

• EXPANSION •

TESLA VS EDISON®

A GAME BY DIRK KNEMEYER

POWERING UP!



As a wily investor in the *Powering Up!* expansion, your challenge to become the best electric company has even more risk and opportunity.

New powers and options abound, including company-specific headquarters, historical event cards, a sixth player option featuring Madam C.J. Walker, AI solitaire play for all six inventors, and more.

Come join the expanded War of Currents!

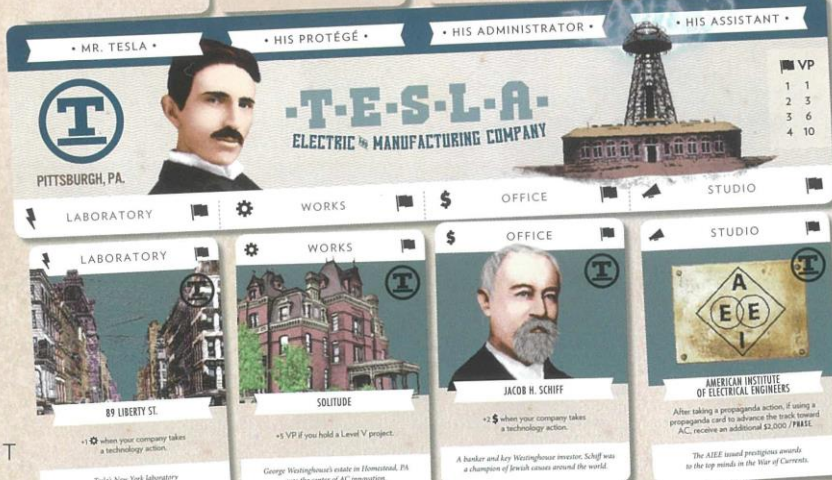
• NEW CONTENT •

HISTORICAL EVENT CARDS

Historical Event Cards introduce various opportunities and challenges. At the start of each turn, an Event Card is chosen at random imposing different thematic conditions on play with new strategic challenges. Some Event Cards affect all players equally. Others are player-specific and auctioned to the highest bidder for added excitement.

COMPANY HEADQUARTERS ("HQ") MATS AND CARDS

Custom HQ Mats and HQ Cards provide exciting new strategic choices for each Inventor. A Headquarters Mat for each company organizes HQ Cards, the Inventor, and Luminaries. Developing your company-specific Headquarters via HQ Cards becomes an additional action and allows for new strategies for victory. Four types of HQ Cards - Laboratory, Works, Office, and Studio - introduce powerful ongoing abilities, one-time effects, and special scoring criteria tailored to each Inventor.



Tesla HQ
Mat and HQ
Cards Fully
Developed

SIXTH INVENTOR

An additional Inventor now supports six-player games. Madam C.J. Walker was an African-American entrepreneur and the first female self-made millionaire in America. C.J. brings very different skills and abilities to the War of Currents for real strategic and thematic variety.



MORE LUMINARIES AND PROPAGANDA CARDS

Female Luminaries, such as Fannie Farmer and Mary Anderson, provide diversity and additional options to the game. New Propaganda Cards featuring US presidents are also available.



AIS AND SOLITAIRE PLAY

Custom AI decks, each with two difficulty settings, are included for all six Inventors. Play solitaire against 1-5 AIs or add AIs for an additional challenge in 2+ player games. Each Inventor's AI comprises a deck of double-sided cards modeling normal and expert player behaviors for lifelike challenges. Tribute is paid to computing pioneers with Charles Babbage used to show the normal side of AI cards and Ada Lovelace used to show the expert side.



