

**Pertini**  
**TOYS**

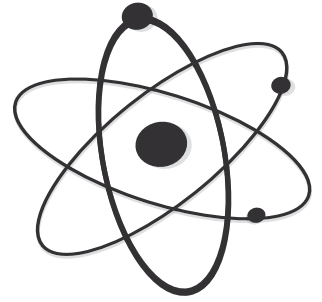
**Interactive game**

# TESLA

• Science race •

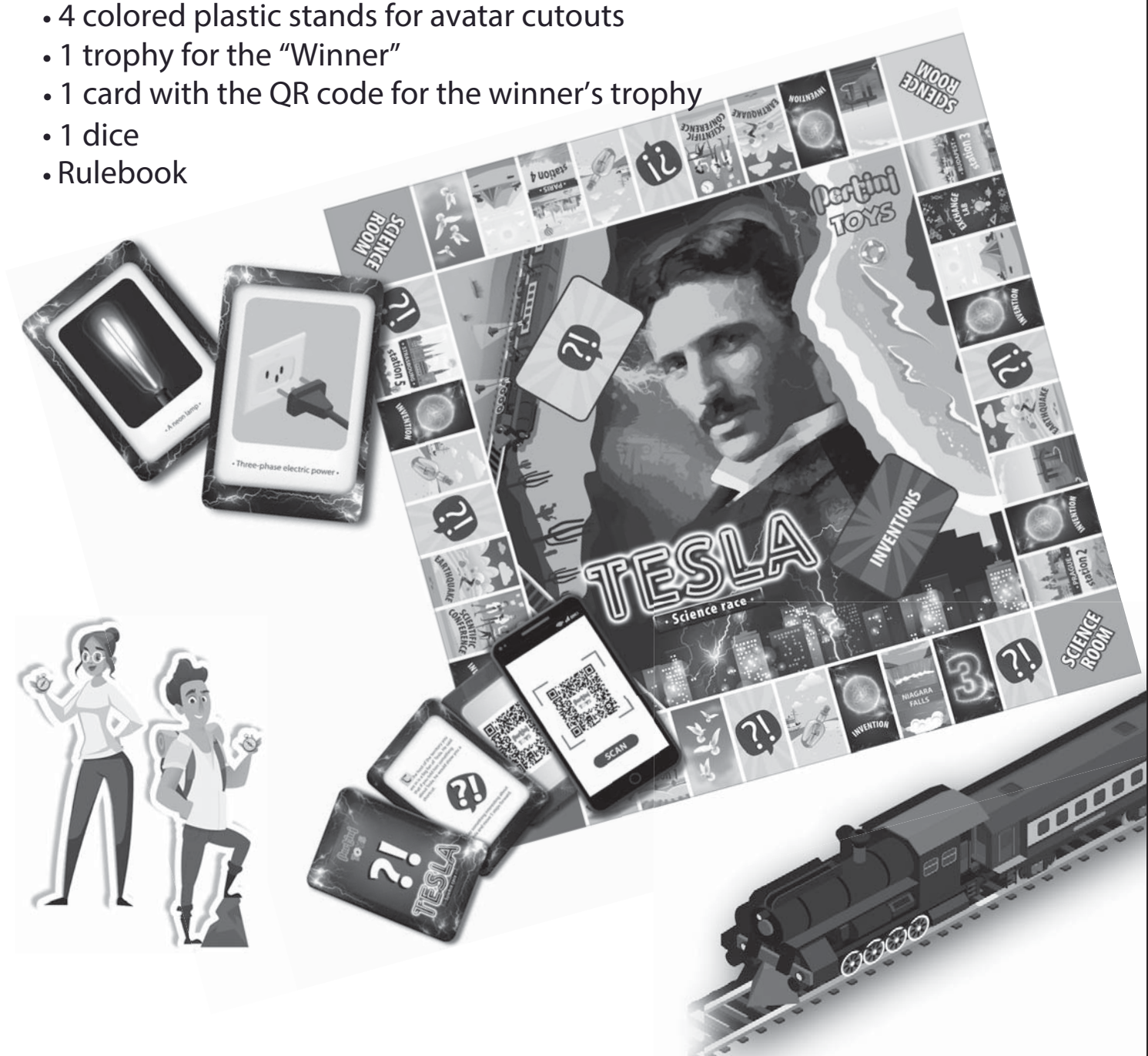
## Rulebook

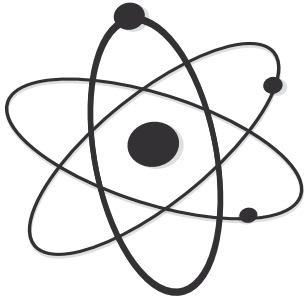




## Contents:

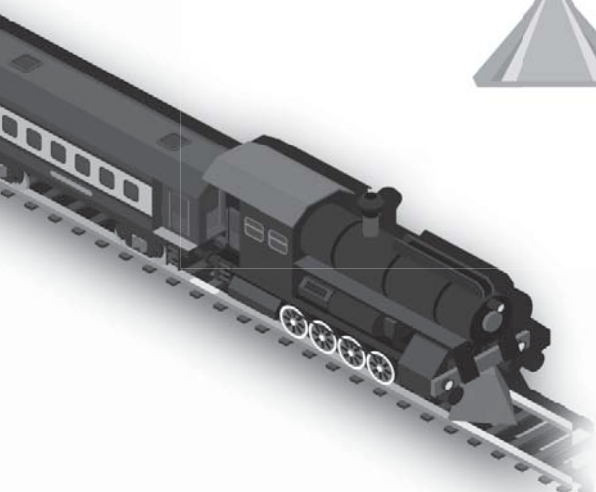
- Game Board
- 60 illustrated cards with Tesla inventions
- 4 diagrams/player mats to line up the inventions and create Tesla's coil
- 22 cards with tasks
- 20 task cards with QR codes
- 8 different colored inventor avatars
- 4 colored plastic stands for avatar cutouts
- 1 trophy for the "Winner"
- 1 card with the QR code for the winner's trophy
