

POWER★VACUUM

THE TREASONOUS TRICK-TAKING GAME



Skip the book,
watch the video!

RULES

AWFUL NEWS:
THE SUPREME APPLIANCE IS DEAD!

You've made your [REDACTED] mournful public statement ("tragic day, terrible loss," etc), and now you're [REDACTED] ready [REDACTED]

[REDACTED] to throw the switch on your devious scheme to occupy the newly-vacant Supreme Socket [REDACTED] and claim Absolute Power for yourself. You only need to outmaneuver your fellow ministers – but they're a heap of low-watt gizmos [REDACTED]

[REDACTED] how hard could that be?
Let the machinations begin!

POWER VACUUM is a game of hidden agendas, [REDACTED], opportunism, and conspiracy. You take the role of an anthropomorphic household appliance, a cabinet minister vying for power in an authoritarian government following the [REDACTED] death of its leader.

-ENDS-

COMPONENTS

9 cards in each of four suits:



Red
(Violence)

Yellow
(Money)

Green
(Bureaucracy)

White
(Media)



Plus 4 cards of the **Brown** suit (Spies)

Note: Only the front is Brown.

Regime cards × 40



Agenda cards × 10



Appliance boards × 5
(one per player)



Agenda markers × 5
(one per player)



Control Board × 1
Power Cable × 1
(two Plugs connected by a cord)



Level markers × 5



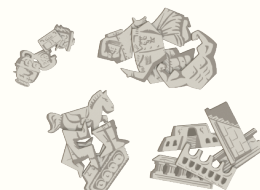
Player aids × 5
Solo mode aid × 1



Small Power tokens
× 40 (plus spares)



Large Power tokens
× 5



"10 Power" Statue pieces × 20
(5 each of foundation, bottom, torso, head)

SETUP

For solo mode: Read the following setup and rules for 2-5 players, then see the rules for solo play on page 16.

For 2-5 players:

- 1 Place the Control Board in the middle of the table. The board has six segments around the edge. Rotate the board so the segment that does **not** show an Appliance faces away from all players.
- 2 Each player should now be nearest to one of the five Appliances marked on the Control Board. Give each player the Appliance board matching their nearest Appliance and return any unused Appliance boards to the box. Place your Appliance board in front of you on the table.
- 3 Give each player an Agenda marker and return any unused Agenda markers to the box. Place your Agenda marker in the bottom-left space of your Appliance board marked **14 / 0** (on the  icon).
- 4 Place two of the small Power tokens beside ALL five Appliances around the Control Board, including any Appliances not held by a player. Place the remaining small Power tokens in the hole in the center of the Control Board to form the Power Supply.

- 5 Shuffle the Regime cards and deal eight to each player. These are kept in hand, secret from the other players. Set aside any remaining Regime cards — they will not be used again until the next round.
- 6 Shuffle the Agenda cards and deal one card to each player. Each player adds this card to their hand, keeping it secret from the other players.
- 7 Reveal the top card of the remaining Agendas. The revealed card shows two Appliances. Find them on the Control Board and place one Plug of the Power Cable on each matching socket to connect those

two Appliances. Then place the revealed Agenda at the bottom of the remaining Agenda cards and set them aside — they will not be used again until the next round.

- 8 Arrange the Statue pieces in a display to the side of the play area. Group the pieces together by type: foundation, bottom, torso, and head.
- 9 Place the large Power tokens and the Level markers in separate piles within easy reach.
- 10 The player who most recently got an electric shock is the starting player. Play proceeds in **clockwise** order. Now begin!



POWER VACUUM IS A TRICK-TAKING GAME

In a trick-taking game, players are dealt a hand of cards, then take turns to play a card from their hand by revealing it face-up on the table. One turn for each player of choosing and playing a card is called a **trick**.

In each trick, the card played by the starting player is the **lead** card (lead like “leader”, not “lead pipe”). It sets the suit that other players must **follow** on their turn by playing a card of the same suit, if they can. (The **suit** of the card just means its symbol or color.)

In most cases, you must follow the suit that was led if you can, but if you have no cards of that suit, you can play any card you like.

