

Friedemann Friese

POWER GRID

EXPANSION

Brazil / Spain & Portugal



Art. No.: RIO 597
made in germany
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LFCACC97

The maps of Brazil / Spain & Portugal in this expansion
can only be played with a copy of **POWER GRID**.



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2-6

14+

The maps of Brazil and Spain & Portugal 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.

Brazil

Overview

In Brazil, power providers prefer biogas for the production of electricity. Thus, players should consider the garbage power plants as biogas-fired power plants and the garbage resources as biogas tanks when playing with the Brazil maps. The fight for scarce resources is intense and will keep the players focused during the game!

Preparation

Always play with all biogas power plants (remember, these are the “original” garbage power plants).

Place the power plants “6” and “14” into the power plant market before shuffling the remaining power plants with the plug on the back and placing an additional six of them into the market.

When preparing the power plant stack, please remove all of the remaining biogas power plants and set them aside before removing power plants depending on the number of players. Afterward, shuffle all biogas power plants that had been set aside with the other power plants.

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 3–8, biogas - spaces 6–8, 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 Brazil on the game board.

Phase 5: Bureaucracy

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

Spain & Portugal

Overview

In Spain & Portugal, the interests of power production develop in two completely opposite directions: Uranium will be much more important than in other games, however not at the beginning. The resource market will not get any new uranium at all during “Step 1”, but the supplies of uranium increase rapidly in “Step 2”. On the other hand, and at the same time, three large wind-power plants come onto the market. This clash of interests is intended!

Preparation

First, sort out power plants 18, 22, and 27 from the power plant deck and set them aside, face up.

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.



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

Phase 2: Auction power plants

Players with networks only in Portugal may not buy nuclear power plants, nor may such players offer nuclear power plants for auction.

2 players - Against the Trust: The Trust follows the same rules. If the fourth power plant in the current market is a nuclear power plant and the Trust is not allowed to take it, they will not get a new power plant during this turn.

Phase 5: Bureaucracy

The resources are filled in accordance with the Spain & Portugal refill summary cards.

Game steps

Step 2

At the beginning of “Step 2”, place the three power plants 18, 22, and 27 on top of the power plant deck in ascending order, so that the 18 is on top, then the 22, and finally the 27. Thus, power plant 18 is drawn to replace the smallest power plant removed at the beginning of “Step 2”.

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