokens
- 3 monster tokens (Wattwolf, Ampire, and Bonehead)
- 1 energy spinner
- Hit point tokens (green marbles)

Board Setup

Humans build a house by arranging the 15 room tiles so that all rooms are connected by doorways. Place rooms with the dark side of the tile facing up. The layout of the rooms does not need to make sense--remember this is a haunted house!

There are three special rooms, the Attic, the Basement, and the Back Porch. Monsters start in these rooms, so it's a good idea to make sure they're not too close to the Dining Room.



Team Setup

1. Players form two teams: humans versus monsters.
2. Shuffle the monster deck and deal 6 cards to the monster team (controlled by one player).
3. Shuffle the human deck and deal 4 cards to each member of the human team (each player controls one hero).
4. Place the 3 human tokens in the dining room for dinner.
5. Place 1 monster token in each of the three portal rooms: the Attic, the Basement, and the Back Porch.
6. Set the spinner to 200 watts. This is the minimum amount used by things that are always on in your house (like the water heater and refrigerator).
7. Give each team 6 hit points (green marbles).

NOTE: If you haven't played the game before it's helpful to play the first round with the cards face up.

Basic Game Play

Monsters go first and then the two teams alternate turns.

If a monster steps into an un-occupied room, turn the lights on by flipping over the tile, and adding 50 watts to the spinner. If a human enters an unoccupied room, turn the lights off, flip over the tile, and subtract 50 watts from the spinner.

When monsters play

On the Monsters' turn:

1. Player rolls an 8-sided die, and divides the move among the three monsters however he/she likes
2. The monsters can go in any order, and can move and play cards in any order. Each monster can only attack once per turn.
3. The player can play as many cards as you want from your hand. You may also discard up to one card. At the end of your turn, draw cards to bring yourself back to 6.

Basic Game Play (Cont.)

On the Heros' turn:

1. Each human piece is controlled by one player. Players for the human team go in the order Dog, Girl, Boy. Each player on the human team moves before the monsters move again.
2. The humans each flip a coin to move either one space, or two spaces.
3. Humans must move, and then play cards. Each player can only play from their 4 cards on their turn. At the end of your turn you draw cards to return to 4.

Objective

Play ends when one of the teams loses all 6 of their health points.

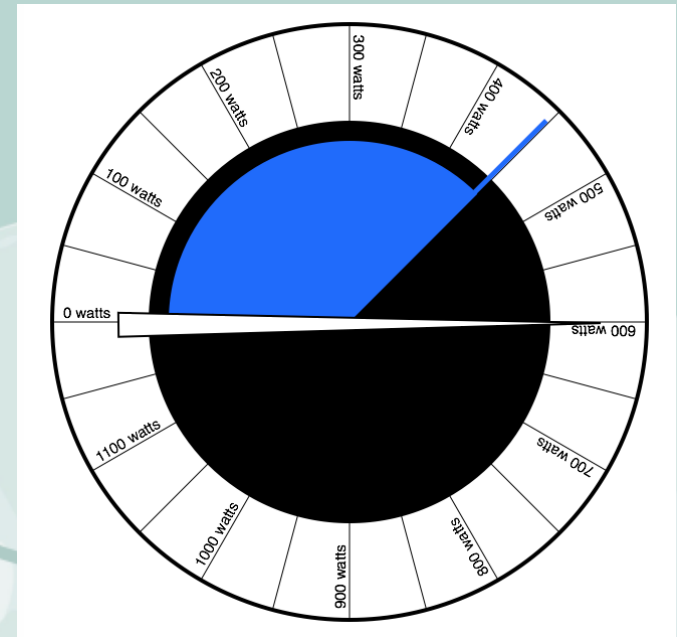
Power Spinner

The power spinner shows how much energy is being used and how strong the monsters are.

Use the spinner when playing an attack card.

Set the arrow to match the total power used by all rooms in the house. The maximum value is 1,600 watts, even if the total power of all rooms in the house is more than that.

The human team wants the spinner to land in the black area, and the monster team wants it to land in the color area.