- 1 dice
- Rulebook

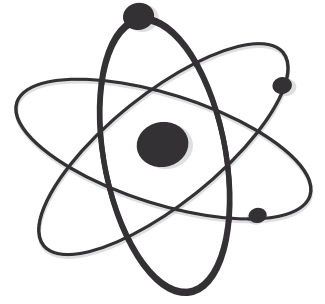
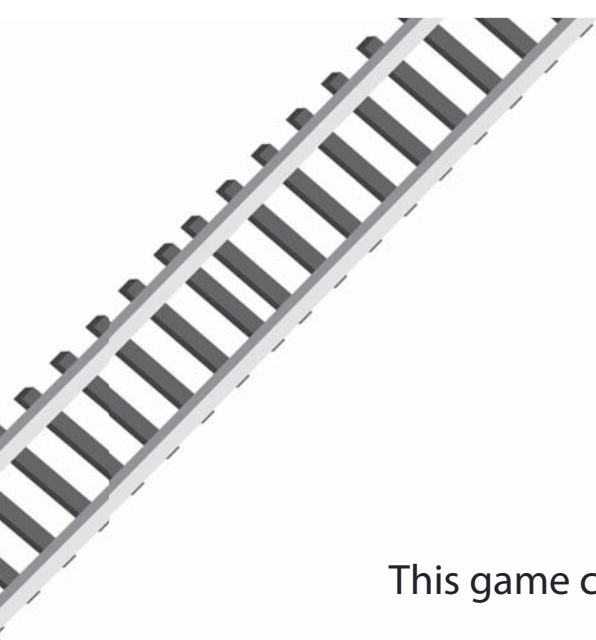




## Game overview

Players compete to collect as many of Tesla's inventions as possible. The inventions come in the form of a card, and on the back of each is one piece of Tesla's infamous coil. This was one of his most significant inventions. Each player attempts to recreate the Tesla coil by assembling the cards like pieces of a puzzle. The player who first puts together the coil is the winner.





## How to play

This game can be played two ways – with a smart device or without.

