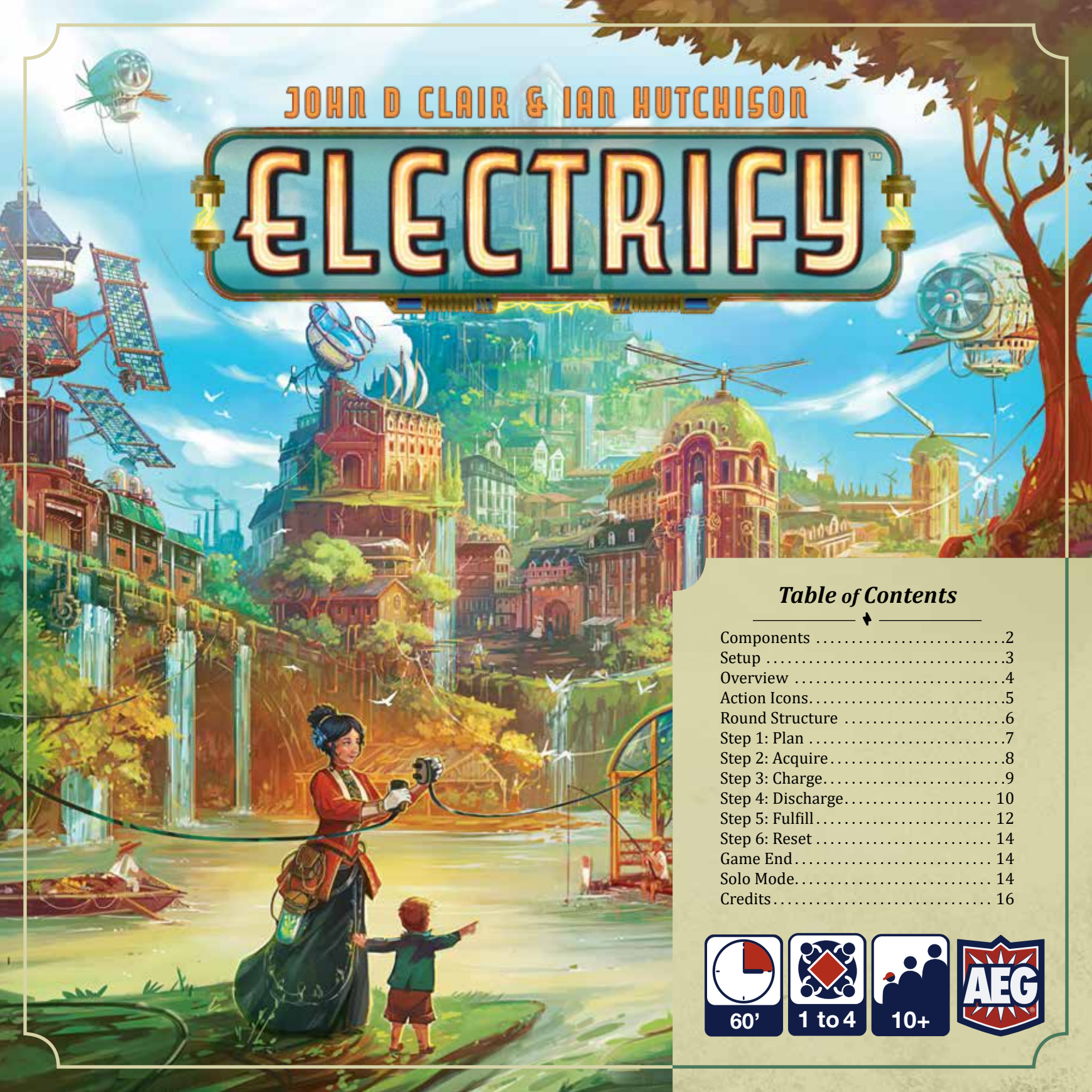
JOHN D CLAIR & IAN HUTCHISON

ELECTRIFY™



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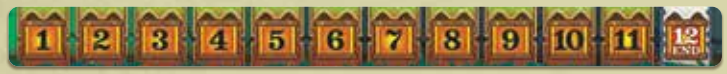
Game Idea

It's the turn of the 20th century, and you are a visionary bringing the novel power of electricity to the masses. You will develop your energy infrastructure, activating 1 industry sector in each of 12 rounds in an attempt to fulfill the blossoming local energy demand. Invest in industry cards to improve your sectors and in research to earn breakthroughs and energy points. The winner is the player who claims the most energy points by the end of the final round.