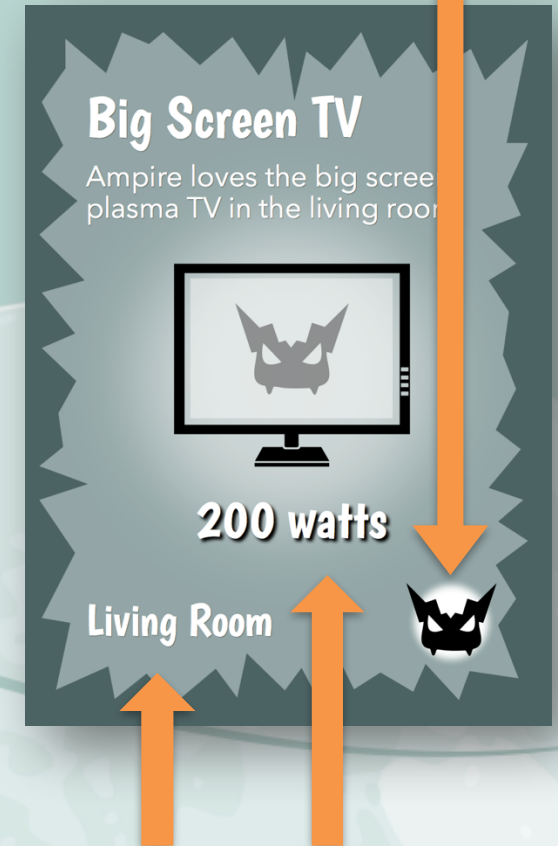
Playing Waste Cards

Monsters gain strength by wasting energy.

The monster team plays waste cards to turn on appliances and devices. Before playing a waste card, you must move the correct monster to the room shown on the card.

For example, to turn on the TV, you must first move the Ampire to the living room. After playing the card, place it face-up by the board and add 200 watts to the power spinner.

NOTE: If there is a human in the same room, then the room is guarded. You cannot play a waste card in a guarded room.



Only this monster can play this card

A monster has to be in this room.

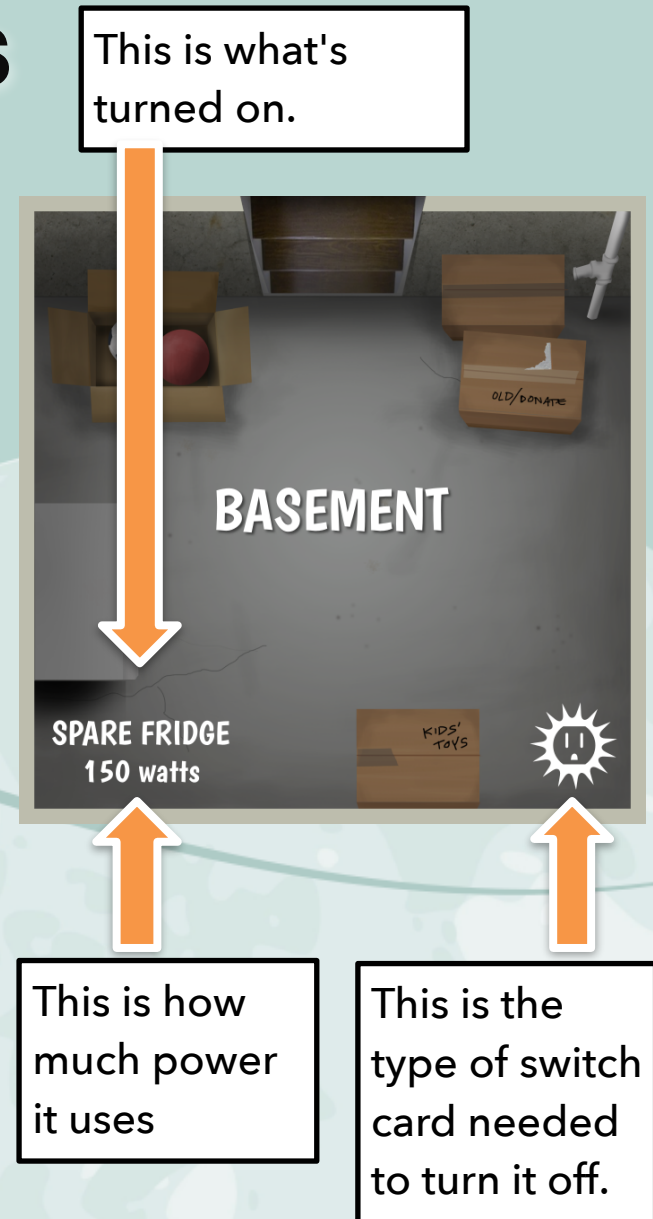
Add this amount to the power spinner

Playing Switch Cards

Humans can turn things off by playing one of three switch cards (light switches, power buttons, and sockets). Room tiles show the type of switch that can be used in that room.

To turn something off, move a human to the room and play the matching switch card. Place the switch card on top of the waste card, and reduce the power spinner by the indicated amount.

NOTE: If there is a monster in the room, then the room is guarded. You cannot play a switch card in a guarded room.



Playing Attack Cards

Attack cards are played against an opponent in the same room as one of your tokens.

Spin the spinner. If it lands in the colored area for monsters or in the black area for humans, your opponent loses one hit point.