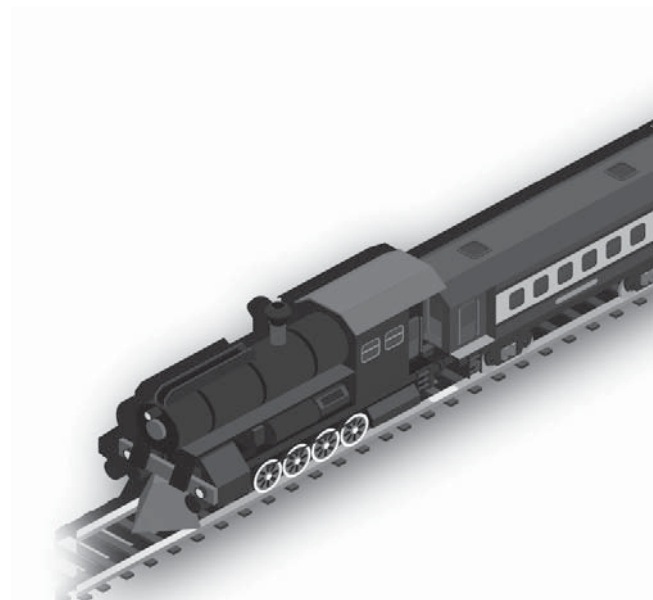
### The game with smart devices

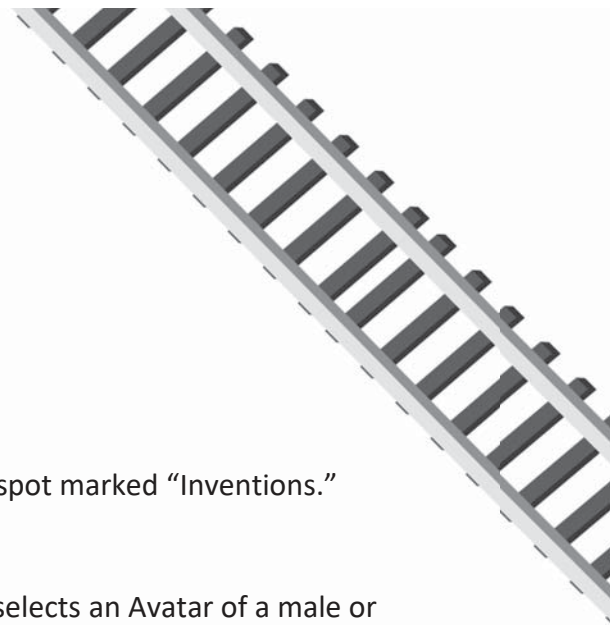
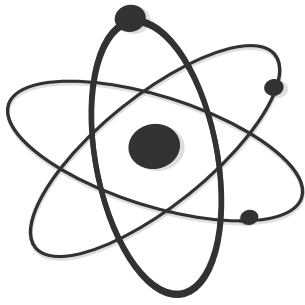
Mix all the task cards - marked “?!” - together including the cards with the QR codes.

When a player lands on a square with the “?!” sign, draw a card. If a card with a QR code is drawn, scan it with your smart device. You will be taken to the next task.

### The game without smart devices

Disregard the task cards with the QR code, and only use standard cards with the “?!” signs.





**Set up the board game.** Place the invention cards on the spot marked “Inventions.”  
Place the tasks cards on the spot marked “?!”

**Select Avatar.** Two to four players may play. Each player selects an Avatar of a male or female scientist. Each Avatar must be a different color.

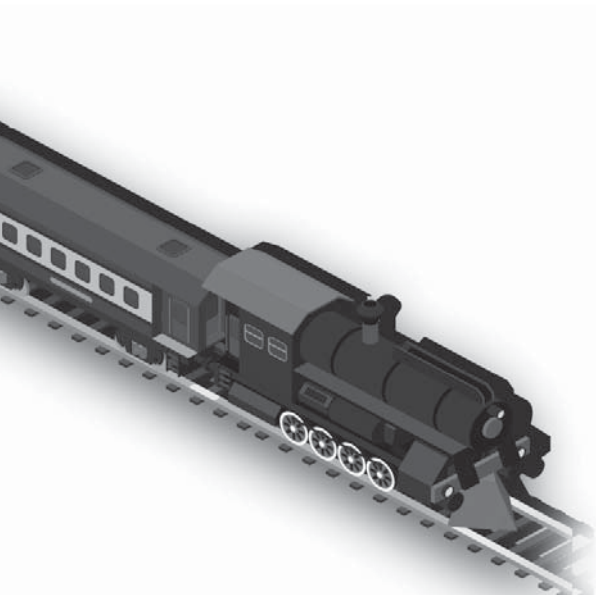
**Diagram.** Each player receives a “Diagram for Inventions” to assemble the Tesla Coil. As each player collects an invention, they match the image to the image on the diagram.