COMPONENTS

- 6 HQ Mats
- 24 HQ Cards (4 for each Inventor)
- 21 Event Cards
- 1 Inventor Card
- 7 Luminary Cards
- 19 Stock Certificates (8 common and 1 preferred for Walker, 2 common for each of the 5 other Inventors)
- 36 AI Cards (6 for each Inventor)
- 6 Propaganda Cards
- 20 Wooden Player Marker Cubes
- 3 Player Aid Cards
- This Rulebook

• NOTE ON THE EXPANSION •

Powering Up! provides expansion content only and a copy of the *Tesla vs. Edison* base game is required to play. While *Powering Up!* significantly enhances *Tesla vs. Edison*, core mechanics remain largely intact and this rulebook only documents the rule changes required to accommodate the expansion. Base game play should be followed except as stated in these rules. Frequent reference will be made to the TvE base game rules, and players first should be familiar with them before adding *Powering Up!* content.

• SETUP (TVE RULES P.3) •

Follow all setup rules from the base game, with the following changes:

EVENT CARDS (NEW)

★ Event Cards should be separated by Phase number which can be found on the back of each card. Then take two random Event Cards from each Phase and place them face down in three piles. Set the other Event Cards aside - they will not be used during this game. The six Event Cards in the three Phase piles will be revealed during the *Event Reveal* of each turn as described below in that section.

PROPAGANDA AND LUMINARY CARDS

New Luminary and Propaganda Cards should be combined with existing base game cards of the same type by Phase number which can be found on the back of each card. These combined cards are then used to form decks for different Phases as follows:

Number of players	2	3	4	5	6
Propaganda Cards per Phase	3	4	5	6	7
Luminary Cards, Phase 1	3	5	6	8	9
Luminary Cards, Phase 2	3	4	6	7	9





Propaganda Cards: Deal the cards face down into three piles, one for each Phase. Propaganda cards for each Phase are revealed after the Luminary Auction. Changes to the *Engage In Propaganda* action are detailed in the Actions section below.



Luminary Cards: Deal the cards face down into two piles for the first and second Phases only. Luminary Cards allow players to take additional actions on their turn. Except for incorporating new Luminaries with existing Luminary Cards, Luminary Auctions are conducted as in the base game.

SIXTH INVENTOR / C.J. WALKER (NEW)



C.J. Walker is now always available as a player choice. Lay out all six Inventor cards with their corresponding Company Markers and Stock Certificates at the start of each game for drafting.

COMPANY DRAFT (TVE RULES P.4)

In *Powering Up!*, players still select a company through the draft described in the base game rules, however, **HQ Mats and HQ Cards** are now integrated into this process:

When players draft an Inventor to play for the game, each also takes the HQ Mat and HQ Cards associated with that Inventor. All four HQ Cards (Laboratory, Works, Office, and Studio) begin the game undeveloped and are placed face (color-side) down in their corresponding slots below the HQ Mat. These may be developed and turned face up during gameplay as discussed in the *Develop Your HQ* section below.

STOCK CERTIFICATES

In addition to Walker shares, *Powering Up!* provides two more common Stock Certificates for each base game company. Six (instead of four) common Stock Certificates for any company being played should now be placed next to the board to form the open market at the start of the game. Two common Stock Certificates of each company are still reserved for Luminary Auctions.

LUMINARY AUCTIONS (TVE RULES PP.4-5)

Apart from integrating the new Luminary Cards, Luminary Auctions in *Powering Up!* are still conducted as usual at the start of turns 1, 3, and 5 according to the base game rules.

• GAMEPLAY OVERVIEW •

The sequence of play in *Powering Up!* generally follows that of the base game. Players still decide to take various actions over six turns and Luminary Auctions occur before any other gameplay at the start of turns 1, 3, and 5. During a turn, in fame order, players alternate taking actions exhausting at least one Luminary each time. Each turn is further divided into parts as follows.

A - LUMINARY AUCTION AND PROPAGANDA REFRESH

(Setup and start of turns 3 and 5)

B - EVENT REVEAL (New)

C - ACTIONS

- Claim A Project
- Advance In Technology
- Engage In Propaganda (Updated)
- Develop HQ (New)

D - BOOKKEEPING

- Adjust Fame Track
- Increase AC/DC patent-related stock
- Adjust AC/DC Track (New)
- Take Profits
- Visit the Stock Market (New)
- Reset Luminaries and Remove Event Card
- Advance Turn Marker

Play continues until the end of turn 6 at which point the game ends. Winning in *Powering Up!* is based upon total victory points (VP) rather than just the highest-valued stock portfolio. Players earn victory points in a variety of areas as discussed below in the scoring section.