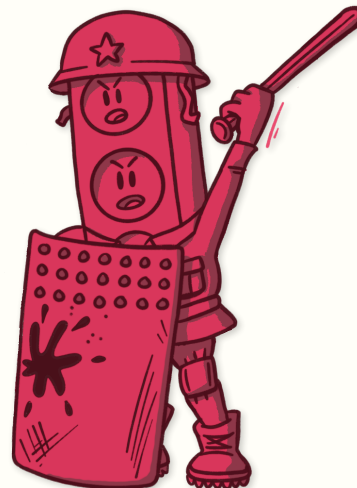
Normally, the player whose card has the **highest number** of the led suit **wins** the trick and becomes the next starting player. Easy!

However, like many trick-taking games, Power Vacuum uses the idea of a **trump** suit. In Power Vacuum, the trump suit is always **Red** (also known as Violence).

Any card of the trump suit wins when played in the same trick as ordinary cards, no matter how high the number of the ordinary card. Don't have any cards of the led suit? Jump in with a trump and win the trick!

If more than one trump card is played, the highest-numbered trump wins.

Power Vacuum also has the unusual idea of a **trump for trumps**, but more on that later!



REGIME CARDS

The Regime cards in Power Vacuum represent the various events, opportunities, or actions available to advance your machiavellian plans.

There are four main suits, each with nine cards numbered 1–9, with 9 being the highest.

Unlike most games, **the suits of these cards are visible to your opponents on the back of the card.**

You cannot hide the back of your cards from other players and must show the card backs if requested.



YELLOW
(MONEY)



WHITE
(MEDIA)



GREEN
(BUREAUCRACY)



RED
(VIOLENCE)

There is also a fifth suit: **Brown** (Spies). These cards are Brown on the front, but they do **not** show their suit on the back of the card. Instead, each is "disguised" as one of the other four suits.

On the front of each Spy card, the color of the Spy icon and the border show the disguise suit used on the back of the card. This is a reminder of the suit the other players can see in your hand.

But remember:

Spies do not count as cards of that suit!

Brown is a separate suit and behaves differently than the others, as you'll see.

FRONT

BACK

BROWN (SPIES)



GAME OVERVIEW

Power Vacuum is played over several rounds, each consisting of eight tricks. When a player reaches 40 points (earning all four pieces to complete their glorious Statue), the game ends after the current round is finished (not in the middle of the round). Completing a Statue usually takes 3–4 rounds.

Power Vacuum does a few things differently to other trick-taking games.

Usually, winning the trick is the point (quite literally!). In Power Vacuum, you can choose one of two options when you win a trick. You can:

- **Score** the trick as a point for yourself, **OR**
- **Capture** one of the cards played in the trick instead — it becomes part of your starting hand for the next round.

After each trick, if you played the **lowest-numbered** card in the trick, **no matter what suit it was**, you must manipulate the **Control Board**. This allows you to change the Power levels of the five Appliances.

You may reveal your hidden **Agenda** at the start of your turn, allowing you to wager which Appliances will have the most and least Power at the end of the round. If your Agenda is correct, you will score a significant payout of points.

IMPORTANT

The colors of the five Appliances (Red, Green, Yellow, White, Brown) are the same as the five suits in the game, but this is purely cosmetic. **THERE IS NO SPECIAL RELATIONSHIP BETWEEN APPLIANCE COLORS AND THE COLORS OF THE SUITS.**



Playing a trick

When you are the starting player, the card you play sets the led suit, and the other players must follow if they can.

If you have more than one card of the led suit, you may choose which one to play. If you have no cards of that suit, you may play any card you want.

The **Brown** suit (Spies) is a special case. You can ignore the must-follow rule for a Spy, and regardless of the led suit, **you may always play a Spy card from hand** on any trick.

If you lead with a Spy, ALL players can play any card they like. They're not required to follow suit by playing their own Spies.

Winning a trick

The winner of the trick is usually whoever played the card of the highest number in the led suit. But of course, with all the scheming and plotting, there are exceptions...

Trumps

The **Red** suit is always the trump suit. If it is played when the led suit is Yellow, Green, or White, it wins, even if it is not the highest number. If more than one trump is played in a trick, the highest-numbered trump card wins (unless one of the Spies is also played).

