HATSUDEN

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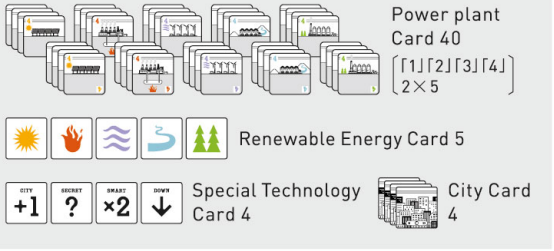
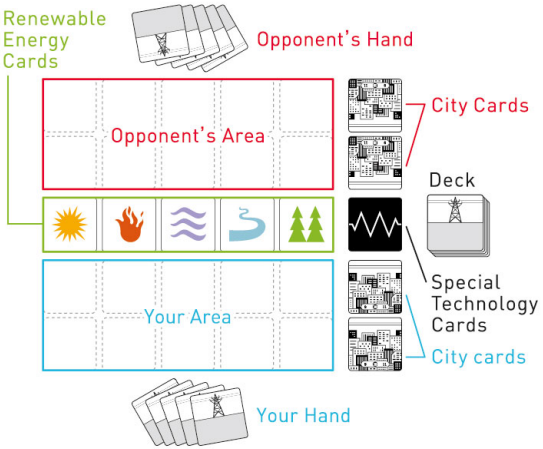
ENGLISH　time 30min.　age 10↑　players 2



Construct 5 types of renewable energy plant (solar, geothermal, wind, water, and biomass), and complete your power line to the city. Compete for a greater power while keeping the supply in the optimal range. Make use of the special technology cards and strategize your game. Now, get ready for the journey to become a great HATSUDEN engineer!

1 | Preparation

Set up 5 renewable energy cards in line. Shuffle the four special technology cards and keep them face down on the side. Then, shuffle 40 power plant cards face down and distribute 5 cards to each. The 5 cards make up each player's hand. You must hold the cards hidden from your opponent. The rest of the cards will be the deck and will be placed beside the special technology cards.

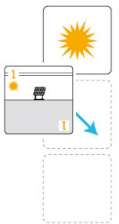


Place the two city cards facing yourself below the special technology cards. Renewable energy cards and city cards indicate the game area for each player. Every turn, you must locate a power plant card on an open space. Fill in the ten spaces provided taking turns with your opponent. The power plant card must correspond to the renewable energy type at the top of the column. The power plant constructed will also supply electricity to the city at the end of the row. Determine the first player to start off the game.

2 | Turns

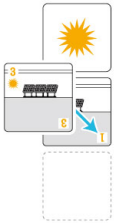
Start from the first player and take turns alternately. You have one of the following ①~④ moves to make during your turn, by using 1 card from your hand.

①Construction of Power Plant



Choose an open space. Place a power plant card corresponding to the renewable energy type indicated at the top of the column. Once you have placed a plant card, you have now acquired a power supply equivalent to the number marked on the card.

② Power Plant Upgrade

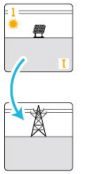


Choose an existing power plant. Stack a corresponding power plant card with a greater number. This allows an upgrade to your existing power plant. You may not do this with a card lower in number. The new generation level is the number marked on the card at the top of the pile.

Acquisition of Special Technology Card

Every time you place a power plant card with a generation level of "4," you may draw a special technology card. Once all four of them are taken, you will no longer have the chance to draw it.

③ Construction of Pylon



Choose an open space. Place a card face down as a "pylon." Pylons do not have to correspond to the renewable energy type. Pylons do not produce energy and can not be upgraded.

The flipside of plant card is pylon.

A City's Demand for Electricity

All power plants supply electricity to the city at the end of the row. A city needs a total of 10 supply, and 9 or 11 would also be permissible. If the sum of supply becomes 12 or more after a power plant construction or upgrade, you must flip one (or more) of the other power plant cards in the same row and convert it to a pylon, so the supply level is kept at 11 or less.

④ Revision of Power Line Scheme

You may choose not to place a card in your area. Instead, you may pick a card from your hand and throw it in the trash beside the deck. The card disposed must be kept face up with its type and number visible to the players.

3 Ending Turn

End your turn with 5 cards in hand by drawing a card from the deck. You may choose a card in the trash instead of drawing a card from the deck.