• EVENT REVEAL (NEW) •

Every Event Card indicates a Primary Effect and a Stock Market Effect which impose conditions on gameplay during the turn that the Event Card is revealed. Before the Actions each turn, reveal an Event Card from the appropriate Phase pile and then resolve the card's Primary Effect and Stock Market Effect. For example, for the Event Reveal after the Luminary Auction at the start of turn 3, draw and resolve the top card from the Phase 2 Event Card pile.



Primary Effect
Stock Market Effect

EVENT CARD PRIMARY EFFECT

When an Event Card is drawn, resolve its Primary Effect. Primary Effects of Event Cards are indicated via text below the title of each card.

Normal Primary Effects impact all players during a turn; other Primary Effects only affect certain players and are auctioned off to the highest bidder when the card is drawn. If the event calls for an ***AUCTION***, immediately put the card up for sale, following the same bidding procedure as in a Luminary Auction. Give the Event Card to the player who wins the auction.



NOTE: Some events require players to pay additional money when taking actions. These payments must always be paid even if Inventor or HQ Card abilities would otherwise allow a player to avoid making payments. If a player cannot afford to pay for event effects associated with an action, the player may not take that action.

EVENT CARD STOCK MARKET EFFECT

After the Primary Effect of an Event Card is resolved, the card's Stock Market Effect is applied to all Stock Markers. The Stock Market Effect is in a small circle in the lower right corner of each Event Card.

- ⬅ Move all Stock Markers two **columns** to the left
- ⬅ Move all Stock Markers one **column** to the left
- ✕ Do not move Stock Markers
- ⬆ Move all Stock Markers up one **space**
- ⬆ Move all Stock Markers up two **spaces**



NOTE: A company's stock price can never go below \$12 or above \$77.

Event Reveal Example: Joan, Brian, and Alexa are playing a three-player game and seated in that order. The newly-revealed Event Card is “Pullman Strike”, which forces every player except the auction winner to remove one of their developed HQ Cards from the game. Joan is highest on the Present Fame Track, so she may bid first.

Joan values this card and bids \$1,000. Brian decides to pass, because he hasn’t developed any of his HQ Cards yet. Alexa thinks she’ll need the powers from the HQ Card she’s already built, so she bids \$6,000. Joan believes that her HQ Cards are going to help her win the game, so she bids \$8,000. Alexa passes, and Joan wins the auction for the “Pullman Strike” Event Card. Brian does nothing as he has not developed any HQ Cards yet, however, Alexa must immediately choose one of her developed HQ Cards and remove it from the game. The Primary Effect of the “Pullman Strike” Event Card has been completely resolved, and the card will be discarded at the end of the round.

After the auction has concluded, the Stock Market Effect of the Event Card is resolved and the players adjust their company’s Stock Markers. In this case, the Stock Market Effect is ⬅, so each company’s Stock Marker is moved two columns to the left.

• ACTIONS (TVE RULES PP. 5-9) •

Every turn, players use their Inventor and Luminaries to take actions. Actions in *Powering Up!* are generally the same as in *Tesla vs. Edison* with one significant exception. The “Visit the Stock Market” action from the base game has been removed, and replaced with the “Develop Your HQ” action introduced by this expansion. (Stock market activity now happens during Bookkeeping.) More detail on available actions in *Powering Up!* is set forth below.



NEW ACTION: DEVELOP YOUR HQ

Each player has a company-specific set of four HQ cards - Lab, Works, Office, and Studio. All HQ cards start the game face down and may be developed during the game. Players may use an action during their turn to develop one HQ card. To do so, flip over the desired HQ Card, apply its immediate effect, if any, and exhaust a Luminary who has a corresponding rating of at least one as detailed below.

Lab: Requires 🔧 to develop, provides bonuses towards technology actions.

Works: Requires ⚙️ to develop, provides bonus victory points during scoring.