Spies

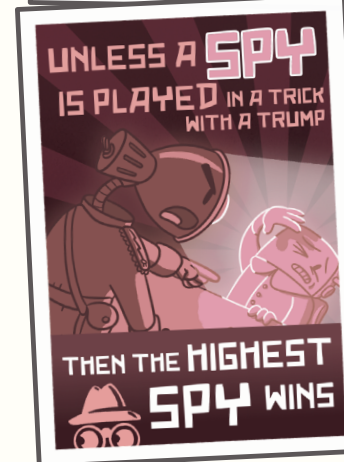
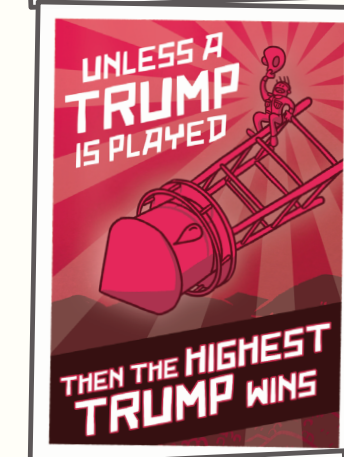
The **Brown** suit (Spies) is a quasi-super-trump. Brown wins all tricks against Red, but **ONLY** against Red. If there are no Red cards in the trick, Brown is just a normal card.

And remember, Spies can ignore the must-follow rule and can be played on any trick.

The winner of the trick can choose:

- **Gain 1 point:** Take 1 Power token from the Power Supply and place it beside your Appliance board as part of your score.
- **OR**
- **Capture a card:** Choose one of the cards in the trick just played and keep it face-down beside your Appliance board. Captured cards become part of your starting hand for the next round.

Clear away the remaining cards from the trick. The winner leads a card to start the next trick.



IMPORTANT

Because cards in the Brown suit (Spies) are "disguised" as another color, it may look like your opponents are breaking the must-follow rule: "Hey! The led suit was Green and you have a Green card right there in your hand. Why did you play Yellow??" Actually, they have given you valuable information: they don't have any Green cards in their hand. THAT "GREEN" CARD IS A SPY!



EXAMPLE: LEADING AND FOLLOWING

The highest number card of the led suit wins the trick...

Lucia *leads* with Yellow 2. Fritz must *follow* with a Yellow if he can, so he plays Yellow 3. Bertrand has Yellow but doesn't want to follow suit, so he plays Brown 4 (Spies can be played at any time). Yellow was led, so Fritz wins this trick with the highest Yellow. (Bertrand does not win; Brown cannot trump Yellow, only Red.)



EXAMPLE: TRUMPS

... unless a trump is played — then the highest trump wins...

Lucia *leads* with Yellow 3. Fritz *follows* with Yellow 4. Bertrand doesn't have any Yellow, so he can play any card in his hand. He chooses Red 2. Although Fritz played the highest card in the led suit and Bertrand played a lower number, Bertrand's card was Red (a *trump*) so Bertrand wins this trick.



EXAMPLE: SPIES

... unless a Spy is played in a trick with a trump — then the highest Spy wins!

Fritz *leads* with Yellow 5. Lucia doesn't have any Yellow and decides to *trump* with her Red 7. Bertrand plays Brown 3. *Red trumps Yellow*, but then *Brown trumps Red*. Bertrand wins this trick — but only because Lucia played a Red! The presence of Red activated the Brown and made it into a trump.



THE CONTROL BOARD

The Control Board features five Appliances seated around a circular table, each with a "socket" in front of them. The Power Cable is used to connect between any two of these sockets.

The sixth space on the Control Board is a socket wired directly into the central Power Supply itself.

The Power tokens beside each Appliance's position show the level of Power they have at the Control Board.

After determining the winner of the trick, the player or players who played the lowest-numbered card, **regardless of its suit**, must manipulate the Control Board to change the Power levels.

