

Two more great ways to play:



Friedemann Fries POWER GRID

EXPANSION

*Northern Europe /
United Kingdom & Ireland*

double-sided game board
5 resource refill summary cards
CONTENTS
12 new power plants
(for Northern Europe)



**RIO
GRANDE
GAMES**

Art. No.: RIO 575
made in germany
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LFCACC97

The maps and power plant cards of Northern Europe/United Kingdom & Ireland
in this expansion can only be played with a copy of **POWER GRID**.

Rio Grande Games | PO Box 1033 | Placitas, NM 87043, USA | RioGames@aol.com | www.riograndegames.com



2-6



14+

The maps and cards of Northern Europe / United Kingdom & Ireland 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 and cards contained in this expansion.

Northern Europe

Introduction

The seven countries in Northern Europe use very different energy sources for their electricity production. Depending on which regions are chosen, the players will be confronted with a changed set of power plants.

Preparation

Depending on the chosen playing area, add two new power plants for each region and remove the old power plants with the same numbers. Place the removed power plants back into the game box; they are not used during the game.



Fill the following spaces of the resource market: coal - spaces 3–8, oil - spaces 3–8, garbage - spaces 5–8, uranium - spaces 7–16. 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 Northern Europe on the game board.

Playing the game

Phase 2: Buying power plants

A player may only bid on (and buy) a nuclear power plant if their network has at least one city in Sweden, Finland, or in the Baltic States (Estonia, Latvia, Lithuania). A player whose network consists of cities only in Denmark or Norway may not select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned. For example, if the playing area includes the south of Sweden, a player may only buy the power plant 10 if the player has at least 1 city in Sweden, Finland, or the Baltic States.

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

Fill the resources in accordance with the Northern Europe refill summary cards.

United Kingdom & Ireland

Introduction

The players can operate two different networks on these two isles. There is no direct connection between Ireland and Great Britain, so the start of the second network costs the player dearly. Additionally, this region changed from a resource exporter to an importer in a very short time, so that “Step 3” starts earlier when playing on this map.

Preparation

The players can choose a playing area that is placed on both islands of Ireland and Great Britain. All regions chosen in Great Britain must still be connected.

Example: A game with 3 players can be played in the Republic of Ireland, Wales and the north of England. The players cannot exchange the north of England with Scotland, as this region is not connected to Wales and does not create a connected playing area in Great Britain.

2 players - Against the Trust: if the players choose a playing area on both islands, they may place the 6 starting houses of the Trust in two separate networks.

After the preparation of the draw pile with power plants, place the “Step 3” card as the third last card in the stack, i. e. there are two power plants placed below the “Step 3” card. At the start of “Step 3”, these two power plants are shuffled together with all power plants placed below the draw pile during the game and are placed face down as the new draw pile.

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 3–8, garbage - spaces 5–8. The cheapest starting spaces for each resource are marked on the map with this ★ symbol. There is no uranium at the start of the game.



Depending on the number of players, place the matching resource refill card for United Kingdom & Ireland on the game board.

Playing the game

Phase 2: Buying power plants

A player may only bid on (and buy) a nuclear power plant if their network has at least one city in Scotland, Wales, England, or Northern Ireland. A player whose network consists of cities only in the Republic of Ireland may not select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned.

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 4: Building

If the playing area includes both the islands of Ireland and Great Britain, the players can operate two different networks. Each player chooses their first city among all vacant cities on either island. During the game, when the player wants to start their second network on the other island, the player chooses any vacant city on that island as the start of their second network, and the player must pay an additional cost of 20 Elektro. Each time the player wants to connect another city to one of their networks, the player follows the base rules. The player always counts the cities of both their networks to mark their total on the scoring track!

Addendum for the Robots expansion: The robot follows its building rules and always chooses the cheapest connections. The robot only starts their second network if this is the cheapest possibility to connect to a new city. The robot pays the 20 Elektro plus the building costs of the city.

Phase 5: Bureaucracy

Fill the resources in accordance with the United Kingdom & Ireland refill summary cards.

Step 2

The regions have a different number of cities. Depending on the chosen playing area, there may be less than the usual average of 7 cities per player available. “Step 2” begins either after a player connects the 7th city to their network (6 cities with 6 players) or if all available cities have been connected.

Author: Friedemann Fries
Graphics & Design: Maura Kalusky
Production: Henning Kröpke
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