If the spinner lands on the opposite color, nothing happens.

When you lose all 6 of your hit points, you lose the game.

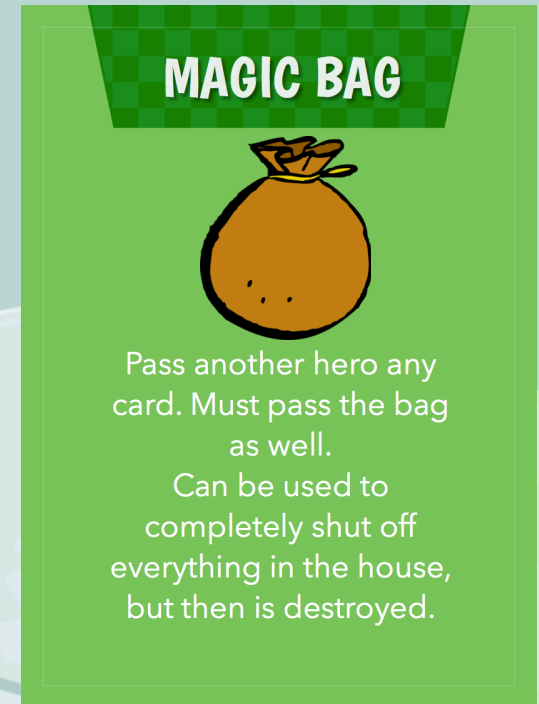
Attack cards can also be used to break down locked doors in the same room. Spin the spinner. If you're successful, the lock is broken.



Using the Magic Bag

At any point during their own turn, a player may pass the magic bag, with or without one other card, to another player.

The bag can be useful for coordinating strategy, and can also be used as a total shut-off for all lights and appliances in the house. However, once the bag is used it is destroyed, humans have no way to pass each other cards.



Locking a Door

Play a Skeleton Key card to lock doors. Place a marker on a doorway in a room occupied by one of your team's tokens.

After the door is locked, it can only be opened again by playing an Attack Card (or using the hatchet). Both the humans and the monsters can attack or hatchet a door to break



Locked door



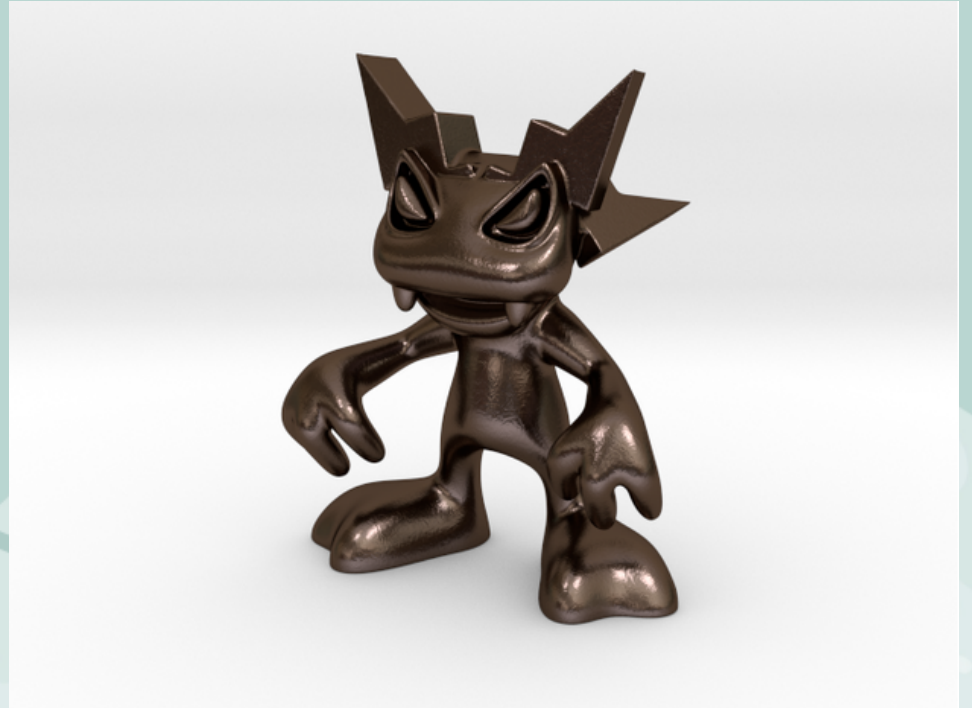
About the Monsters

Bonehead is a mindless energy waster. He's always forgetting to turn things off when they're not being used.



About the Monsters

Ampire loves doing things inefficiently. Watch out or Ampire will run the dishwasher when it's half empty.



About the Monsters

Wattwolf wastes energy by using old, inefficient appliances.