Components

1 Lead Visionary Token

4 Dual-Layer Player Boards



1 Score/Round Track

1 Round Marker

2 Discard Indicator Tiles

20 Clean Breakthrough Tokens

4 Research Markers

4 Sector Selection Dials

180 1-Value Cubes

28 5-Value Cubes

4 Wood Score Markers

52 Infrastructure Industry Cards

52 Production Industry Cards

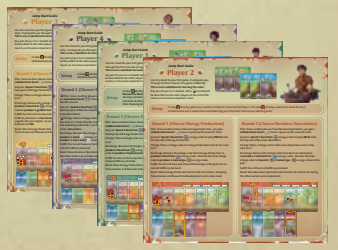
24 Basic Industry Cards

2 Tech Packs (20 cards each)

28 Demand Cards

8 Player Reference Cards

20 Industry Sector Tiles



4 Jumpstart Guides

*See pg. 14 for Solo Mode components

Setup

1. Each player takes the **player board**, **sector selection dial**, **research marker**, and **1-value** and **5-value cubes** of 1 player color.* Optional **reference cards** are also available. Return components of unused player colors to the game box.

> ***For your first game**, give all players a **jumpstart sheet** from those numbered up to your player count, along with the components matching their sheet's player color. Pay attention to the setup details on Player 1's sheet, as they provide some additional and alternate instructions
>
> Remember, the jumpstart sheets are useful but are not a substitute for learning and understanding these rules.

2. Each player places 6 **1-value cubes** from their personal supply in their leftmost ( ) depot and their **research marker** on the leftmost (**0**) space of the research track on their player board.

3. Each player takes a set of the 5 different **industry sector tiles**. Choose the most experienced player to place their sectors below the leftmost 5 columns of their player board, all on the **A** side and in a random order, and take the **lead visionary token**. All other players then place their sectors below their boards to match the order of the lead visionary.

4. Place the **basic industry cards**, **clean breakthrough tokens**, and **discard indicator tiles** in the center of the play area.

5. Shuffle the **production** and **infrastructure** industry decks,* dealing each player 3 cards from each to form their starting hands. Cards in hand are kept hidden from other players. Place the decks above their respective discard indicator tile.

6. Shuffle each deck of 4 **demand cards** separately and deal 1 card per level to the center of the play area from **I** to **VII**. Return the rest to the game box.

7. Place the **score/round track** near the demand cards. Place the **round marker** above and to the left of the track.

8. Each player places 2 of their **5-value cubes** and their **score marker** near the demand cards. These will be used to mark fulfilled demand cards and keep score. You are ready to begin!

Overview

In ***Electrify***, players earn energy points (1) by producing and transmitting energy to satisfy the local demand. After 12 rounds, the game ends, and the player with the most energy points wins the game. Below is an example of what your player area might look like near the end of a game. Read this page carefully.

Assemble the sector selection dials as shown

The cubes in ***Electrify*** are versatile. In addition to representing the energy resources available to you, they are also used to mark which breakthroughs you have collected (top right of the player board), which demand cards you have fulfilled, and even which cards you have available to use on your turn.

Your player board features 7 columns for 7 different power sources, from the dirtiest (fossil fuel) to the cleanest (solar). Whichever column a cube is in indicates its associated energy source. Columns are divided into a larger lower section (depots) and a smaller upper section (the grid).

Below your player board are 5 industry sectors that allow you to perform different actions. The further to the right a sector is, the more powerful the sector will be when activated, based on the green and black number tracks at the bottom of the player board.

Cubes in the grid represent units of transmitted energy that you can consume to satisfy demand or spend to support research ().

Cubes in energy depots represent abstract units of potential energy that you can upgrade to cleaner forms of energy production, send to the grid as transmitted energy, or spend for their value towards purchasing industry cards ().

Industry sectors start on their basic **A** side. You can improve them by upgrading them to their more powerful **B** side (previewed at the bottom of each sector) or with purchased industry cards.

Each round, players simultaneously choose 1 industry sector to charge, gaining the benefits of all of the action icons on that sector as well as any action icons on cards charged by chains of arrows depicted on some industry cards. The chosen sector is then reset to the first column, bumping the rest up.

You can substitute cubes in your depots and grid with the larger 5-value cubes. Cubes are considered unlimited. If you run out, borrow some from a neighbor.

Action Icons

Produce
Create an energy cube by placing a 1-value cube onto the matching depot on your player board.

Produce (Here)
Create an energy cube of this column's type by placing a 1-value cube onto the depot directly above this icon.

Develop
Move an energy cube right 1 depot. When developing mutliple times as the result of a multiplier, you may divide the actions among 1 or more energy cubes.

Transmit
Move any 1 energy cube from its depot (lower region) to the grid (upper region) in the same column. You may fulfill demand cards only by spending transmitted energy cubes from your grid.

Research
Advance your research marker to the right 1 space. For every 6 spaces you move your marker on the research track, you earn a bonus reward (see p. 11).

Invest
Draw an industry card from the top of the production deck or the infrastructure deck. When drawing multiple times as the result of a multiplier, you must choose how many cards you wish to draw from each deck and draw them all facedown before adding them to your hand.

Plan
Choose an industry sector tile other than the one this icon is on and move it any number of columns to the left. You may move it into an occupued column, bumping other sectors up to make room following normal bumping rules (see p. 7). In the base game, this only appears on the Business Operations sector.

Multipliers

Most action icons are printed with a multiplier icon. When resolving an action icon with a multiplier, you may perform that action up to a number of times equal to the multiplier's value.