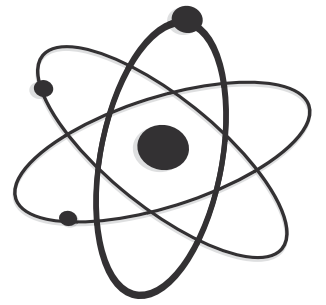
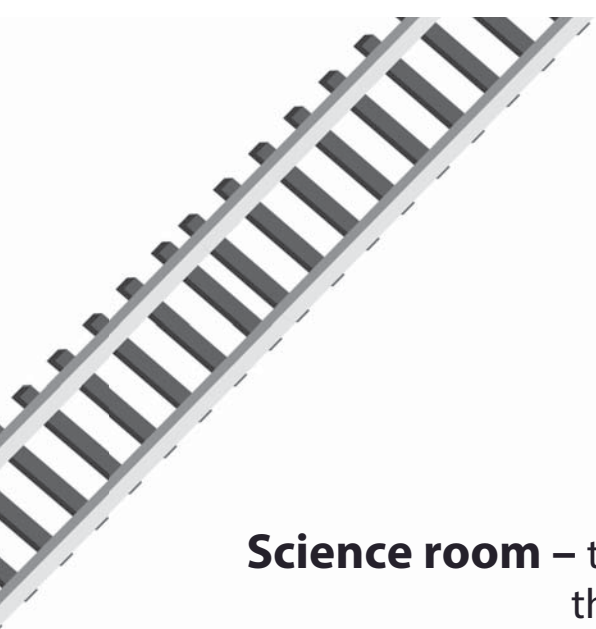
**To Begin the Game.** Each player places their avatar on the “Science Room” base that corresponds with their color. An invention card is then drawn by each player. The players all roll the dice, and the one with the highest number begins the game.

As each player makes their way around the board, they collect invention cards to help assemble the Tesla coil. Players also have opportunities to collect cards by challenging other players for their own cards. Once the player returns to or passes their own “**Science Room,**” they receive an additional invention card.

**Players should observe the following rules:**

- Players travel the number of spaces shown on the dice.
- Avatars cannot be placed between two squares.
- Several avatars may occupy the same square.
- Avatars of other players can be skipped over, but the skipped space is counted as part of the move to reach the number shown on the dice.
- After a player goes full circle and arrives back at their starting base, the player receives an invention by taking the top card from the deck.



