

If several ENIX cards are played directly after another, the ENIX blackout cap is positioned by each player in the corresponding order. Players cannot renounce moving the cap, if they have played out an ENIX card. If several cards are played at the same time, the order has to be negotiated.

A played ENIX card is put to the used cards.

End of the game

If at the beginning of a turn, one person owns from each energy at least one card, this player may end the game **instead of playing out a card**.

All players present their cards (including a card that already might have been put down on the table) and add the points. Negative points are deducted from the total number of points.

An ENIX card halves the total number of points. Several ENIX cards half the total accordingly again.

Players who have 26 or more points drop out of the game.

Among the remaining players the person with the highest number of points wins.

If two or more players have the same highest number of points, the person wins who ended the game.

(This also applies when this player did not reach the highest number of points.)

We wish you a lot of fun with the game. Any feedback or suggestions are welcomed by the authors.

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V 1.0



**A game for two to six players
ages 8 and up**

15 to 45 minutes playing time

Introduction

The world is in turmoil! Power outages with traffic chaos and computer crashes; violent storms - millions of people are affected.

We did some research and identified the cause for these mysterious blackouts:

It is ENIX, a strange temperamental goblin who is at home in the sun, in the wind or in the water, in warm springs, in old trees, or in the wild surfs of the sea!

Experience with ENIX in this game the many renewable energy sources, which are of a great importance for the future of humankind.



The game ENIX

Every participant collects **action cards** (game cards). These action cards describe six different **renewable forms of energy: solar energy, hydropower, geothermal heat, energy from waves / tides and ocean currents, wind energy and biomass**.

To obtain a card, you have to visit the matching energy source that is illustrated through a **big circle** on the corresponding **energy card**.

The **action cards** show in the left top corner the **number of points**, which represents the degree of energy exploitation. Cards with the value 0 represent energies that humans cannot use.

Negative values mean that the energy in this particular form is destructive. Cards with the ENIX figure have a special function in the game.

Action cards allow players to **move their game pieces** and obtain new cards. However **energy points** are important for the **final score**.

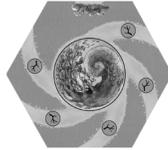
The aim of the game is to reach a **diversified mixture of the different energies**, to achieve a **high score**, but a **score that is not too wasteful**.

The game can be **ended** as soon as one person owns **at least one card from each energy**.

The player wins who reaches the **highest number of up to max. 25**.
Players who have 26 or more points, fail.

Game contents

- **6 hexagonal energy cards**
(the sources of each energy)
- **72 action cards**
in the six energy colours
with different points
- **6 game pieces**
in different colours
- **The ENIX blackout-cap**
- **This playing guide**
- **The pamphlet**
with interesting information about renewable
energies and pictures of the action cards.



4. Take up new cards and put down the played cards

If a game piece steps during its turn on to a new energy card, the player can take the **top cards of the matching colour** (all action cards of the corresponding energy card) from the five card stacks. Cards of the same colour, which are uncovered when taking the top card, remain on the stack.

If several energy cards are stepped over during one turn, corresponding action cards can be taken each time from the five stacks.

*A player who **empties an action card stack** immediately reshuffles all remaining stacks **with the played cards** and distributes the cards on to five new stacks.*

If after the end of a turn a game piece is positioned together with one or more other game pieces on an energy card, the player takes any card from the hand of the corresponding players. This is also valid, when the player's own game piece could not be moved.

If players have less than five action cards at the end of the turn, they select one of the five card stacks and complete their set back to five cards again.

Note: the players may only take the cards from **one stack**.

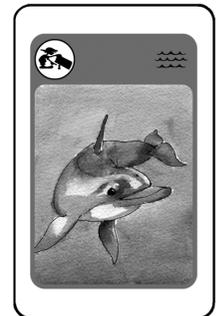
After the turn all used cards are put on the stack of the played cards.

Now it's the players turn, whose played card(s) have the highest number of points among the remaining players. If two or more players have the same highest number, the playing order has to be defined according to step one.

Using the ENIX cards

Every player who has an ENIX card can interrupt the game at any time and position the ENIX blackout-cap either on an energy card or take it off.

The game can only be interrupted through an ENIX card, whenever the game piece of the player in turn is positioned in the centre of an energy card.