Simple Multiplier
The value of this multipier is equal to its printed value.

Clean / Dirty Multiplier
The value of one of these multipliers equals the value of the clean track (green) or dirty track (black) directly above the affected icon, respectively. Collected clean breakthrough tokens permenantly increase the value of your clean multipliers by **+1** (see p. 12).

Tech Packs

Tech packs are sets of 20 additional industry cards that introduce new mechanics to the game. For your first play, set these aside. For future plays, simply shuffle one or both into the industry decks during setup to explore exciting new strategies and engine building possibilities. The base game includes two tech packs to explore, which add the following icons:

Sectors Multiplier
The value of this multiplier is equal to the number of industry sector tiles currently located to the right of this one. For example, this multiplier is worth **0** when on your rightmost sector or **4** when on your leftmost.

Ongoing
This icon is always printed between 2 action icons. So long as this card is charged, every time you perform the action to the left, you may also perform the action to the right up to the same number of times. Cards with this icon provide no benefit when discharged.

Discard Multiplier
The value of this multiplier is equal to the number of cards you choose to pay (discard) for each instance. For example, if you choose to discard 4 cards, it will be worth **4** for that 1 instance. If you then resolve another icon with this multiplier and choose to discard no cards, it will be worth **0** for that 1 instance. You gain no other benefits for the discarded cards.

Round Structure

Electrify is played over 12 rounds. Each round consists of 6 steps, which are broken down in further detail on the following pages. Only the first step (Plan) requires all players to participate collectively before moving on to the next step.

Step 1: Plan

Secretly choose an industry sector to charge using your sector selection dial. Reveal and gain an *innovation boost* or *collaboration boost* (p. 7).

All players may simultaneously perform the rest of these steps in order and at their own pace.

Step 2: Acquire

Buy an industry card and slot it onto any industry sector (p. 8).

Step 3: Charge

Determine which industry cards you will have access to this turn and place charge cubes on them (p. 9).

Step 4: Discharge

Perform the actions on your charged industry cards, removing their charge cubes as you do so (p. 10).

Step 5: Fulfill

Spend transmitted energy cubes for rewards and energy points, marking fulfilled demand with your cubes (p. 12).

Step 6: Reset

Move the industry sector you charged this turn back to the first column (p. 14).

Drawing Industry Cards

You draw cards only when resolving an invest ( ) action icon. The number of cards you draw from a single invest action icon is determined by the multiplier on that action icon. You may draw from both the infrastructure deck and the production deck in any combination, drawing all cards you wish to draw facedown before adding them all to your hand.

9-Card Hand Limit

You may never draw above 9 cards. If, by drawing a card, you would exceed 9 cards in hand, stop drawing. Any additional cards that you would draw are simply lost.

Note: Since you resolve each invest action independently, you may discard cards before each instance of drawing to make room in your hand for the cards you are about to draw.

Discarding Industry Cards for Bonuses

At *any time*, you may discard any number of cards from your hand for their respective bonuses as printed on the *discard indicator tiles*.

- **For each production card discarded:**
  Produce 1 energy cube in your leftmost ( ) depot.

- **For each infrastructure card discarded:**
  Gain research ( ), advancing your research marker 1 space and gaining a research breakthrough, if applicable.

Note: Discarded cards are placed in separate discard piles below their respective discard indicator tiles. If either deck runs out, shuffle the respective discard pile to form a new deck and continue drawing cards as normal.

Step 1: Plan

Choosing an Industry Sector

Secretly rotate the face of your sector selection dial so the arrow indicates the industry sector you wish to charge. Once you have made your selection, place your dial facedown in front of you.

When all players have placed their dials facedown to indicate they are ready, it is time to reveal the dials simultaneously and compare.

Note: At this moment, the *lead visionary* should advance the round marker. The score track is also the round track. The round marker should always sit just above the *current* round number. It is the responsibility of the lead visionary to ensure this is done at the same time each round.

- **Collaboration (another player chose the same):**
  Choosing the same sector as 1 or more other players awards a *collaboration* boost. Advance your research marker 1 space to the right on the research track.

- **Innovation (no other player chose the same):**
  Choosing a sector that *no other player chose* awards an *innovation* boost. You may slide your chosen sector 1 space to the right.

Bumping

Whenever you move an industry sector tile for any reason, if the column that the sector would enter is occupied by another sector, the occupying sector is *bumped* (pushed) 1 column to the right to make room. If the bumped sector would enter an occupied column, it will bump that sector, too, and so on up the line. If this would cause 1 of your sectors to move beyond the rightmost column, you simply do not get the bump.

The easiest way to do this is to gently scoot the first bumped sector to the right, naturally pushing up the other bumped sectors. If you must fully move a sector, place a finger on the top edge and a finger on the bottom edge and carefully lift it.

Example: The green player chooses to charge their Energy Production sector this turn. Upon revealing, the purple player and the orange player both selected Research & Development and recieve a collaboration boost ( ). The green player is the only player who selected Energy Production and so recieves an innovation boost ( ).

