

## POWERHOUSE ©

Area Control Boardgame by Toco

## Contents of the Game

39 Minions (12 White, 12 Yellow, 8 Orange and 7 Blood Red)

1 Gameboard (Image of The City and its regions)

## Winning the Game

- You win a game of Powerhouse© if you control more Regions than any other Syndicate (player) during the "Razzia".

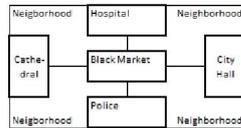
## Overview

In this rulebook the players are referred to as "Syndicates".

The gameboard is divided in 9 Regions. There are 5 Powerhouses and 4 Neighborhoods.

The 4 Neighborhoods are *South City*, *Eastern Precinct*, *West Field* and *North Block*. Each Powerhouse can be conquered and provides its own special rules when controlled.

- University Hospital
- Police HQ
- Cathedral
- City Hall
- the Black Market



## Setup

Each Syndicate receives an amount of Minions (pawns) before the game starts.

- |                     |                                |
|---------------------|--------------------------------|
| In a 2-player game, | each Syndicate has 12 Minions. |
| 3-player game,      | each Syndicate has 8 Minions.  |
| 4-player game,      | each Syndicate has 7 Minions.  |

## Actions

Syndicates take turns. Each Syndicate must do one Action each turn. Choose between **Move** or **Assault**.

- **Move:** move one of your Minions to an adjacent Region. (Maximum 5 Minions per Powerhouse.)
- **Assault:** One of your Minions attacks a Minion of a rival Syndicate at the same Region. Both Minions deal one damage to each other. Both Minions are removed from play.

*Each Minion can do one damage and has one life. During a normal Assault, the attacking Minion does one damage. The attacked Minions does one damage back as a reaction. This results in both Minions to lose one life. Remove both Minions from the board. (Damage is remembered only during the current turn.)*

**Check immediately whether this invokes the Razzia.**

## The Razzia

To win the Powerhouse© you will need to control the more Regions than any other Syndicate after the Razzia. Move and brawl in order to dominate more areas than your opponents!

- The Razzia is invoked when certain Attrition is removed from play. Attrition equals a set amount of Minions.

- You may **never invoke the Razzia if this would result in a draw!**

## Control

A Syndicate with the most **Presence** (amount of Minions) in a Region, controls that Region. If at any time your Presence becomes less than other present Syndicates, then you immediately lose the special power-rule granted by that Powerhouse.

You need to have more Presence than each and every other Syndicate in a Region. You do not need more Presence than the Presence of all other Syndicates combined.

## Attrition

The amount of Minions removed from play is called Attrition. If the required amount of Attrition is reached, then this automatically invokes the Razzia, and the game ends immediately! (Remember, this may not result in a draw.)

- |                     |                 |
|---------------------|-----------------|
| In a 2-player game, | Attrition is 5. |
| 3-player game,      | Attrition is 6. |
| 4-player game,      | Attrition is 7. |

## Neighborhood

- There is no maximum limit to the amount for Minions in any of the 4 Neighborhoods.
- There must be a minimum of 1 Minion in each Neighborhood at the start of the game (only). No matter from which Syndicate, but there has to be one Minion at least when the game starts.

## Powerhouse

- There is a maximum limit of 5 Minions per Powerhouse.
- The Syndicate with most Presence at a Powerhouse Region controls it.
- Each of your Minions generates one Presence. If you have more Presence than any of the other Syndicates at a Powerhouse, then you control that Powerhouse and you can use the special rule(s).
- There are 5 Powerhouses: *University Hospital*, *Police HQ*, *Cathedral*, *City Hall* and the *Black Market*. Each Powerhouse has its own special rule(s) when you control it.

## University Hospital:

- The player with most Presence here controls the University Hospital Powerhouse.
- à Each of your Minions can **take up to 2 damage when defending**.
- A Minion from a Syndicate that controls the Police HQ can still kill one of yours because it does two damage.*
- Two Minions from a Syndicate that controls the City Hall can kill one of your Minions. The first Minion does one damage, the second does one damage, and both receive one damage each in return from your Minion. Damage is remembered only during the current turn.*

## City Hall:

- The player with most Presence here controls the City Hall Powerhouse.
- à First, remove one of your Minions from the City Hall. The removed Minion counts as a kill for invoking the Razzia. If it did not invoke the Razzia, then **perform two Actions** this turn.

## Police HQ:

- The player with most Presence here controls the Police HQ Powerhouse.
- à When attacking, your Minion deals **2 damage in 1 Assault** OR the Minion performs **2 Assaults doing 1 damage each**.

This Powerhouse rule is only when you attack, not when reacting to an Assault.

*e.g. Your Minion kills two opposing Minions in an Assault that it initiates. Or it kills only one Minion from a Syndicate controlling the University Hospital (which enhances their damage capacity).*

## Cathedral:

- The player with most Presence here controls the Cathedral Powerhouse.
- à Each turn, one of your Minions may **switch place** with any Minion from an adjacent Region. Skip your next turn when using this special rule.
- You can switch place with a Minion from any Syndicate.*

## The Black Market:

- The player with most Presence here controls the Black Market Powerhouse.
- à If you have more Influence at the Black Market than any of the other syndicates, then you may **add +1 Presence at another Powerhouse** where you have a least 1 Minion.
- Add only one Presence bonus to one Powerhouse per turn. Choose the target Powerhouse before your other Actions this turn. The bonus lasts until your next turn or until you loose control of the Black Market.

## Starting the Game

The flamboyant player with most colors in his clothes starts by placing one of his Minions at any of the 4 Neighborhoods.

Then (clockwise) all Syndicates (players) take turns doing the same until all Minions are on the board. There cannot be an empty Neighborhood when setup ends!

Finally the Syndicate with least controlled Regions starts the game. (In case of a draw, the flamboyant player goes first.)

## Legal

Powerhouse© game design and concept copyright by Tommy De Coninck (Toco). These rules are for personal use only. The Powerhouse© game cannot be used, published or replicated for commercial purposes without written authorization by Tommy De Coninck.