

# ELECTRIC WIZARDS OF MENLO PARK

## A COMBAT GAME FOR 2 PLAYERS

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## COMPONENTS

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- 6 Superweapon cards
  - 34 Invention cards
  - 2d8, 2d20
  - 16 **Capacitor** (purple) cubes
  - 16 **Radioactive** (yellow) cubes
  - 16 **Hot** (red) cubes
  - 16 **Metallic** (blue) cubes
  - 2 Player Health Tracker cards
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## A BATTLE OF THE INTELLECTS

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Menlo Park was never big enough for *two* mad geniuses.  
This rivalry has gone on long enough.

Take to your laboratories! Use all manner of lightning arcs and  
chemical reactions to destroy each other!

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## CHARACTERS

### LESLEA FARADAY

*Medium humanoid, chaotic neutral*

**Base Dodge** 8

**Base Resilience** 1

**Base Hit Points** 33

HAND	CAP	RAD	HOT	MET
4	4	2	3	3

#### SKILLS

**Ingenuity.** Leslea draws up to a hand of four cards in the Inventing Phase.

### ADDISON CURIE

*Medium humanoid, chaotic neutral*

**Base Dodge** 9

**Base Resilience** 0

**Base Hit Points** 38

HAND	CAP	RAD	HOT	MET
3	3	3	3	3

#### SKILLS

**Prodigal Daughter.** Addison gains one extra element of her choice in the Inventing Phase (*before* drawing cards).

## SETUP

- Choose a character** and place their Lab sheet in front of you.  
Set your health tracker to your chosen character's Base Hit Points.
- Lay out the Superweapon cards** face-up between the players. *It is a good idea for each player to read them as they do this.*
- Draw a quantity of coloured element cubes** equal to the numbers listed on the corresponding character stat blocks (found above, or on your Lab sheet).  
The blocks go in the matching coloured spaces in your Lab.
- Shuffle the Invention card deck** and place it between the players.  
Leslea Faraday **draws four** cards from the deck, Addison Curie **draws three**.  
You may **mulligan** (discard and redraw) any of the cards you drew (*just this once!*).
- Skip the first three steps of the Inventing Phase** (you just did them).

# OVERVIEW

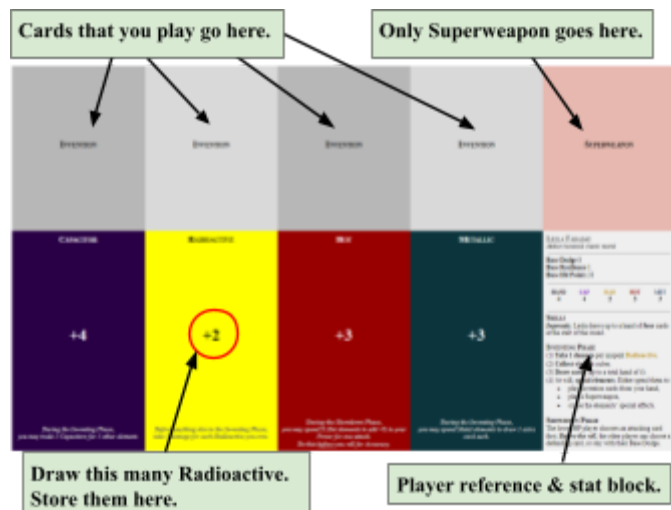
- (1) Inventing Phase — draw elements/cards, spend elements to play cards
- (2) Showdown Phase — attack/defend with active cards
- (3) Resolving an attack — roll 1d20 for accuracy, roll 1d8 for damage