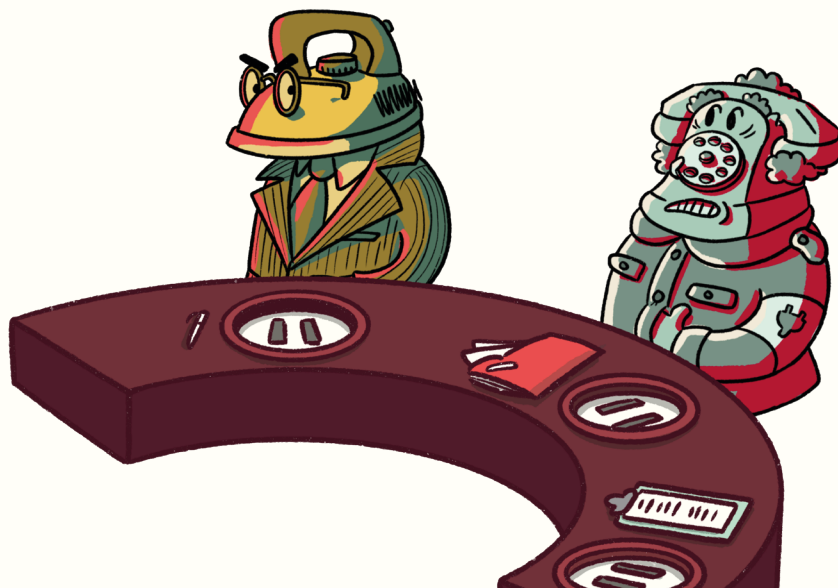
You can be the player with the lowest-numbered card

AND also the winner of the trick, if you played a low-numbered trump or Spy to win.

If more than one player has the lowest-numbered card in the trick, they each take a turn operating the Control Board. This happens in reverse turn order (counter-clockwise), starting with the player who was last to play the lowest card.

Whenever you manipulate the Control Board, you must do both of these steps in this order:

1. **Transfer Power**
2. **Move a Plug**



1. Transfer Power

Choose one of the two Appliances currently connected by the Power Cable. Take 1 Power token from beside that Appliance at the Control Board and place it beside the Appliance plugged in at the other end of the Cable.

EXAMPLE: TRANSFERRING POWER

On the Control Board shown to the left, the Red Appliance and the Green Appliance are currently connected by the Power Cable.

The player who played the lowest-numbered card could either move 1 Power token from the Red Appliance to the Green Appliance, or vice versa.



- If one Plug is connected to the Power Supply socket, you can either take 1 Power token from the Supply and place it beside the connected Appliance, or take 1 Power token from beside that Appliance and return it to the Supply.
- If one Plug is connected to an Appliance that has no Power at the Control Board, you **must** move 1 Power to that Appliance from the other end.
- If both Plugs are connected to Appliances that have no Power, nothing happens.

2. Move a Plug

Choose **one** Plug and move it to any open socket on the Control Board. You cannot choose to leave the Plugs where they are.

IMPORTANT

All five Appliances are always active and vying for Power, even if they are not being guided by a human player.

You can always choose from ALL of the available sockets around the Control Board, including the non-player Appliances, no matter how many people are playing.

So why would you manipulate the Power levels of the other Appliances? To fulfill your machiavellian Agenda, of course!

AGENDA CARDS

Your Agenda card represents your wager on which of the five Appliances will have the **most Power** at the end of the round, and which will have the **least**. You can score a substantial number of points if your wager is correct.

There are ten Agenda cards, each featuring a different pair of the five Appliances. You receive one Agenda during setup — keep it secret in your hand until you are ready to reveal it.

Revealing your Agenda

Your Agenda starts out hidden in your hand and will be **revealed** automatically at the end of the round unless you choose to reveal it sooner.

On your turn, before you play a Regime card, you may reveal your Agenda by placing it face-up beside your Appliance board. (This does not replace your normal turn. You still play a Regime card afterward as usual.)

Deciding the direction: Each Agenda has two halves. Choose the direction the card faces when you reveal it, making one half the top and the other the bottom.

The top half of your Agenda card is **correct** if the Appliance shown at the top has the Most Power at the Control Board at the end of the round. The bottom half is **correct** if the Appliance at the bottom has the Least Power at the end of the round.

Once you have revealed and placed your Agenda, you cannot change its direction, so choose carefully!

Setting the score: When you reveal your Agenda, move the Agenda marker on your Appliance board up from the starting position. Place it in the space matching the number of Regime cards currently in your hand (5, 6, 7, or 8) to set the number of points you will score for each correct half of your Agenda at the end of the round.

Four cards or fewer: You may not reveal your Agenda once your hand drops below five cards; instead, you have chosen to become a **conspirator**. Your Agenda card must stay hidden until the end of the round, and your Agenda marker must stay in the 14 / 0 starting position.

EXAMPLE: REVEALING YOUR AGENDA



Lucia, the White player, reveals her Agenda at the start of her turn. She has seven cards in hand, so she places her Agenda marker in the 7 space on her Appliance board.

