

Energy Up!

A Coffee Quest,
a Desert Bus 2023 Jam Game

Energy Up is a short game of trying to maintain attention and focus through a whole shift. Everyone brings a bit to the shift, and they all bring a different level of energy. Of course, the big cheat is that you can always have more energy if you just have some coffee - unless someone sees the coffee in your hand and asks you to go grab enough for everyone.

SETUP: Take the four shift cards and set them on the table where people can access them. Stack them in order.

Then, take the coffee card out of the deck, shuffle the cards, and deal everyone one card. Then put the coffee card back into it, shuffle the deck and set it down.

PLAY: Play is simultaneous - everyone draws a card, then picks a card from their hand to play face down. When everyone has played their card, reveal them, and check who wins this shift.

First, check all the cards' abilities - see if the highest or lowest number wins, for example. Then, resolve it. If a player can't play a card in a turn, they just automatically pass that turn. If you discard your card, you aren't playing in that trick. You can save cards for later, too!

Anyway, keep on bussing.

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TRAFFIC JAM



Players don't draw this turn.

17

TRAFFIC JAM



Players don't draw this turn.

1

TRAFFIC JAM



Players don't draw this turn.

6

WEIRD FISH



This card is worth double in Zeta shift.

2

WEIRD FISH



This card is worth double in Zeta shift.

18

WEIRD FISH



This card is worth double in Zeta shift.

9

MILLENNIAL ANGST



The player with the highest value card discards it.

3

MILLENNIAL ANGST



The player with the highest value card discards it.

20

MILLENNIAL ANGST



The player with the highest value card discards it.

19



ENERGY DRINK



This card is worth double in Alpha Flight.

5

ENERGY DRINK



This card is worth double in Alpha Flight.

16

ENERGY DRINK



This card is worth double in Alpha Flight.

12

COFFEE RUN



If someone else played the Coffee card this turn, they discard it.

15

COFFEE RUN



If someone else played the Coffee card this turn, they discard it.

7

COFFEE RUN



If someone else played the Coffee card this turn, they discard it.

11

PRO-EGG TALK



Reverse values (High numbers lose, low numbers win). This effect applies multiple times.

21

PRO-EGG TALK



Reverse values (High numbers lose, low numbers win). This effect applies multiple times.

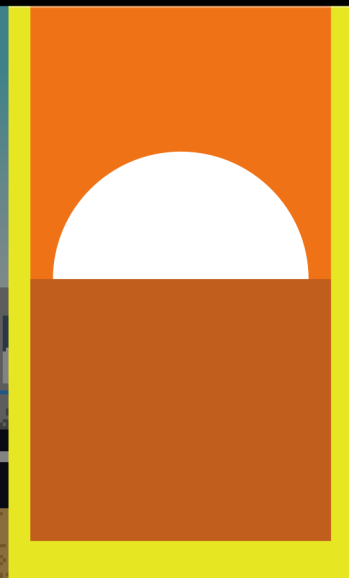
13

PRO-EGG TALK



Reverse values (High numbers lose, low numbers win). This effect applies multiple times.

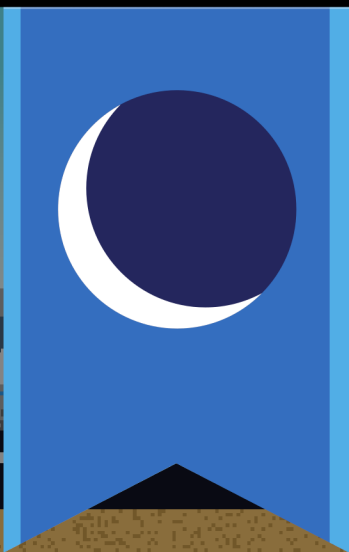
4



2



3



4



5

CARCINIZATION



All cards lose their abilities and are now crabs.

8

CARCINIZATION



All cards lose their abilities and are now crabs.

10

CARCINIZATION



All cards lose their abilities and are now crabs.

14

COFFEE GET



If nobody sends you on a coffee run, you win this round, guaranteed. Can't be used in Zeta shift.

2



3



4

Z

5