4 Ending the Game

When either player completes all ten spaces provided another player takes the last turn to finish off the game. If the last player is not able to complete all 10 spaces, the remaining spaces will be filled with pylons.

5 Calculating Points

In HATSUDEN, players compete for 1. greater generation of renewable energy, and 2. optimum power supply to the cities.

Greater Generation of Renewable Energy

First of all, players calculate the generation for each renewable energy (solar, geothermal, wind, water, and biomass). Cards in the two spaces in the column are added, and the sums of generation level are compared between the players. The player with a greater generation level takes the renewable energy card face down. This will count as 1 point. If it is a tie, neither gets a point.

Optimum Power Supply to the Cities

Now, calculate the total supply to the city by adding the generation of the plants in the row. If you have a total of 10 supply to the city, you may take the city card face down. This will count as 1 point. If the total supply is 8 or below, you will have 1 point taken away.

Whoever earns a higher total score is the winner of the game.

If it's a tie, the total points from the cities (1 point from scoring 10, and -1 from scoring 8 or less) will determine the winner. If this is tied, the player playing second will be the winner.

Special Technology Card

There are 4 types of special technology cards. These cards will not be counted as one of your 5 cards in your hand. You may use it at any point of the game during your turn. You may activate multiple special technology cards in a single turn.

Installation of Battery Storage

CITY +1

If you draw this card, keep it hidden from the opponent. By placing it on one of your city cards, you may expand the city's supply limit to 12. With this card in effect, you will no longer need to balance out the supply level to 11 or below in case the total supply reaches 12 after a plant construction or upgrade. However, oher rules remain: you must have exactly 10 supply to earn 1 point, and 8 or less would result to 1 point minus.

Secret Construction Plan

SECRET ?

If you draw this card, keep it hidden from the opponent. By placing it on top of a new power plant, an upgraded power plant or a pylon, you may conceal the card's information until the end of the game. The card concealed must follow the normal placement rules. If the secret construction leads to the city's supply overload, you must balance it out by converting a power plant to a pylon. Note that if you place a "4" concealed, you may not draw a special technology card. If you wish to upgrade the secret power plant, you must take the secret card away.

Optimization of Power Generation

SMART ×2

If you draw this card, you must use it immediately. Choose an arbitrary renewable energy card and place it on top of it. At the end of the game, the player to win for the renewable energy will gain 2 points.

Power Plant Scale Down

DOWN

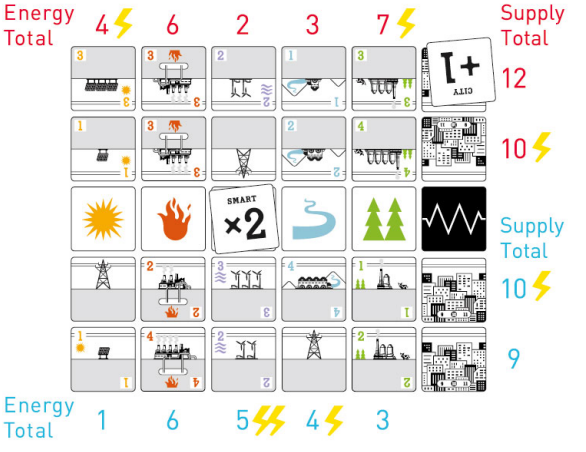
If you draw this card, keep it hidden from the opponent. By using this card, you may downgrade a power plant by stacking a corresponding plant with a lower power on an existing plant.

Example of Point Calculation

First, calculate the energy total for each of the renewable energy. Red has a greater generation for solar power, so Red wins 1 point. The score is tied for geothermal power, so neither gets the point. Wind power has its point doubled due to "Optimization of Power Generation," so Blue receives 2 points. Blue wins 1 point for water power and Red 1 point for biomass power.

Next, calculate the supply total to the cities. The city at the top row with "Installation of Battery Storage" has a total supply of 12, the maximum capacity of the city. The city below has a total supply of 10, so Red gets 1 point for the optimum supply. Blue's top row has a total supply of 10, so Blue also receives 1 point. None of the cities is in short of supply (8 or below), so there is no point deduction for the players.

Red has 3 points, Blue, 4 points. Blue is the winner!!



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