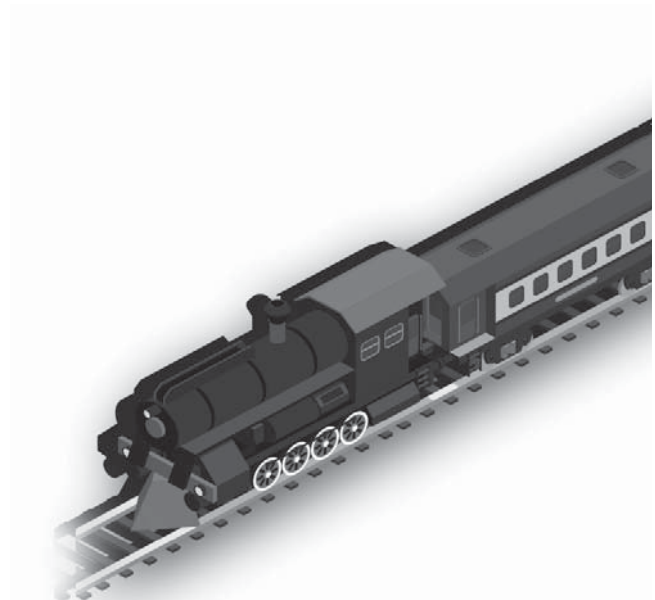


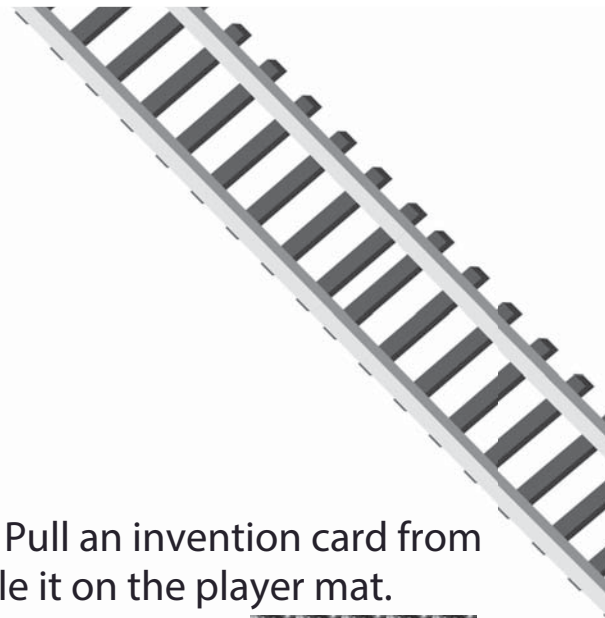
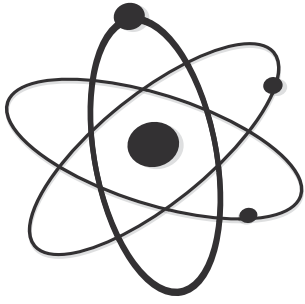
**Science room** – the starting position for each player located on the four corners of the board.

When players land in each other's "**science rooms**", they may attempt to take an invention or risk one of their own. Each player identifies the inventions they would like to take from the other player. The two players then roll the dice, and the player with the highest number wins the invention. In the event of a tie, the players roll the dice again. If a player has no invention and loses the challenge, they must forfeit the first invention they gain later to the player who won the competition.

If there are fewer than four players in the game, the unused science room squares are counted as a regular space.

**Note:** you cannot challenge the other player if his/her avatar is on the square with a TENT.





**Invention squares** – Pull an invention card from the deck, and assemble it on the player mat.



**Tent squares** – Skip turn to rest. If another player lands in their science room during the rest, the player is protected from challenges to take their inventions from the Science Room.



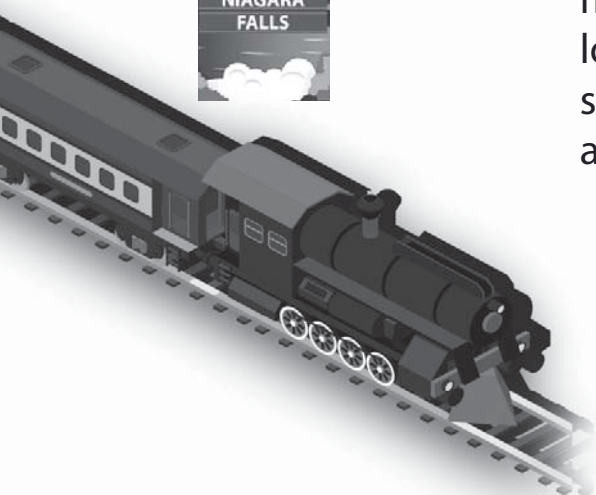
**Pigeon squares** – Skip turn to rest and play with pigeons.

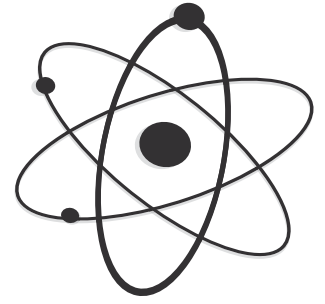
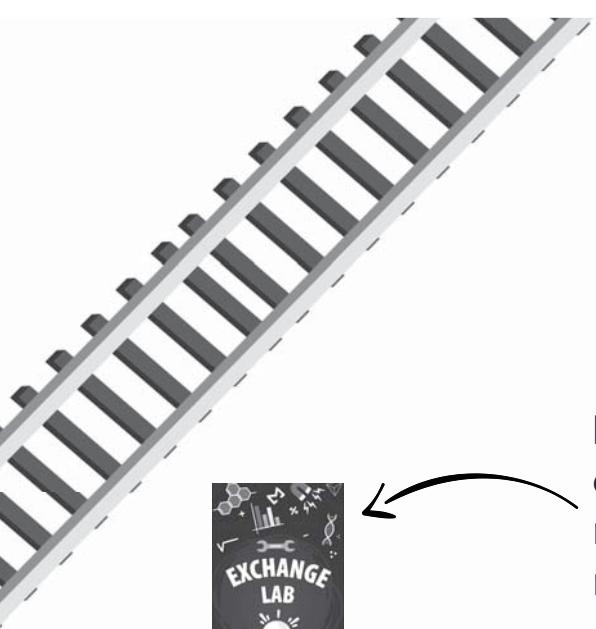


**Earthquake squares** – Choose an invention to forfeit and place it in the middle of the board.



**Niagara Falls** – Collect all cards accumulated in the middle of the board. These inventions were previously lost by other players who landed on the earthquake square. However, if no inventions have been accumulated, no additional cards will be gained.