Office: Requires 💰 to develop, provides monetary or fame benefits.

Studio: Requires 🎬 to develop, provides a powerful ability.

UPDATED ACTION: ENGAGE IN PROPAGANDA (TVE RULES PP. 8-9)

The Propaganda action in *Powering Up!* follows the base game rules EXCEPT that Propaganda Cards used during each Phase are now no longer removed from play after being used.

To Engage in Propaganda, chose a Luminary to exhaust, adjust the Future Fame Track or the AC/DC Fame Track for any 📈 rating of the Luminary, select a face up Propaganda Card, and apply the card's effects as usual. Rather than removing the card from play, however, instead then flip the selected Propaganda Card face down on the table.

When the last such Propaganda Card is turned face down during any Phase, immediately turn all Propaganda Cards for the current Phase face up again. In this way, the pool of available Propaganda Cards is never empty.

Propaganda Cards are still replaced at the start of Phase 2 and Phase 3.

CLAIM A PROJECT (TVE RULES PP. 6-7)

The Claim A Project action follows the same rules as in the base game. In doing so, however, players may be affected by penalties or bonuses from HQ Cards or Event Cards.

ADVANCE IN TECHNOLOGY

(TVE RULES PP. 7-8)

The Advance In Technology action follows the same rules as in the base game. In doing so, however, players may be affected by penalties or bonuses from HQ Cards or Event Cards.

• BOOKKEEPING •

(REPLACES THE RULES ENTIRELY)

Powering Up! makes a number of significant changes to Bookkeeping. Stock trading now takes place here instead of as its own action and other items also differ. When playing with this expansion, to avoid any possible confusion, the Bookkeeping rules below should be used in place of those from the base game rules.

At the end of each game turn, follow these steps for Bookkeeping:

- 1 **Adjust the Present Fame Track** to match the Future Fame Track. This sets the turn order for the next turn as well as the order for stock market activities later during Bookkeeping. The player with the highest (closest to one) current fame increases their stock price by an amount equal to the current Phase (one, two, or three).
- 2 The player holding the **highest level patent** in AC or DC, whichever technology is leading on the AC/DC Fame Track, increases their stock price by an amount equal to the current Phase (one, two, or three). When the AC/DC Fame Marker is in the middle of the track, the top patent holders in both AC and DC, if any, each receive the appropriate stock price increase. If one player is the top patent holder in both, that player receives the increase twice.
- 3 **Move the AC/DC Fame Marker** one space closer to the center of the AC/DC Fame Track. If the marker is already at the center of the track, do nothing.
- 4 Each company takes cash equal to the amount of **profit** listed on the board for the column containing their stock price.
- 5 In current fame order, each player may perform one, both, or neither of the following actions, in order:
 - First, a player may **sell one share** of stock to trade for one share of another stock, paying or receiving the difference. Preferred shares may never be traded. After the shares are exchanged, reduce the price of the stock that was sold by moving that company's Stock Marker one column to the left. Then, increase the price of the stock that was purchased by moving that company's Stock Marker up a number of spaces equal to the current Phase (one, two, or three).

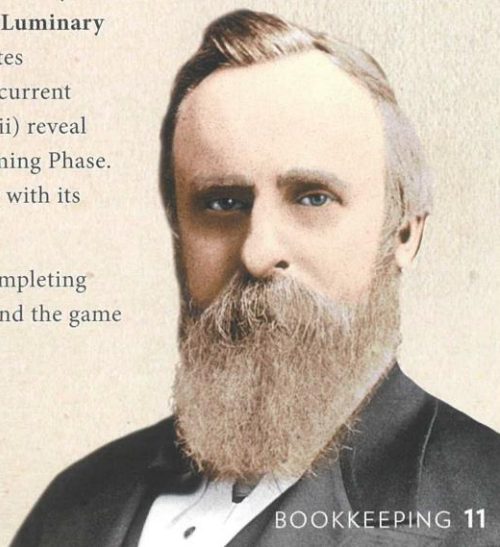
Example: Edison is at \$52 and Tesla is at \$41 during Phase 3. Joan wishes to trade one of her Edison shares for a share of Tesla stock. She returns one share of Edison to the market to take one share of Tesla from the market and also receives \$11 from the bank ($\$52 - \$41 = \11). Edison's Stock Marker is moved one column to the left and reduced to \$47 because Edison was sold. Tesla's Stock Marker is moved up three spaces to correspond with the current Phase and increased to \$44 because Tesla was purchased.

