





Benelux resource table

	2 players			3 players			4 players			5 players			6 players		
	Step			Step			Step			Step			Step		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Start price: Coal=3 Oil/Gas=1 Garbage=7 Uranium=14

Special rule: Whenever the smallest power plant in the future market is an ecological power plant, it is added to the market of available power plants.

Special rule: In every round in steps 1 and 2, remove the smallest power plant and draw a card from the supply to replace it.

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POWER GRID

EXPANSION

Benelux / Central Europe



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The maps of Benelux / Central Europe in this expansion
can only be played with a copy of **POWER GRID**.

2-6



13+



The enclosed game boards for Central Europe and Benelux can be played only with Power Grid. It is not a stand-alone game. The game rules are the same as for Power Grid, except where noted below. Each map has its own set of special rules.

Central Europe

Introduction

Due to the large coal deposits in **Poland**, the re-supply of coal is **larger** than in the original game, making coal power plants **cheaper to run**. Due to their political stands, **neither Poland nor Austria** will build **nuclear power plants**. So, a player may **only acquire** (or even bid on) a **nuclear plant** when he has cities in **at least one** of the **other** three countries. The city of **Wien** has a **special status** as it gets all its power from burning garbage - often garbage other countries pay it to take. Thus, a player **with Wien** in his network will **buy garbage** at a **discount of 1 Elektro**. These changes will offer players new strategies and tactics for this game.

Preparation

The resource market should be filled as follows: **3 each coal** on spaces **1 through 8**, **3 each oil** on spaces **3 through 8**, **3 each garbage** on spaces **7 and 8**, and **1 each uranium** on spaces **8 through 16**.

Playing the game

Phase 2: Auction power plants

A player may **only bid on (and buy)** a **nuclear power plant** when his network has **at least one city** in **Hungary, Czech Republic, or Slovakia**. A player whose network includes the cities **only** in **Poland** and **Austria** may **not** select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned.

Phase 3: Buying resources

A player whose network **includes** the city of **Wien** **buys garbage** at a **discount of 1 Elektro per piece** with the stipulation that his cost per piece may **not be 0**. Thus, if he buys from the first space, he pays **1 per piece** and does not get the discount for any pieces from space 1.

Phase 5: Bureaucracy

The resources are restocked as shown on the resource table for Central Europe.
The **Central Europe resource table** is on **page 3** of these rules.

Benelux

Introduction

As the **Benelux countries** are strong supporters of **ecological power**, the rules change to allow an **extra ecological power plant** to enter the current market in certain situations. In contrast to Central Europe, Benelux has **more oil** available, but **less coal**. Also, the shorter distances (and, therefore, lower building costs), allow players to **build** their networks **faster, resulting in a shorter game**. Finally, the removal of the smallest power plant each round, will push the game faster to step 3. The south of Belgium (blue) and the Principality Luxembourg (purple) are one area in this game.

Preparation

The resource market should be filled as follows: **3 each coal** on spaces **3 through 8**, **3 each oil** on spaces **1 through 8**, **3 each garbage** on spaces **7 and 8**, and **1 each uranium** on spaces **14 and 16**.

Playing the game

Phase 2: Auction power plants



Whenever the **smallest power plant** in the **future market** is an **ecological power plant**, it is **added** to the **market of available power plants**. Thus, in this case, there are **five plants** available for auction **instead of four**.

Phase 5: Bureaucracy

In **every round** in steps 1 and 2, **remove** the **smallest power plant** and draw a card from the supply to replace it. The resources are restocked as shown on the resource table for Benelux.
The **Benelux resource table** is on the **last page** of these rules.

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Central Europe resource table

Uranium	Garbage	Oil	Coal	2 players		
1	1	1	4	1	Step	2
1	3	2	5	2		
1	3	3	3	3		
1	1	2	5	1	Step	3
1	3	2	6	2		
1	3	3	3	3		
1	2	2	6	1	Step	4
2	4	3	7	2		
1	4	4	5	3		
2	3	3	7	1	Step	5
2	4	4	8	2		
2	5	5	5	3		
2	3	4	8	1	Step	6
3	6	5	10	2		
2	6	6	6	3		

Start price: Coal=1 Oil=3 Garbage=7 Uranium=8

Special rule: A player may only bid on (and buy) a nuclear power plant when his network has at least one city in Hungary, Czech Republic, or Slovakia.

Special rule: A player whose network includes the city of Wien buys garbage at a discount of 1 Elektro per piece with the stipulation that his cost per piece may not be 0.