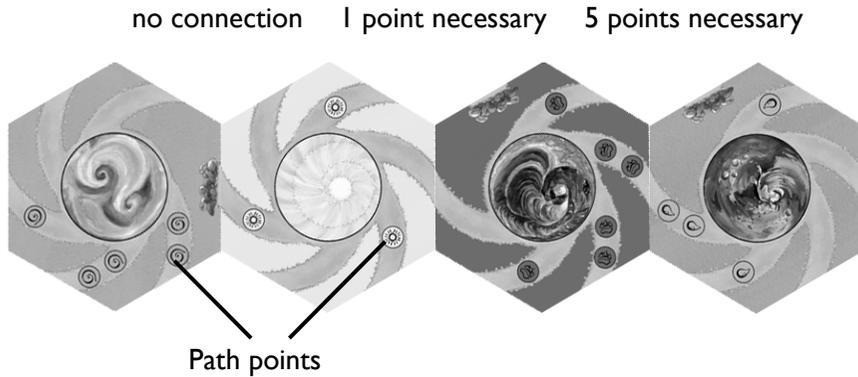
3. Move the game piece

If the action card was played with a positive value (1 or higher), the player **has to move** – if this is possible – the game piece on the drawn paths on to another energy card.

Path points (small circles) represent the steps on the energy cards. The player has to reach the big circle in the centre of an energy card at the end of a turn.

No game piece is allowed to remain on a path point after a turn.
Not all points have to be used.

Necessary points to move from one energy card to the next adjoined card:



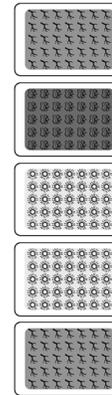
- If several cards were played **after a competition, the points of all played cards are added.**
(In the example in step 2 the number of points would be: $4 - 2 + 2 = 4$)
- **Negative values or the number 0** mean, that the game piece **does not move** – unless the game piece could be moved as described in step 2 either through jumping on to another energy card or by being moved with an energy card. (After a competition game pieces, who have already jumped, have to continue their move, if they have a total positive value.)
- A game piece can't step on an energy card when the blackout cap is positioned on it.
- A game piece can't move back to its original position within the same turn.



Setting up the game

The energy cards are laid out adjoined one the table, with the solar energy in the centre and all other energies in any order directly adjoined to the solar energy.

Card stacks:



Removed cards:



The action cards are shuffled.

Each player receives one game piece and five action cards.

All other action cards are evenly distributed on five stacks with the image facing down, within a comfortable distance for each player.
Pay attention that only the top card on a stack is visible.

All players position their game piece on the central circle of the solar energy card.

(More than one game pieces are allowed to be on an energy card.)



The course of the game

The players take turns to play.

At the beginning of each turn, each player puts down one of their cards with the image facing down on to the table.

As soon as everybody has laid down their card, the cards are uncovered together.

Now each player does in turn the following steps:

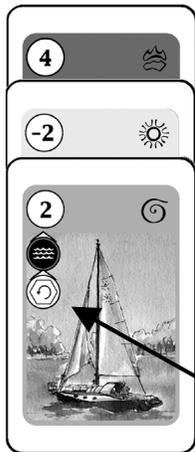
1. Define playing order
2. Do the actions
3. Move the game piece
4. Take up new cards and put down the played cards

1. Define playing order

The player whose card has the highest number begins the game.

If two or more players have equally the highest number there is a competition. Each of these players puts down another card on top of the first card. Players who have again the same points put down a third card on top etc.

2. Do the actions



On some of the cards there is one or more symbols below the number of points. These indicated actions **must** be played by the player.

If the card has more than one action they must be played from bottom to top (i.e. starting with the lowest symbol and ending at the top).

If several cards lay on top of each other after a competition, only the actions of the last played card are considered.

Only these actions are played

Left Symbols:



The game piece jumps directly on to the indicated energy card.



The ENIX Blackout-cap is positioned on the corresponding energy card. If the blackout-cap is already on this energy card the cap is temporarily taken from the game and the energy card is again freely accessible.

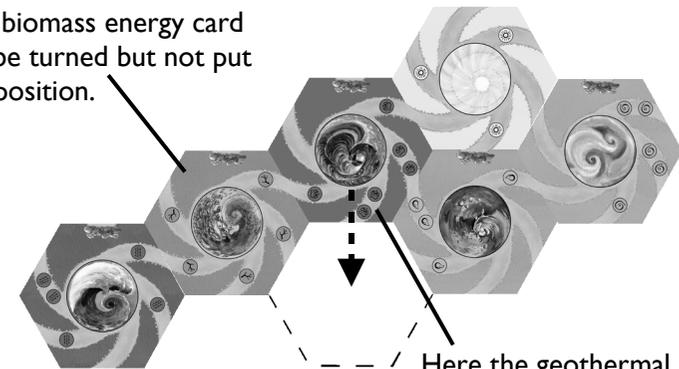
Players whose game pieces are covered by the blackout-cap can continue with the game but they cannot move their game pieces during that period.



Any energy card, but only one, can be turned or placed in a different position. Game pieces which are on that energy card are moved with it. After changing the position of the energy card, every card has to touch at least another card and all cards have to be adjoined. There are no "islands" allowed.

Example:

Here the biomass energy card can only be turned but not put in a new position.



Here the geothermal heat energy card can only be turned, or moved one field downwards (see dotted arrow).

All other energy cards can be repositioned adjoined to any other card.