



Rapid Recharge

Several devices are out of power. Only the batteries can recharge them. But beware: hackers are in the game draining the batteries!



4+



8+



Smart-sleeves

Getting Started

- ✖ You need at least 4 players for this game.
- ✖ Place Smartsleeves 1 through 5 in the play area.
- ✖ Card 1 is the power outlet card.
- ✖ Cards 2 to 5 are the device cards. For example, a phone, laptop, camera, and headphones.

How to Play

- ✖ Players are split into two teams: Batteries and Hackers.
- ✖ Batteries must charge the devices on the field.
- ✖ Hackers must stop the devices from being charged.
- ✖ A Battery first charges up with power by scanning the power outlet card.

- ✕ A Battery charges a device by holding their Picoo controller over a device card.
 - Keep your controller on the card until the device is fully charged.
- ✕ When a device is full, your Picoo controller will blink green.
- ✕ A Hacker tags a Battery to drain their power.
- ✕ A tagged Battery must charge up again at the power outlet.
- ✕ After charging, a Battery is safe from being tagged for a short time.

End of the game

- ✕ The Batteries win if three out of four devices are charged before time runs out.
- ✕ The Hackers win if this doesn't happen.

Colors and interactions

Hackers :

 *Bleu*
hackers

 *Blue + buzz*
a Hacker who just tagged someone

Batteries :

 *Red*
empty Battery



Red + buzz + incorrect sound
a Battery tagged by a Hacker



White
full Battery



Green blinking + buzz + correct sound
device is fully charged



Yellow blinking
a Battery is charging a device



For the most recent manual
go to:

www.picoo.com/games/