- Second, a player may directly **purchase one share** of a company, however, shares of any company sold earlier in a turn by that player may not be purchased during the same turn. After the purchase, increase the price of the purchased stock by moving that company's Stock Marker up a number of spaces equal to the current Phase (one, two, or three).

Do not adjust stock prices for stocks sold, traded for, or purchased during turn 6.

Players may not trade or purchase stock if doing so would leave them with \$0.

- 6 **Flip all Luminaries** face up to indicate that they are no longer exhausted.
- 7 **Discard the current Event Card.** Its effect ends with the completion of the turn and the card is no longer needed.
- 8 **Advance the Turn Marker** to the next turn; additional steps may occur depending on the turn as follows:
 - Turn 2, 4, or 6: Proceed with the turn starting with its Event Reveal.
 - Turn 3 or 5: Before the Event Reveal or any player Actions, (i) conduct the next **Luminary Auction** with added Stock Certificates (TvE Rules pp.4-5); (ii) remove any current Propaganda Cards from play; and (iii) reveal the Propaganda Cards for the upcoming Phase. Then proceed with the turn starting with its Event Reveal.
 - At the conclusion of turn 6, after completing Bookkeeping, final scoring occurs and the game ends.



• FINAL SCORING & GAME END •

The game ends after Bookkeeping in turn 6. *Powering Up!* introduces a new scoring system which rewards more varied play and has multiple paths to victory. Victory points are awarded based on Stock Shares, Cash, HQ Cards, and bonuses from developed Works cards. The player with the highest score is the winner!

NOTE: In **all** cases of ties during scoring, including in a tie for the final score, the company that is higher (closer to one) on the Present Fame Track wins the tie.

POINTS FOR STOCK SHARES

Players earn points by owning stock shares of various companies ranked according to closing prices at the end of the game. Each share of the company with the highest stock price is worth 6 points. Shares of other companies are worth one point less each in descending order, from next-highest to lowest closing share price. For example, each share of the company with the second-highest stock price is worth 5 points, each share of the company with the third-highest stock price is worth 4 points, etc.

NOTE: Each preferred shares certificate counts as four shares of a company and points should be calculated accordingly.

Share Price Rank	1	2	3	4	5	6
Points Per Share	6	5	4	3	2	1

Example:

Final stock prices - Edison 65, Tesla 61, Thomson 58, Walker 58

Walker finishes the game ahead of Thomson on the Present Fame Track after Bookkeeping at the end of turn 6.

Point Values Per Share: Edison 6 points, Tesla 5 points, Walker 4 points, and Thomson 3 points

POINTS FOR CASH

Players receive points for cash according to how much cash they have at the end of the game. The player finishing with the most cash receives 6 points. Other players receive one point less each in descending order, from next-highest to lowest amount of cash on hand.

For example, the player with the second-highest amount of cash earns 5 points, the player with the third-highest amount of cash earns 4 points, etc.

POINTS FOR DEVELOPED HQ CARDS

Players receive 1, 3, 6, or 10 points depending on how many HQ Cards they developed during the game. HQ Cards that were not developed or that were removed from the game as a result of an event are not counted during scoring.

Developed HQ Cards	1	2	3	4
Points Earned	1	3	6	10

POINTS FOR WORKS CARDS

Players add any additional points earned from their developed Works card. Each Inventor's Works card is unique and provides bonus points for that player if certain project-related activities are completed during the game.

• CUSTOMIZING EXPANSION CONTENT •

Madam C. J. Walker, the new Luminaries, the new Propaganda Cards, and the Event Cards may be used with the base game without changing any other rules. Each may be included alone or in conjunction with other expansion content.