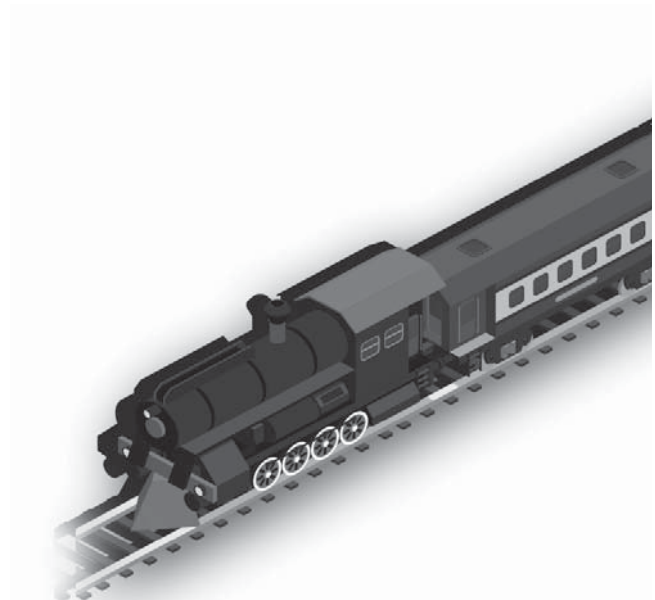


**Exchange lab** – Compete with another player of choice by rolling the dice. The player may also choose not to compete. The player with the highest number rolled takes an invention card of choice from the competing player. If the same number is rolled on the dice, the two players exchange their player mats and cards



**The scientific conference** – Player says “presentation” and all other players stop. The player then asks the others about the inventions on the player mat. For example, The player asks, “Which invention is on square A2?” If the other player answers correctly, they keep the card. If the answer is incorrect, the player loses the card.

**Note:** one question per player.







### The ?! squares –

Player takes a card with "?! " sign and follows the instructions.

### Stops

1. Smiljan
2. Prague
3. Budapest
4. Paris
5. Strasbourg
6. New York

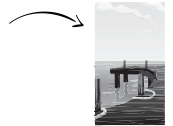


Role dice again.

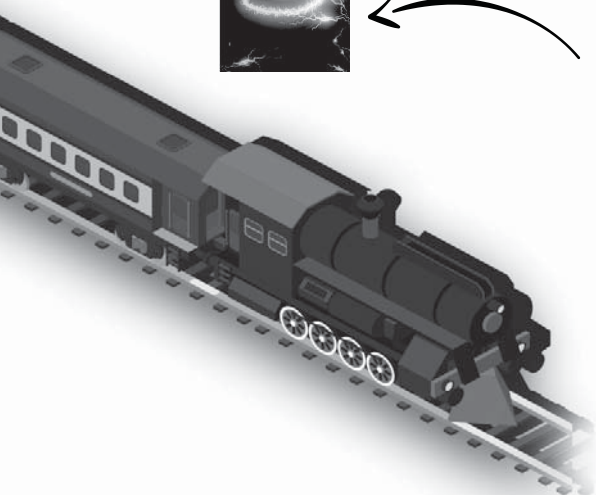
Then move to the that responds to the number rolled. For example, if you stopped on Prague but rolled a #6, move to New York. If the player rolls the same number, remain on the same spot.



**The ship** – Move to the square with the port. Choose one of the two ports on the board.



**The 3 square** – Roll the dice three times in a row. After each throw, move your avatar the number of spaces rolled. Continue to move around the board with each throw.