As a result of the innovation boost, the green player moves their selected industry sector tile, Energy Production, 1 column to the right. Their Investments sector is subsequently bumped up to make room. Their Research & Development sector was bumped on a previous turn, creating a gap between sectors.

Note the final positions of the boosted Energy Production sector and the Investements sector that it bumped. The Research & Development sector, although it was to the right of the boosted sector, was not bumped and did not move.

Step 2: Acquire

In this step, you may optionally purchase up to 1 industry card from your hand or the basic industry card supply.

Buying Industry Cards

To buy an industry card from your hand (or a basic industry card), you must spend energy cubes from your depots whose total value meets or exceeds the card's ⚡ cost (A) printed at the bottom of the card. Each depot has a printed ⚡ value (B) that determines what the cubes in that depot are worth when you spend them to purchase industry cards.

Note: There is no *making change* or compensation for overpaying. Any excess value is lost. You may not spend transmitted energy cubes (cubes in the grid) to purchase cards. You may spend them only on research or to fulfill demand.

Example: To pay the ⚡**3** cost of the industry card on the left, the green player discards 1 fossil fuel ( ) energy cube (worth ⚡**1**) from their first column and a natural gas ( ) energy cube (worth ⚡**2**) from their second column. Alternatively, they could spend 2 natural gas energy cubes for a total of ⚡**4**, but they would recieve no compensation for overpaying.

Placing Industry Cards

You may place purchased industry cards on any 1 industry sector with fewer than 5 cards. (It does not have to be the sector you chose to charge this turn.) The first card placed on a sector always goes in the topmost slot. Each following industry card is placed in either the next empty slot (C) or above (D) or between (E) existing cards by nudging 1 or more industry cards down to make space.

Regardless, always place industry cards so they overlap, such that the action icons of all cards are visible, the illustration is visible only on the lowest card in each sector, and no gaps are left between cards.

You cannot remove placed industry cards from a sector or move/rearrange them outside of making room for new cards or when flipping a sector to its **B** side (see p. 12).

The green player chooses to place the newly purchased industry card on their energy production sector tile, which already has 2 cards on it. The player has 3 possible placement choices, as visualized above.

Basic Industry Cards

Basic (grey) industry cards are double-sided cards that are always available to purchase by all players. If you choose to buy one, first determine which side you wish to purchase, paying the relevant cost. The back side of the card is ignored for the rest of the game. Follow all other placement rules as normal.

Step 3: Charge

In this step, you will place cubes to show which actions you will have access to for the round. To do this, place a cube from your personal supply on the following:

- The industry sector tile you selected to charge with your sector selection dial this round.
- Every industry card on that sector (including the card you purchased this round, if you chose to place it here).
- Every industry card indicated by 1 or more charged cards with an arrow ( ).

Charge Cubes

Cubes placed on industry cards or sector tiles in this way are referred to as *charge cubes* and are used only for the purposes of tracking which actions are available to you. They are considered separate from energy cubes for all purposes.

Industry cards and sectors that have cubes on them are referred to as being *charged*.

Arrows

When charging, industry cards indicated by charged arrow cards also become charged. Arrows may indicate the card to the left, to the left and down 1 slot, or to the left and up 1 slot. Arrows only charge cards and thus cannot charge industry sector tiles.

When determining which industry cards are charged by arrows, only the box containing action icons is considered; the artwork is ignored. An arrow pointing at artwork or an empty slot has no effect.

Arrows ignore gaps between sectors. When charging, pretend like those gaps aren't there.

Example: The green player chose Investments this turn. They are the only player who did and so recieved an innovation boost, bumping their Investments sector up. Next, the player places a charge cube on the chosen sector tile, then places a charge cube on each of the industry cards on the now charged sector (A).

There are 2 industry cards on the sector with arrows that charge the cards they indicate (B). Note that the gap left by the innovation boost is ignored when determining which cards are charged. The up-and-left arrow on the bottom card of the sector still charges the card in the slot exactly 1 sector over and 1 slot up.

The 2 charged industry cards on the Transmission sector have arrows as well. They both point at the same card (C), so only 1 charge cube is placed, and the second arrow has no additional effect.

The charged industry card on the Business Operations sector has an arrow that indicates the slot 1 sector to the left (D). Although there is a card in the next slot over, the arrow is indicating the empty slot and so has no effect. Since only the action icon box of a card is considered for arrows, the card on the Energy Production sector is also ignored.

Chaining Arrows

If an industry card with an arrow is charged via 1 or more other arrows, it will subsequently charge the card it indicates as well and so on. We call this *chaining*. It is possible to charge cards across all 5 sectors this way.

Note that industry cards charged by 1 or more arrows recieve only 1 charge cube, regardless of how many arrows indicate the same industry card.

Step 4: Discharge

In this step, you will perform the action icons on your charged industry sector and industry cards, removing the charge cubes and returning them to your supply (discharging them) as you do so until none remain.