If she had four cards or fewer, she would not be able to move her Agenda marker at all, nor reveal her Agenda card until the end of the round.

As a **conspirator**, your Agenda can score a maximum of 14 points, but only if **both halves** are correct at the end of the round. The success of your conspiracy is all-or-nothing!

By revealing your Agenda before the end of the round, you gain some safety — each half of your Agenda scores separately, so you only need one correct half to score at least some points (you can still score twice if both halves are correct). Of course, revealing your Agenda to your opponents gives them the opportunity to work directly against you...

END OF ROUND & SCORING

The round ends after eight tricks, once players have no more Regime cards in hand.

You have already collected Power tokens for your winning tricks during the round. Now it's time to:

- **Check Power Levels at the Control Board**
- **Grab Power**
- **Reveal hidden Agendas**
- **Score your Agenda**
- **Acquire Statue pieces**
- **Win the game (or begin a new round)**



Most Power



Least Power

Check Power levels

Find the Appliance(s) with the Most Power at the Control Board and place a double-sided Level marker showing the large thumbs-up symbol beside their position. Repeat the process for the Appliance(s) with the Least Power at the Control Board, marking them with the small thumbs-down symbol.

Ties are friendly: If more than one Appliance has the most Power, they each get a Most Power marker. If more than one Appliance has the least Power, they each get a Least Power marker.

In the rare scenario that all Appliances have exactly the same Power at the end of the round, each Appliance achieves Most Power and Least Power simultaneously! No Appliance receives a Level marker in this situation, but all players score their Agendas as if both halves are correct.

Grab Power

Now that you've recorded who had the Most and Least Power, you can safely take the Power tokens from your Appliance at the Control Board and add them to your score. For non-human Appliances, return their Power to the Supply.

Reveal hidden Agendas

If your Agenda card is still hidden, reveal it now by placing it face-up beside your Appliance board. You can choose which direction it faces when you place it down. Good luck with your conspiracy!

Score your Agenda

Your Agenda card has two halves, top and bottom.

- The **top half** is correct if the Appliance shown there has a **Most Power** marker at the Control Board.
- The **bottom half** is correct if the Appliance shown there has a **Least Power** marker at the Control Board.

The points you score for a correct Agenda depend on the position of the Agenda marker on your Appliance board.

If your Agenda marker is at 5, 6, 7, or 8:

- For each correct half of your Agenda card, score points equal to the position of your Agenda marker. *If only one half is correct, you score 5, 6, 7, or 8 points. If both halves are correct, you score 10, 12, 14, or 16 points.*

If your Agenda marker is at 14 / 0:

- If **both halves** of your Agenda card are correct, you score 14 points. Otherwise, your Agenda is worth nothing — there are no points for half a conspiracy.

Acquire Statue pieces

Once you have **10 points** worth of Power tokens, you may trade them in for a Statue piece. Return the Power tokens to the Power Supply and choose your preferred piece from the extensive selection available.

There are four different levels of Statue pieces: foundation, bottom, torso, and head. Build your statue from the foundation upward, and only take one piece of each level.

If you have enough points, you may take more than one Statue piece in the same round. To avoid a free-for-all, grabbing wildly for the best pieces, players should acquire statue pieces one at a time in turn order, starting with the player who won the final trick of the round.

If players agree to break these conventions, you can of course take whichever statue piece you like in any order since they're all equally worth 10 points each, but then your statues are gonna look all weird.

Keep any remaining points not spent on Statue pieces near your Appliance board to ensure they are not confused with the Power tokens around the Control Board. Player points are NOT eligible to be manipulated by the Control Board during the round.



EXAMPLE: END OF ROUND SCORING

Check Power levels at the Control Board:



Most Power

The Brown Appliance has the most Power with 4, and receives a **Most Power** marker.



Least Power

The Red Appliance and the Green Appliance both have the least Power at 2, so they each receive a **Least Power** marker.



RED PLAYER

Bertrand's Agenda has Brown on top and Red on the bottom, and he's a **conspirator** — his Agenda marker is at 14 / 0. Brown has the most Power, and Red has the least, so Bertrand has both halves correct, scoring **14 points** for his Agenda.

Bertrand grabs the Power from the Red Appliance at the Control Board, scoring **2 points**.

