

The maps of France and Italy in this expansion can only be played with a copy of Power Grid (Recharged Version) or Power Grid. The rules of Power Grid (Recharged Version) remain the same, except for the following modifications and special features of the two maps contained in this expansion.

# France

## Introduction

Currently, France has an emphasis on nuclear power.

This is reflected in the game by a larger supply of uranium and faster access to the first nuclear power plant. The capital city of Paris is the largest metropolis in the country. Paris is represented as a "triple" city, which makes it an interesting target for power plant owners, but too much emphasis on Paris may be an incautious player's undoing!

## Preparation

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 3–8, garbage - spaces 6–8, uranium - spaces 5–16. The cheapest starting spaces for each resource are marked on the map with this 🛞 symbol.

Remove power plant "13" from the game.

Place power plant "11" into the power plant market before shuffling the remaining power plants with a plug on the back and placing an additional seven of them into the market. With 2 and 4 players, do not remove another power plant with a plug on the back; with 3 players, remove only one such power plant.



Depending on the number of players, place the matching resource refill card for France on the game board.

# During the game

## Phase 4: Building

The Paris region is represented by three cities. The connection cost between these cities is 0 Elektro.

### Phase 5: Bureaucracy

The resources are filled in accordance with the France resource refill summary cards.

#### Tips

- → Paris appears to offer the first building player a great advantage, as the player can build the equivalent of 3 cities for no connecting costs. However, this gives the player no guarantee of a victory. Having 3 cities early in the game can create problems for a player. Also, there are regions to the north and west of Paris with relatively low connecting costs. If two or more players start in these regions, it will be expensive for the "Paris" player to build out of Paris. Also, in the early rounds, that player will have a small power plant, but since they have 3 cities, they will likely be the last to buy resources. Therefore, the player will quickly lose whatever advantage they gained with the cheap 3-city build in Paris.
- The price of the first nuclear power plant in the market should not be underestimated. Depending on when the next nuclear plant shows up, a player with the first nuclear power plant may benefit from an early monopoly on atomic power.
- We recommend choosing the central France region (containing Paris) as one of the regions included in the game. It is too important for the game to be left out, but if you do, let us know how it works.

# Italy

#### Introduction

In Italy, resources are more limited than elsewhere. Both coal and oil can quickly become both scarce and expensive. Combined with relatively high connecting costs in some parts of the country due to natural geography, players will often find themselves short of cash.

## Preparation

Fill the following spaces of the resource market: coal - spaces 3–8, oil - spaces 4–8, garbage - spaces 5–8, uranium - spaces 14–16. The cheapest starting spaces for each resource are marked on the map with this 🛞 symbol.



Depending on the number of players, place the matching resource refill card for Italy on the game board.

## Phase 5: Bureaucracy

Italian Nuclear Power Phase-Out: After a player buys the nuclear power plant "39" in Phase 2 (Auction Power Plants), there is no further resupply of uranium until the end of the game. If the nuclear power plant "39" is not bought by a player or removed from the game during preparation, this is not triggered.

The resources are filled in accordance with the Italy resource refill summary cards.

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