Performing Action Icons

Each industry sector and industry card has 1 or more action icons. When you discharge a sector or card, resolve each action icon by performing its associated action (see p. 5).

Multipliers

The multiplier on an action icon determines how many times you may perform the associated action. If an action icon has no printed multiplier, it is always assumed to have a multiplier of 1.

The value of most multipliers is variable. Clean (green) and dirty (black) multipliers, for example, are determined by the value of the associated number track directly above the action icon being resolved. The purple and red multipliers are a bit more complicated (see p. 5).

Fully Discharging

You must discharge all charge cubes available to you each round. You may discharge a charge cube without resolving all (or any) of its action icons, but you may move on to fulfilling demand cards only when you have no charge cubes remaining. You cannot save charge cubes for future use.

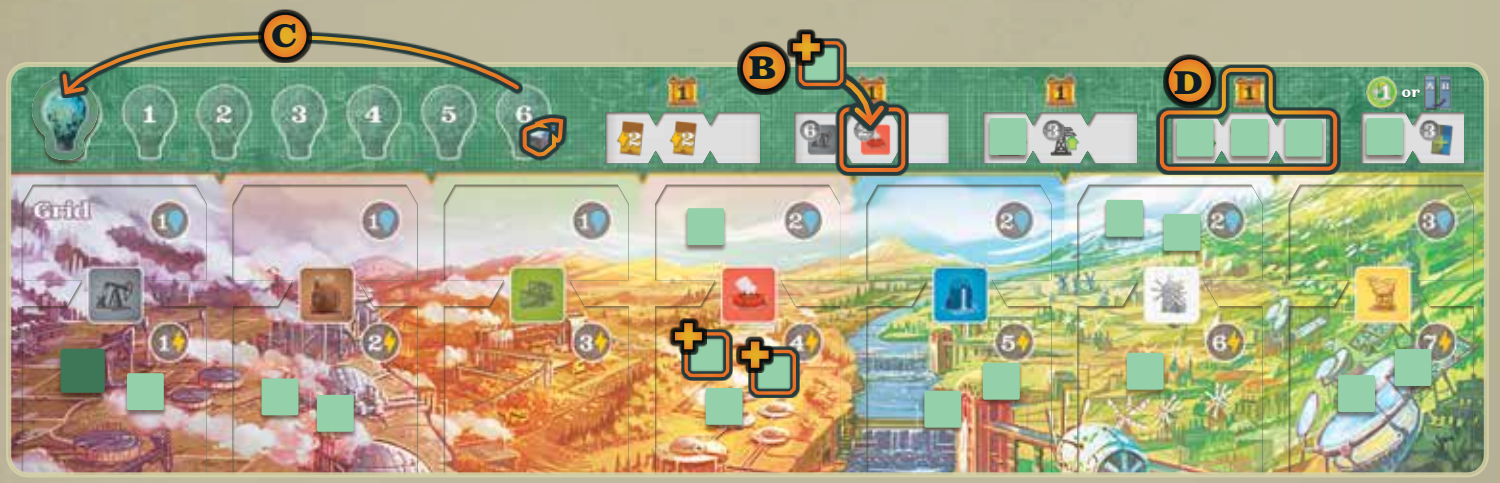
Note: Actions are always optional to perform, but you must resolve all action icons on an industry sector or industry card you wish to before moving on to discharging your next sector or card. Any action you choose not to perform at the time of discharging cannot be saved for later.

Example: The green player begins by discharging their industry sector (A) to draw 5 industry cards. They then discharge 2 cards to produce a total of 3 fossil fuel ( ) energy cubes (B). Next, they discharge 2 cards for 1 more card draw and a total of 4 upgrades (C), turning 2 of the newly created fossil fuel energy cubes into biofuel energy cubes. Lastly, they discharge 2 cards for 2 research and a total of 2 transmissions, which they use to transmit the 2 newly upgraded biofuel energy cubes to the grid (D).

Research

For every 6 spaces you move your research marker (A), you achieve a *research breakthrough*. If, at any time, your research marker reaches the rightmost (**6**) space of your research track, immediately place 1 cube from your supply on any uncovered research breakthrough space to perform its printed action(s) (B), if any, and reset your research marker to the leftmost (**0**) space of the track (C).

Research breakthroughs are organized into 4 groups of 3 and a group of 2. When you claim a complete group of research breakthroughs, you immediately gain the additional bonus listed directly above that group (D). Some spaces are blank and give no reward on their own but are still required for completing a breakthrough group.



Note: If you gain a research breakthrough in the middle of moving the research marker multiple spaces, gain your chosen reward and move your research marker back to the first space before resolving the excess movement. Resetting your marker is automatic and does not cost you a space of movement.

Note: Cubes in the grid no longer have a ⚡ value for purchasing cards. Instead, they have a 💧 value for research, as indicated on the player board. At any time, you may donate transmitted energy cubes from your grid to support research, spending them to advance your research marker equal to their value.