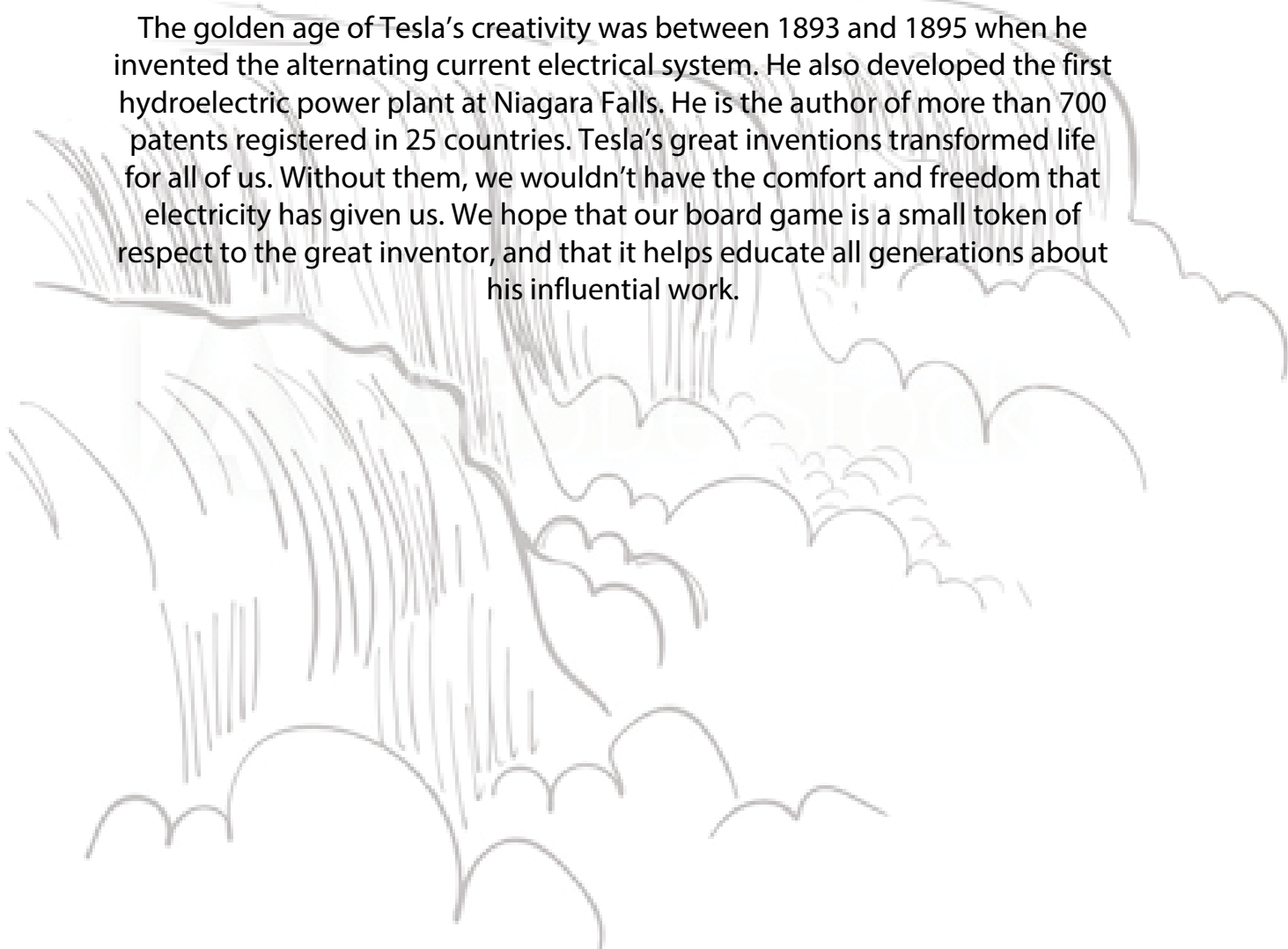
## Who was Nikola Tesla?

An inventor who changed the world, and one of the most influential scientists of all time. Tesla famously said, "The present is theirs; the future, for which I really worked, is mine."

Nikola Tesla was born in 1856 in a small Eastern European town called Smiljan. From early childhood, he showed an aptitude for innovation. Tesla also loved to read, and was fascinated with the world outside of his own.

Nikola Tesla arrived in New York in 1884 with only four cents in his pockets and a letter of introduction for Thomas Edison from the Hungarian inventor Tivadar Puskás. The letter read: "I know two exceptional people; one of them is you. The other one is this young man in front of you."

The golden age of Tesla's creativity was between 1893 and 1895 when he invented the alternating current electrical system. He also developed the first hydroelectric power plant at Niagara Falls. He is the author of more than 700 patents registered in 25 countries. Tesla's great inventions transformed life for all of us. Without them, we wouldn't have the comfort and freedom that electricity has given us. We hope that our board game is a small token of respect to the great inventor, and that it helps educate all generations about his influential work.





**Pertini**  
**TOYS**