He did not score any points from winning tricks.

Total: 16 points

WHITE PLAYER

Lucia's Agenda has Yellow on top and Green on the bottom, with her Agenda Marker in the 7 position. Yellow does not have the most Power, but Green does have the least, so Lucia scores **7 points** for the bottom half of her Agenda.

She grabs Power from the White Appliance at the Control Board, scoring **3 points**.

Lucia scored **2 points** from winning tricks during the round.

Total: 12 points

YELLOW PLAYER

Fritz's Agenda has White on top and Red on the bottom. Like Bertrand, he is a **conspirator**, with his Agenda marker at 14 / 0. Red has the least Power, but unfortunately, White does not have the most. A conspirator needs to get both halves correct, so Fritz scores **0 points** for his Agenda.

He grabs **3 points** of Power from the Yellow Appliance at the Control Board.

He scores another **4 points** for tricks won during the round.

Total: 7 points

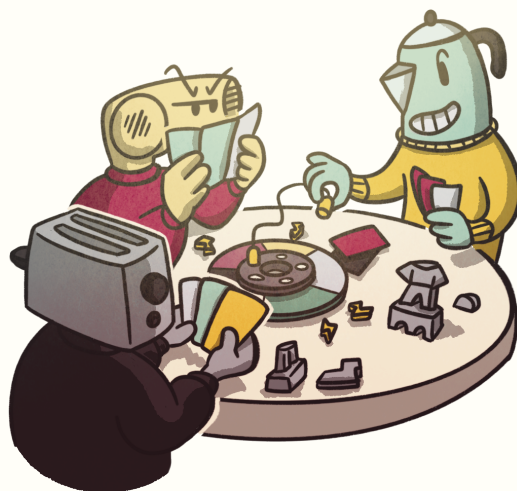
Win the game (or begin a new round)

If one player has completed all four pieces of their statue before anyone else, they **win the game!**

If more than one player completes their statue in the same round, the player with the most points overall wins.
If there is still a tie, the tied player with the best-looking statue wins!

If no player has completed their statue, start a new round:

1. Using tokens from the Power Supply, reset the starting Power beside each Appliance around the Control Board:
 - a. Each Appliance with a Most Power marker starts the next round with 1 Power.
 - b. Each Appliance with a Least Power marker starts with 3 Power.
 - c. Each other Appliance starts with 2 Power.
 - d. If all Appliances ended the previous round with the same Power, they all begin the new round with 2 Power.
2. Return all Level markers to the Level marker pile.
3. Take any cards you captured during the previous round into your hand.
4. Shuffle all the other Regime cards, including the ones set aside in the previous setup. Deal cards to each player so they have eight cards in hand. Set aside any remaining Regime cards. *Example: If you captured three cards from tricks you won in the previous round, take five new cards to make a hand of eight.*
5. Shuffle all Agenda cards, including the ones set aside during the previous setup, and deal one card to each player. Add your Agenda card to your hand and keep it secret.
6. Reveal the top Agenda card. Move the plugs of the Power Cable to the matching sockets to connect the two Appliances shown. Place the revealed Agenda at the bottom of the remaining Agenda cards and set them aside.
7. Move your Agenda marker to the starting position (on the  icon) at the bottom left of your Appliance board.
8. The starting player is the next player, in clockwise order, from the player who started the previous round.





SOLO MODE

You take the role of a heroic revolutionary trying to prevent the dreaded Party Apparatuses (your two automated opponents) from staging a coup and seizing Absolute Power.