Step 5: Fulfill

In this step, you may spend transmitted energy cubes from your grid to fulfill demand cards and earn rewards.

Demand Cards

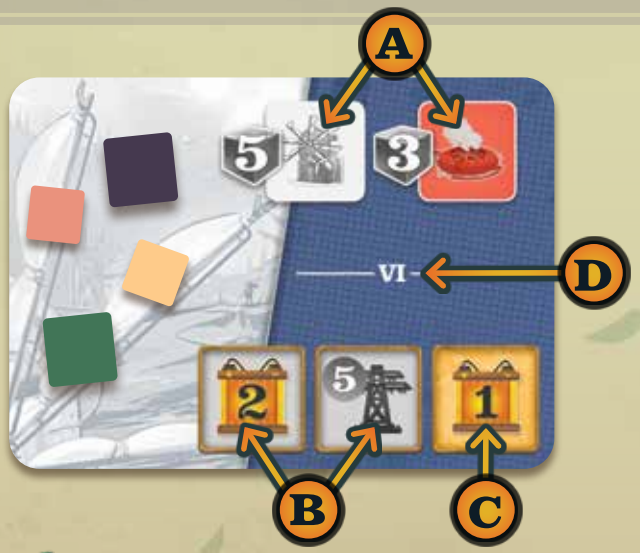
These are goal cards that represent the local energy demand you seek to fulfill with your transmitted energy cubes. Each card offers rewards and energy points depending on the amount of energy transmitted and the cleanliness of the energy source.

The requirements of a demand card are listed at the top. They are comprised of 1 or more energy source types (A) and a number of energy cubes of those types.

The rewards on demand cards are divided into 2 types: basic (B) and priority (C). You always earn the basic (grey) rewards. You receive priority (gold) rewards only for the first 2 demand goals you fulfill in the game, marked by the 2 5-value *priority* cubes that you set aside during setup.

Each demand card also has a level (D) from **I** to **VII** that denotes its relative challenge and value in rewards as compared to other demand cards.

Note: Any number of players may fulfill a demand card and earn its bonuses, but each player may fulfill each demand card only once.



Fulfilling Demand

If you have enough energy cubes to fulfill 1 or more demand cards, you may fulfill them (or choose not to) in the order of your choosing.

For each demand card you choose to fulfill, discard the requisite number of transmitted energy cubes from the listed columns of your grid. Then place 1 of your 2 set-aside 5-value cubes on the corresponding demand card to mark it as fulfilled, gaining all of its rewards immediately. If you have already placed both 5-value cubes, place a 1-value cube from your supply instead, gaining *only* the basic grey rewards.

Note: You must have all the required energy cubes in your grid before fulfilling a demand card. You may never partially fulfill a demand card. Rewards are always optional to recieve, but you must recieve all rewards on a demand card you wish to before moving on to fulfilling your next demand card. Any reward you choose not to recieve at the time of demand card fulfillment cannot be saved for later.

Reward Icons

Energy Points
Earn the number of energy points shown, moving your score marker up the score track. If your marker would ever move beyond **12**, flip it to reveal its **+12** side and start the track over to continue counting your score.

Industry Breakthrough
Play an industry card from your hand (or a basic industry card) with a ⚡ cost up to the printed value (ranging from **2** to **8**) for free. You may *immediately resolve its icons* as if you have just discharged it.

Sector Breakthrough
Flip an industry sector tile to its upgraded **B** side. When you do, remove all industry cards and place them back on the upgraded side in *any order*. A preview of the **B** side icons is on the bottom of the **A** side of each sector.

Clean Breakthrough
Gain a clean breakthrough token and place it beside your player board. Each token permenantly increases the value of all of your clean (green) multipliers by **+1**.

Example: The green player has enough energy cubes of the correct types in their grid to fulfill demand cards.

A The player chooses to fulfill demand card **I** first, discarding 3 fossil fuel ( ) energy cubes and 1 geothermal ( ) energy cube to their supply. The player marks the demand card with 1 of their set-aside 5-value priority cubes and gains both the basic (sector breakthrough) and priority (energy point) rewards, moving 1 space up the score track.

The player chooses to apply their sector breakthrough to their Energy Production sector. They remove the 2 existing industry cards from the sector before flipping it to the improved **B** side. They then place the industry cards back on the new side in the order of their choice.

B Next, the player discards 6 biofuel ( ) energy cubes from their grid, placing their second 5-value priority cube on demand card **III** and gaining all basic rewards (an energy point and 2 industry breakthroughs)and the priority reward (a clean breakthrough token). The player moves their score marker up the score track to reflect their new score and collects a clean breakthrough token from the supply.

The player chooses to resolve the 2 industry breakthrough actions by playing a **2** cost infrastructure industry card from their hand onto their Transmission sector and a **2** cost basic industry card from the supply onto their Research & Development sector (nudging an industry card down to make room).

The player immediately resolves the action icons on the played cards, drawing 2 industry cards and producing a fossil fuel ( ) energy cube. Although the basic industry card has an arrow, cards are only charged in Step 3: Charge, so no new charge cubes are placed.

