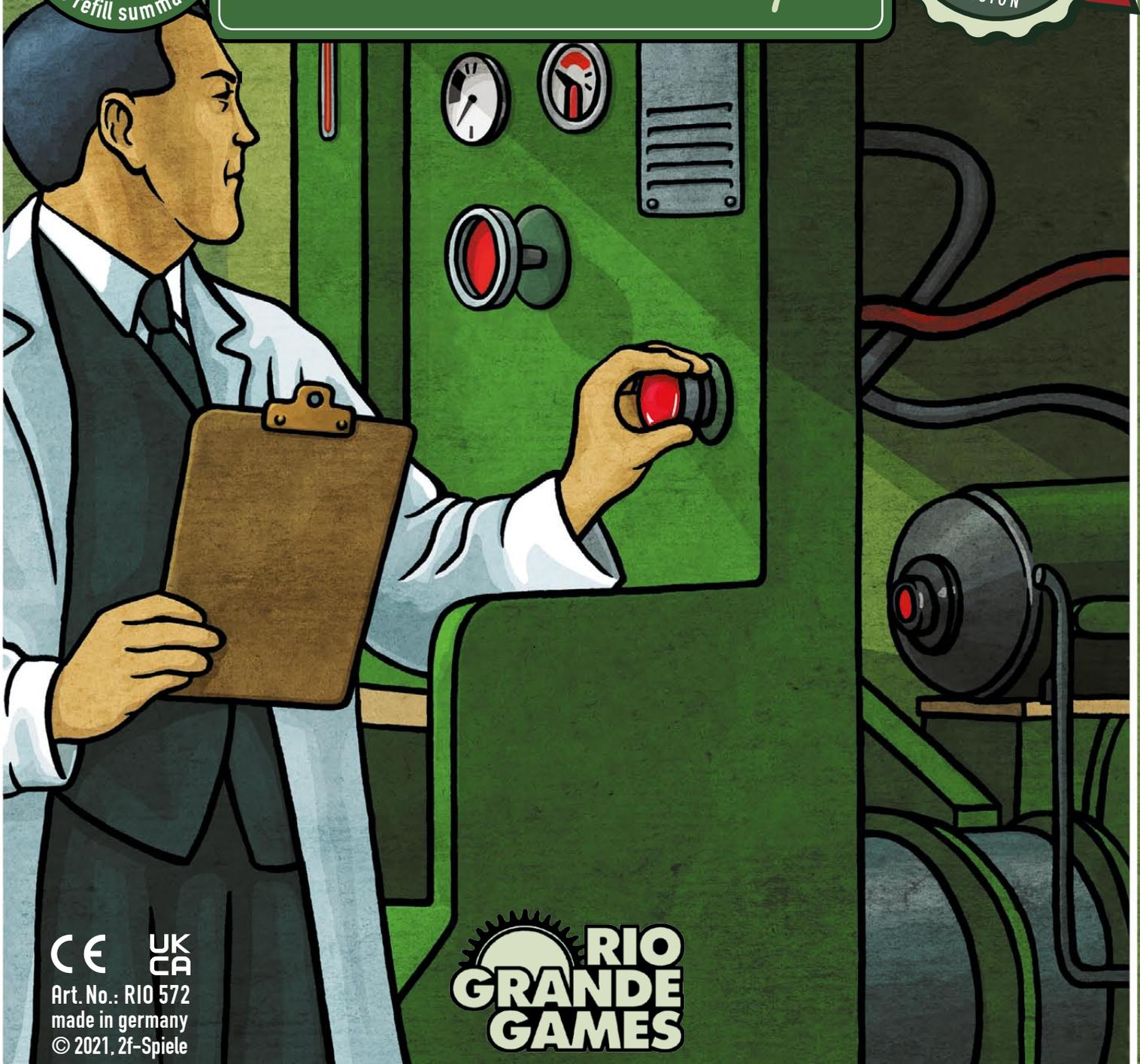


Ariedemann Friese

POWER GRID

EXPANSION

Benelux / Central Europe



CE UK
CA

Art. No.: RIO 572
made in germany
© 2021, 2f-Spiele

**RIO
GRANDE
GAMES**



The maps of Benelux / Central Europe 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 of Central Europe and Benelux 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.

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 power plant when the player 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 their network will buy garbage at a discount of 1 Elektro. These changes will offer players new strategies and tactics for this game.

Preparation

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 3–8, garbage - spaces 7–8, uranium - spaces 8–16. 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 Central Europe on the game board.

Playing the game

Phase 2: Auction power plants

A player may only bid on (and buy) a nuclear power plant when their 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.

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 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 their cost per piece may not be 0. Thus, if the player buys from the first space, they pay 1 per piece and do not get the discount for any pieces from space 1.

Phase 5: Bureaucracy

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

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.

Preparation

Fill the following spaces of the resource market: coal - spaces 3–8, oil - spaces 1–8, garbage - spaces 7–8, uranium - spaces 14–16. The cheapest starting spaces for each resource are marked on the map with this  symbol.

Benelux only has 5 regions. In games with 5 or 6 players, you always play on the whole map. With 2 to 4 players, you may choose the matching number of regions.



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

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, players remove the smallest power plant from the game and draw a card from the supply to replace it if they did not remove the discounted power plant at the end of phase 2.

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

Author: Friedemann Friese | **Graphics & Design:** Lars-Arne »Maura« Kalusky
Production: Henning Kröpke | © 2021, 2F-Spiele, Bremen/Germany



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