Setup

- 1 Place the Control Board in the middle of the table. Rotate the board so the White Appliance is closest to you.
- 2 Take the White Appliance board for yourself. Place the Red Appliance board on the left of the Control Board and the Yellow Appliance board on the right.
- 3 Give the Red Party Apparatus (AKA "the Red bot") the Agenda card showing Red/White, by placing it face-up beside the Red bot's Appliance board, rotated so the top half has Red in the Most Power position.
- 4 Give the Yellow Party Apparatus (AKA "the Yellow bot") the Agenda card showing Yellow/White, by placing it face-up beside the Yellow bot's Appliance board, rotated so the top half has Yellow in the Most Power position.
- 5 Give yourself the Agenda card that shows Green/Brown. Place it face-up beside your Appliance board, with the top half showing the color of your choice (Green or Brown) in the Most Power position.
- 6 Shuffle the remaining Agenda cards and place them face-down within easy reach to form the Agenda deck.
- 7 Place the Agenda markers on each Appliance board according to your desired difficulty level, as shown in the table on the right.
- 8 Reveal the top Agenda card to show two Appliances. Find them on the Control Board and place one Plug of the Power Cable on each matching socket to connect those two Appliances. Then place the revealed Agenda at the bottom of the Agenda deck.
- 9 Shuffle the Regime cards. Deal each bot a hand of eight cards, placing the cards face-down in a row above its Appliance board. Draw eight cards into your own hand. Set aside any remaining Regime cards — they will not be used again until the next round.
- 10 Place two of the small Power tokens beside ALL five Appliances around the Control Board, including the Green and Brown Appliances. Place the remaining small Power tokens in the hole in the center of the Control Board to form the Power Supply.
- 11 Arrange the Statue pieces in a display to the side of the play area. Group the pieces together by type: foundation, bottom, torso, and head.
- 12 Place the large Power tokens and the Level markers in separate piles within easy reach.
- 13 You may be shocked to learn that you are the starting player. Now begin!

DIFFICULTY LEVELS

	Easier	Medium	Harder	
Bots	5	7	8	
You	8	6	5	

Winning a trick

When a bot wins a trick, it will decide to take a point or capture a card depending on its current score:

- **Less than 35 points:** the bot will try to **capture** cards numbered 1 or 2, favoring trumps if possible. If there are no cards numbered 1 or 2 in the trick, it will take a point instead.
- **35 points or more:** the bot will always take a point when it wins a trick.

The Control Board

When a bot manipulates the Control Board (because it played the lowest card regardless of suit in the trick) it performs the same two steps as usual:

1. Transfer Power

When a bot must decide where to transfer Power, it will first try to work toward its own Agenda. If it cannot, it will work against your Agenda. As a last resort, it will work against the other bot's Agenda. Looking at the Red bot as an example:

- 1 The bot will first try to transfer 1 Power to itself (Red).
- 2 If it cannot, it will try to transfer 1 Power away from you (White).
- 3 If it cannot, it will try to transfer 1 Power away from your Agenda for Most Power (Green or Brown).
- 4 If it cannot, it will transfer 1 Power to your Agenda for Least Power (Brown or Green).
- 5 As a last resort, it will transfer 1 Power away from the other bot (Yellow).

The bot must still follow the other rules of Power transfer, namely:

- If one of the plugged-in Appliances has no Power, the bot must transfer 1 Power to that Appliance.
- If neither of the plugged-in Appliances has any Power, nothing happens.

2. Move the Plugs

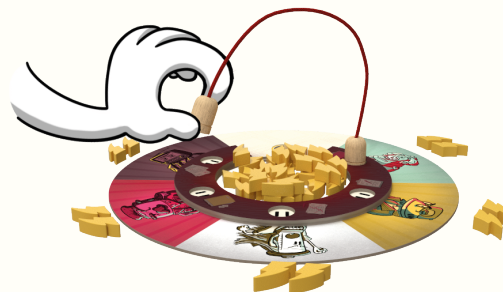
After a bot transfers Power, it will move one or both of the Plugs.

Reveal the top card of the Agenda deck and move the Plugs to the sockets matching the Appliances shown on the card, then discard that Agenda. Unlike you, the bot might move both Plugs.

You can still only move one Plug.

If the revealed Agenda card matches the current position of both Plugs, discard that Agenda and reveal the next one.

If the Agenda deck runs out, shuffle the discarded Agenda cards to form a new deck.



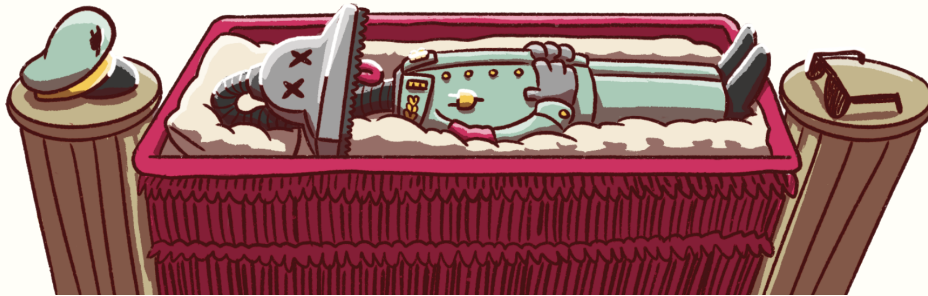
Agenda cards

Agenda cards for you and the bots are always revealed face-up on the table. There is no option to reveal your Agenda card on your turn. The position of the Agenda markers is pre-set according to the difficulty you chose during setup.