C Lastly, the player discards 3 natural gas ( ) energy cubes and 2 biofuel ( ) energy cubes to fulfill demand card **II**. Since the 2 5-value priority cubes have already been placed, the player marks the demand card with a 1-value cube from their supply. The player gains only the basic rewards (an energy point and a clean breakthrough token). The player moves their score marker up the score track to reflect their new score and collects a second clean breakthrough token from the supply.

At this point, the player can fulfill no more demand cards and moves on to the next step: resetting their charged sector.

Step 6: Reset

In this step, you will move your chosen industry sector back to the first column and prepare for the next round.

Resetting Your Industry Sector

When you cannot or do not wish to fulfill any more demand cards, pick up the industry sector you selected to charge this round, keeping any of its industry cards in place, and place it in the leftmost column, pushing up other sectors, following bumping rules.

Example: The green player chose to charge their Transmission sector this round. To reset the sector, they move it back to the first column, following bumping rules (see p. 7). Notice that the Investments sector tile is not affected since it was not bumped.

Final Round

If the round marker is already on round **12**, skip Step 6: Reset and proceed to *Game End* instead. Turn your dial facedown to indicate that you are finished and your score is final.

End of Round

At this point, you may return to Step 1: Plan. Pick up your sector selection dial and make your selection for the next round, placing it facedown to indicate you are finished with the current round and ready for the next round. Once all players have placed their dial facedown, if the round marker is not already on round **12**, continue with the next round, revealing dials and advancing the round marker to the next space as normal.

Game End

After 12 rounds, the game ends and the player with the most energy points is declared the winner!

In the case of a tie, the player who performed the most total research is the winner (start by counting cubes placed for research breakthroughs, then the position of the research marker). If there is still a tie, the player with the highest total value of remaining cubes (in ⚡, converting backwards if necessary) is the winner.

Solo Mode

Additional Components

4 Scenario Cards

4 Bonus Star Tokens

4 Bonus Reward Tokens

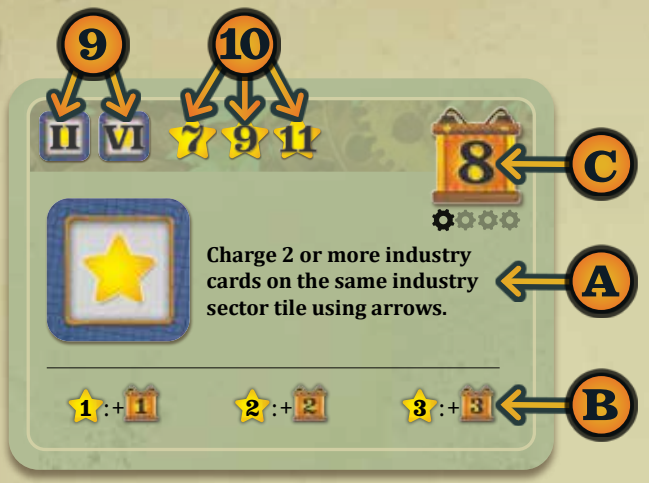
7 Sector Boost Tokens

1 Cloth Bag (1 storage bag)

Solo play in ***Electrify*** is scenario-based. You will be racing the clock to earn a number of energy points required by a chosen scenario before the end of the final (12th) round. The scenarios range in difficulty (denoted by a number of ⚙ symbols from 1 to 4), and each comes with a unique challenge to test your skills.

Setup

Gather the **solo mode components** (p. 2) and choose a scenario (from the four double-sided solo scenario cards) to play. Perform all basic setup steps (p. 3) as normal followed by the additional steps listed on p. 15:



9 Place a square **bonus reward token** on each demand card of the levels listed in the chosen scenario's setup.*

10 Place **bonus stars** (★) directly above the spaces of the round tracker indicated in the chosen scenario's setup. Some spaces may have multiple stars.

11 Gather the 7 circular **sector boost tokens** and a **bag** to randomly draw from. Set aside 1 **innovation boost** ( ) and 1 **collaboration boost** ( ) token, mixing the remaining 5 tokens in the bag. Draw tokens at random, placing 1 on each industry sector from left to right. Return the 2 set-aside tokens to the bag.

12 **Optionally swap** the starting positions of any 2 industry sectors (without rearranging their tokens).

***Note:** Some scenarios will call for a square bonus reward token on a demand card of a random level (**R**). Generate a random demand card level *not already listed in the scenario* using the reverse sides of the circlular sector boost tokens, which are marked **I** through **VII** for this purpose. Simply mix the relevant tokens and draw 1 at random. **R+X** is used to denote a round number for a bonus star whenever a random demand card is involved. **R** is always equal to the level of the randomly selected demand card for the scenario. **X** is always a fixed number given by the scenario. For example, if a scenario calls for a star on round **R+5** and the randomly selected demand card is level **IV**, place the star above the **9** space (4 + 5 = 9).