If including the Event Cards without using other expansion content, remove the following Event Cards from the game before setup:

Phase 1: 1888 Blizzard

Phase 2: Panic of 1890

Phase 3: Pullman Strike

For a more predictable experience, you may choose to play this expansion without using the Primary Effects of Event Cards. If you do, prepare the Event Cards as normal, and resolve only their Stock Market Effect during the Event Reveal of each turn.

NOTE: The HQ Mats, HQ Cards, and AIs require that all expansion rules and content be used.

• DETAILED SCORING EXAMPLE •

In this example Alexa, Brian, and Joan have just finished turn 6 in their game, and are ready to determine their final scores.

Conditions at End of Game are as follows:

Player	Inventor	Stock Price	Cash	HQ Cards Developed	Shares Owned
Alexa	Edison	\$61	\$15	Works Office Studio	Edison Pref. 1 Edison 1 Tesla 2 Walker
Brian	Tesla	\$49	\$19	Lab Works Office Studio	Tesla Pref. 2 Edison 1 Walker
Joan	Walker	\$53	\$31	Lab Studio	Walker Pref. 1 Edison 3 Tesla

POINTS FOR STOCK SHARES

Edison's stock price was highest at the end of the game, so each share of Edison stock that any player owns is worth 6 points. Each share of Walker stock is worth 5 points, and each share of Tesla stock is worth 4 points.

Since Alexa has five shares of Edison (four preferred shares plus one other share), she receives 30 points for those shares, plus 10 points for two Walker shares and 4 points for one Tesla share, for a total of 44 points from stock shares.

Brian receives 16 points for his preferred shares of Tesla, plus 12 points for two shares of Edison and 5 points for one share of Walker, for a total of 33 points from stock shares.



Joan receives 20 points for her preferred shares of Walker, plus 6 points for one share of Edison and 12 points for three shares of Tesla, for a total of 38 points from stock shares.

POINTS FOR CASH

Joan finished with the most cash, so she receives 6 points. Brian had the second-most amount on hand, so he receives 5 points. Alexa receives 4 points for having the third-most cash.

POINTS FOR DEVELOPING HQ AND WORKS BONUS

Alexa ended the game with three developed HQ cards, so she receives 6 points. She built Edison's Works card, which gives 1 point for each Level I or II project she claimed, of which she has 3, so she receives an additional 3 points for a total of 9 points from her HQ and Works.

Brian finished with four developed HQ cards, so he receives 10 points. He built Tesla's Works card, which gives 5 points if he holds a Level V project. He does, so he receives an additional 5 points for a total of 15 points.

Joan finished with two built HQ cards, so she receives 3 points. She did not build Walker's Works card, so she receives 0 additional points for a total of 3 points.

FINAL SCORES

Player	Alexa	Brian	Joan
Stock	44	33	38
Cash	4	5	6
HQ Cards	6	10	3
Works Bonus	3	5	0
Total	57	53	47

Alexa wins with a score of 57 points!

• DESIGNER'S NOTES •

Designing this expansion to Tesla vs. Edison was surprisingly enjoyable. Surprising, because the challenges of designing on top of an existing game are less intellectually interesting to me than creating something from whole cloth. Yet, as I got into the opportunities offered by this expansion, I relished the opportunity to work in history that didn't make it into the main game, and to rethink aspects of how the game plays as my experience and thus sophistication as a designer increases. One landmark of this expansion is the introduction of a female inventor and luminaries, important creators and capitalists who for the most part were not involved in the War of Currents. While their inclusion was originally to pay homage to their largely forgotten contributions, in practice their diversity also enabled some alternate character builds that add more variety to the game experience. I hope you enjoy getting to know Madam C.J. Walker, Bertha Lamme Feicht, and Edmonia Lewis, among others, as much as I did.

The story of Tesla vs. Edison is a story of the 19th century, of America, and of a growing and optimistic nation. I hope our work with the Powering Up expansion brings that even more to life while bringing you enjoyment.

Dirk Knemeyer
Arlington, Massachusetts
May 4, 2016

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