# RULES

## (1) INVENTING PHASE

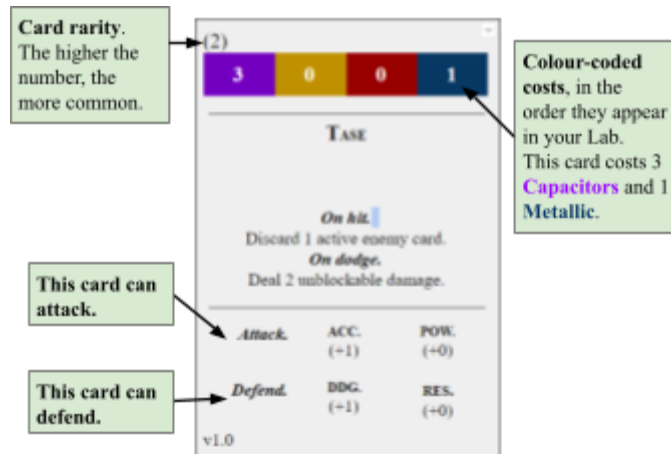
At the start of the round,

- (1) Take 1 damage for each **Radioactive** element in your Lab, if any. *Skip this for the first turn.*
- (2) Collect the number of element cubes equal to the numbers listed in your Lab.
- (3) Draw cards until you have the number in your stat block in-hand.



Then, you can do the following at will:

- Spend elements to place cards **face-up** in your Lab. You can play the cards in your hand, or a Superweapon card from the table. *Once played, cards are 'active'.*
- Spend **Metallic** elements to draw an extra card each.
- Spend 2 **Capacitor** elements in exchange for 1 other element.