Rule Changes

Since there are no other players to compare your sector selection to, Step 1: Plan is replaced with the following:

Choosing an Industry Sector

Rotate the face of your sector selection dial so the arrow indicates the industry sector you wish to charge. Once you have made your selection, place your dial faceup on the table and advance the round marker.

Sector Bonus

Take the circular boost token from your chosen industry sector and add it to the bag. Draw 1 of the 3 tokens at random from the bag and gain that boost (a collaboration boost or an innovation boost).

Place the drawn token onto the chosen industry sector.

Bonus Stars ★

Collecting bonus stars will earn you energy points at the end of the game. Whenever you fulfill a demand card that has a bonus reward token, claim the *leftmost* bonus star above the round track. (Place it on your chosen scenario card to keep track of it.) If the round marker would ever overlap a bonus star, immediately discard the star to the game box. It may no longer be claimed. For example, you must claim a star above round **8** before the beginning of round **8** or it is lost.

Challenges

Challenges (A) require you to be flexible in your strategies and perform interesting feats as you play the game. If you meet the condition required by a challenge, immediately mark it by placing a 1-value cube from your supply on the scenario card and claiming the leftmost bonus star above the round track, just as you would for fulfilling a demand card with a bonus reward token.

Game End

At the end of the game (the end of round **12**), count your collected bonus stars and refer to your chosen scenario card to see how many additional energy points you earn for that number of stars (B). After totalling your score, if it meets or exceeds the energy point total required by the scenario (C), you win!

Clarifications

Q: If I perform an action during a round that causes arrows to point at new cards, such as playing a free card or moving a sector, do I place new charge cubes?

A: No. Charge cubes are only placed during Step 3: Charge. When playing a free card, resolve it as though you had just discharged it, but don't place new cubes. When moving sectors, charge cubes on the sectors move with them but are otherwise not added or lost.

Q: If I have more than one arrow pointing at a card, do I charge it twice?

A: No. Each card with one or more charged arrows pointing at it receives one charge cube. A card may never have more than one charge cube on it.

Q: When I resolve an icon with a clean or dirty modifier, do I refer to the number track value at the column of the sector I chose to charge this round?

A: No. Modifiers always refer to the column that the affected icon is currently in at the time of icon resolution.

Q: What do I do with the cards and charge cubes on a sector when I flip it over?

A: Industry cards are removed from a sector before flipping, keeping any charge cubes, then placed back on in any order (from top to bottom). If the sector was charged, it also remains charged.

Q: If I would draw above 9 cards, do I get anything for the cards I couldn't draw?

A: No. You would need to discard cards before drawing to make room in your hand. Otherwise, you get nothing.

Q: If a card or sector I discharge has more than one icon on it, can I discharge other cards between resolving each icon?

A: No. All icons on a card or sector that you wish to resolve must be resolved before moving on to your next discharge. Any icons you choose to forgo at the time of discharging are lost.

Q: If an innovation boost would cause a sector to move past the rightmost column, or if I just don't want to use it, what happens?

A: Sectors may never move beyond the final column. You may forgo any innovation or collaboration boost that you can't or do not want to resolve, but you may not save it to be used later.

Credits

Game Design:
John D Clair, Ian Hutchison

Art Direction: Peter McPherson

Illustration and Graphic Design:
Javier Inkgolem

Additional Graphics and Layout:
Ian Hutchison, Justin Deleon

Development Lead, Rules Writing: Peter McPherson, Ian Hutchison

Additional Development: Mark Wootton, Josh Wood, Kirk W Buckendorf, John Goodenough, Neil Kimball

Production Lead: David Lepore

Editing: Dan Varrette

Additional Proofing: Mandy McCool, Adelheid Zimmerman, Kiersten Benson, Justin Deleon

Playtesters: Glen Armer, Grey Baker, Leon Blight, Nicolas Bongiu, A.J. Brandon, Colton Broadhead, Chris Buckley, Csilla Clair, Chris Cobb, Steven Cole, Marina Common, Theodore Coyer, Ryan Dancey, Dino Deblasio, Andy Desa, Ketan Deshpande, Karen Dransfield, Gary Dworesky, Caleb Friedman, Henry Gassman, Jeff Grisenthwaite, Alex Hague, Tyler Hansen, Ashwin Kamath, Chris LaBanca, David Lepore, Joe Livingstone, Sam Marcus, Eric Martinez, Mandy McCool, Zane Messina, Tobias Nielson, Grace O'Neel, Pedro Ommetto, Garret Oosterwyk, Luke Pickles, Matthew Ransom, Matthew Rodela, Francisco "Paco" Rojas, Peter Samet, Daniel Silvera, Lorraine Slakinski, Lee Smathers, TJ Spalty, Mark Starr, Dwight Stone, Karaan Tolani, Dan Varrette, Phil Walker-Harding, Amanda "Panda8ngel" Wong, Bryan Yan, Adelheid Zimmerman, John Zinser

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2505 Anthem Village Drive, Suite E-521. Henderson, NV 89052. USA

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