End of Round & Scoring

Do not discard and draw new Agendas at the end of the round. You and the bots keep the same Agendas every round. However, at the start of each new round you must set your Agenda card so that the top half shows whichever of Brown or Green Appliances has the **least** Power. If they have the same Power, you can choose.

Apart from that change, the steps for end of round are the same as for multiplayer, with the Party Apparatuses scoring points from the Control Board and their Agenda in the same way as you.



GAME CREDITS

Game Design: Kaleb Wentzel-Fisher

Development: Kaleb Wentzel-Fisher, Malachi Ray Rempen

Illustration: Malachi Ray Rempen

Writing: Malachi Ray Rempen

Rulebook editing: Joel Finch, Malachi Ray Rempen

Rulebook layout, additional graphics: Kate Finch

3D modeling: Alex Finch

Special thanks: Kaleb wants to thank his mom and dad, brothers and sisters, nieces and nephews, as well as his partner Elif for the countless tests and enthusiasm.

Mal wants to thank Iris & Noah for all the support and encouragement. You are the best.

Kaleb and Mal both want to especially specially thank Cole and Drew Wehrle for their literally game-changing feedback and support.

Playtesters: Eli, Asa, Sarah, Elizabeth & all the Wentzel-Fishers, Erik, Kilian & all the Rempens, Kevin Privalle, Aidan Miolano, Adam Furman, Andrew Berry, Benny Vornheim, Tom Bonyng, Jan Dawson, Julian Moser, Maxime Rioux, Jayden Bailey, John Velgus, Ket Ng, the Spielwiese designers group in Berlin including Juri Alexander, Will Atherton & Kenny Nuding; Mal's Oberzell board game pals (Thorsten & Christina Sick, Susanne Peschl, Jochen Frank, and Fermin Uribetxebarria) and the wonderful folks on the Keen Bean Studio Discord (especially Iggy Kidd, Elif Namangani & Marcus Overtoom).

Copyright © 2025 Keen Bean Studio. All rights reserved.
Version 20241022

POWER★VACUUM

THE TREASONOUS TRICK-TAKING GAME

Quick start guide

- 1 Set up the game:** Set up the Control Board, then give each player an Appliance board, an Agenda marker, a hand of eight Regime cards and an Agenda card. *Page 2.*
- 2 The starting player leads the first trick.** Players must follow suit if they can (but there's no limit on playing a Spy). Whoever plays the highest-numbered card (or the highest trump, or the highest Spy on a trump) wins the trick and is starting player for the next trick. *Page 6.*
- 3 The winner of each trick** immediately chooses to score the trick as a point **OR** capture one card from the trick for their starting hand in the next round. *Page 7.*
- 4 Each player who played the lowest-numbered card** in the trick (even if they are also the winner) manipulates the Control Board. Transfer 1 Power between the two connected Appliances, then move a plug. *Page 8.*
- 5 Players may reveal their Agenda** before they play a Regime card on their turn, if they still have at least five cards in hand. Otherwise they become a **conspirator** and cannot reveal their Agenda until the end of the round. *Page 10.*
- 6** When players' hands are empty after eight tricks, perform the **End of Round** steps, including scoring Agendas. *Page 11.*
- 7** If no player has acquired all four statue pieces, **reset for another round.** *Page 14.*
- 8** If one player has acquired all four statue pieces before anyone else, they **win the game.** If more than one player completes their statue in the same round, the player with the most points overall wins. If there is a tie, the tied player with the best-looking statue wins! *Page 14.*

THE QUICK & DIRTY GUIDE TO TRUMPS & SPIES



BROWN (SPIES)
always trumps
RED (VIOLENCE)
(but only Red)



RED (VIOLENCE)
always trumps
YELLOW / GREEN / WHITE
(MONEY) (BUREAUCRACY) (MEDIA)



www.keenbean.studio