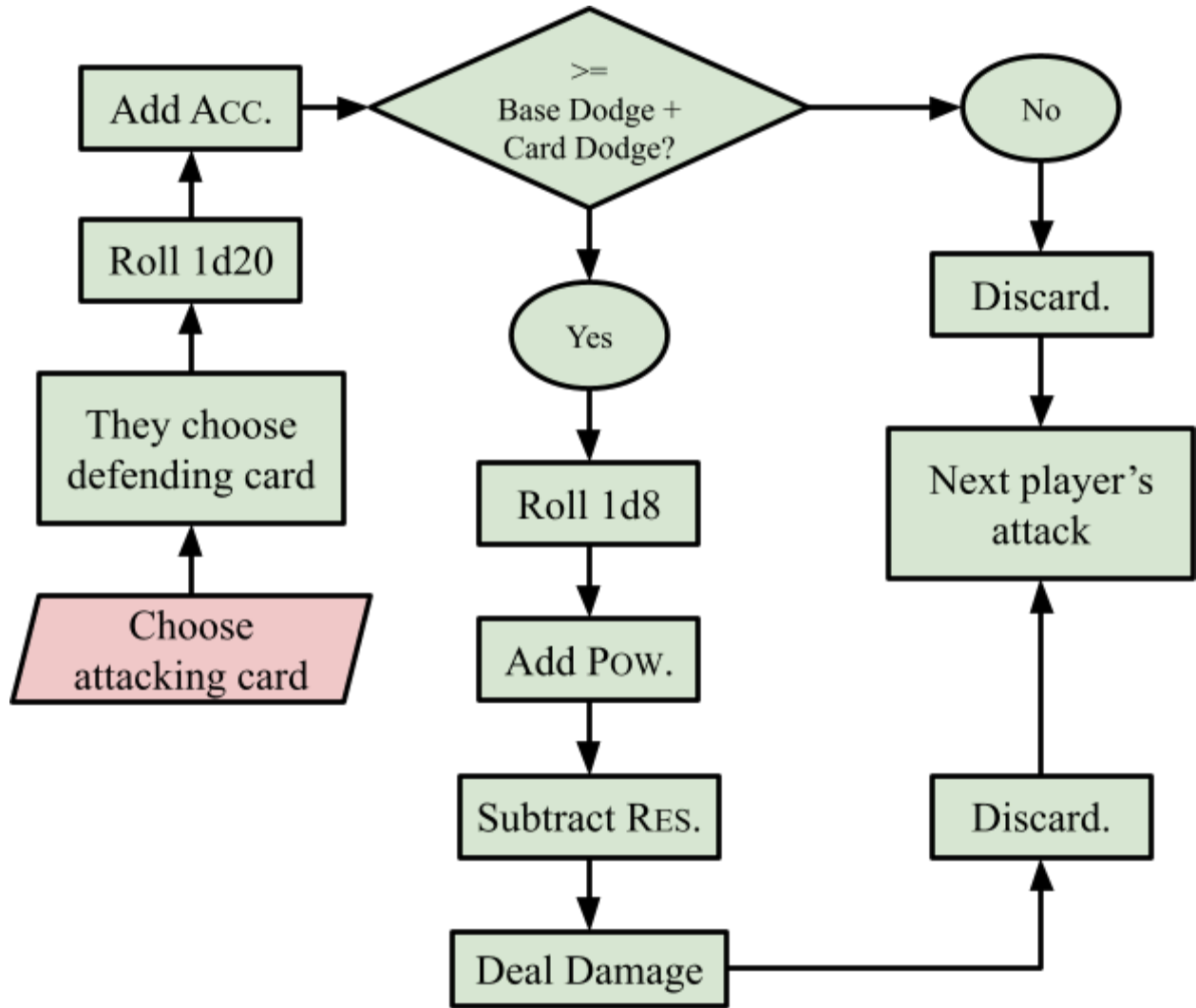
## (2) SHOWDOWN PHASE

- (1) The player with fewer Hit Points attacks first. They can **choose an active card** to attack with, or pass their turn.
- (2) *Before the attacker rolls anything*, the defending player can **choose to defend** with their Base Dodge (no card), or to defend with an active card to add its modifiers and effects.
- (3) After resolving the attack (see section 3), the other player takes their turn to choose an attack. This continues until there is nothing left to attack with, or both players pass.

## (3) RESOLVING AN ATTACK

*(Diagram on overleaf)*

- (1) You may spend X **Hot** elements to add +X Power to an attack. *Do this before Step (2).*
- (2) To check if the attack hits, the attacker rolls **1d20** and adds the Acc. (Accuracy) modifier listed on the attacking card, if any.
  - (a) The target value is equal to or greater than their opponent's Base Dodge + the DDG. (Dodge) modifier from their defending card, if any.
  - (b) **Rolling a natural 20** always hits and adds **1d8** to the **damage value**.
- (3) If the attack roll hits, the attacker rolls **1d8 to deal damage**, adding the Pow. (Power) modifier from their attacking card to the **damage value**.
  - (a) The defender's RES. (Resilience)—both from their character stat block and from the defending card—is subtracted from the total **damage value**.
  - (b) Regardless of modifiers, all attacks that hit successfully deal a **minimum of 1 damage**.
- (4) **Attacking and defending cards are discarded**, unless marked 'Persistent'. It is now the other player's turn to choose an attack, if they can and want. *You may attack again if your opponent cannot do anything.*



#### (4) OTHER RULES

##### PERSISTENT CARDS

These cards are not discarded after being used and remain in the Lab. They can still only be used to attack or defend **once** per round.

## MERGING

Some cards can merge into others. When active at the same time, combine their stats and count them as one card in your Lab.

## CARD TERMINOLOGY

- 'On activation' — triggered when the card is placed in the Lab (i.e., the Inventing Phase).
- 'On hit' — triggered when an attack is made with the card, and it hits.
- 'On miss' — triggered when an attack is made with the card, and it doesn't hit.
- 'On dodge' — triggered when the card is used to defend against an attacking card, and the player successfully dodges with it.

## MISC. TIPS

- Draw pile empty? Shuffle the discard pile.
- As the Lab sheets suggest, you can only have up to four Invention cards plus one Superweapon card active at any time.
- You don't have to use all your cards during the Showdown. You can save them for the next round.

## VICTORY

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You win the battle of the sciences when your opponent's Hit Points drop to zero!

## AUTHOR INFORMATION

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## CREDITS

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