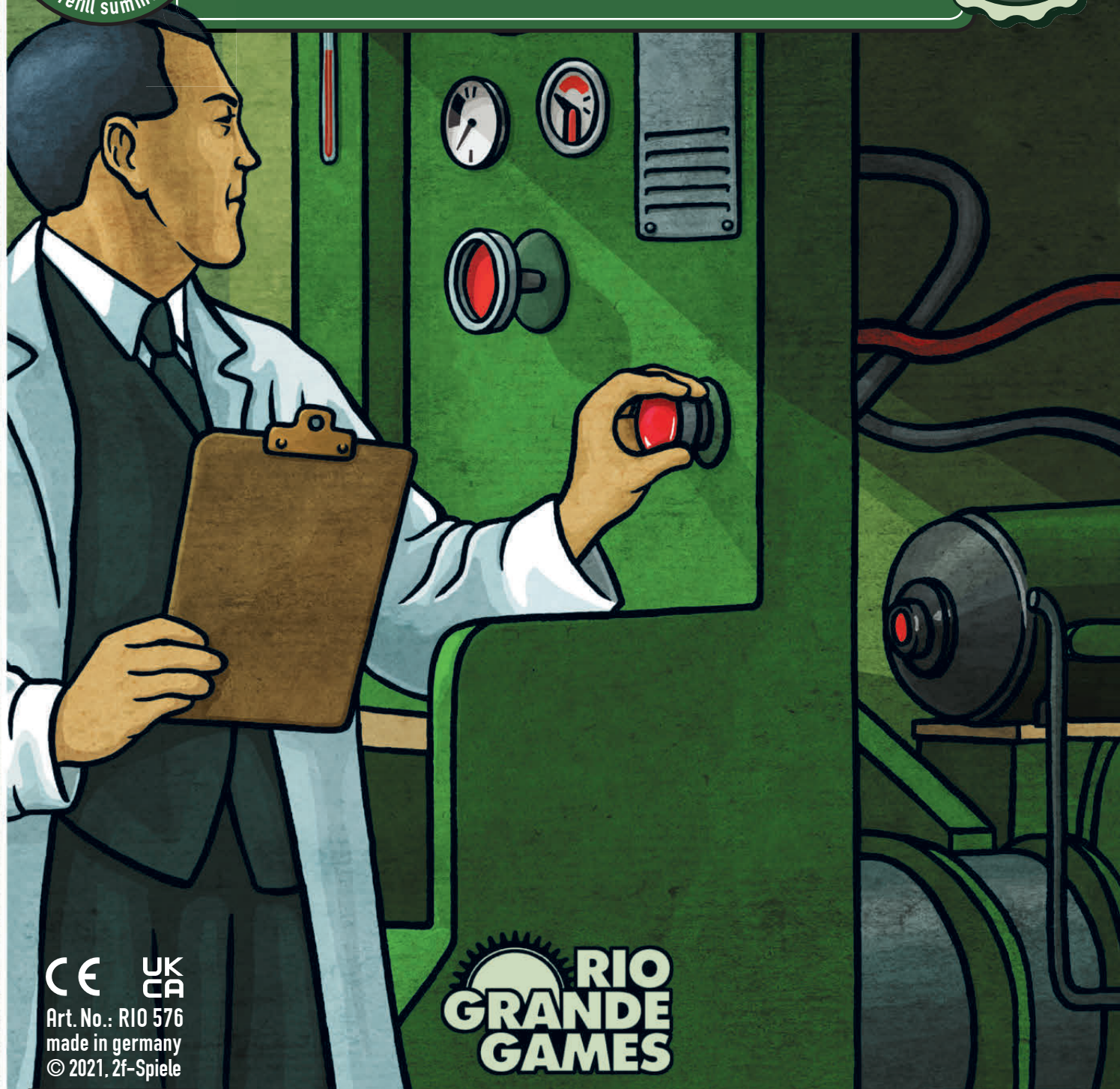


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POWER GRID

EXPANSION

Australia / Indian Subcontinent



CE UK CA

Art. No.: RIO 576
made in germany
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The maps Australia / Indian Subcontinent in this expansion can only be played with a copy of **POWER GRID**.



2-6

14+

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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.

Australia

Introduction

Australia does not have a single connected power network. Only in the populated regions, mainly in the southeast, are several cities connected to each other. Because of this, players may connect to any city for a generally higher connection cost. Australia does not use uranium for their power production, but they do mine huge amounts of the material to sell to other countries. This offers a completely new game element, even for experienced Power Grid players!

Game preparation

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 3–8, garbage - spaces 4–8. The cheapest starting spaces for each resource are marked on the map with this  symbol. In "Step 1" and "Step 2" of the game, only the areas of the resource market for 1 to 8 Elektro are used.

There are no uranium spaces in the resource market. The uranium is sold in a separate uranium market in Australia. At the start, all 12 spaces of the uranium market are filled with 1 uranium each.

Australia 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. In Australia, the chosen regions do not need to be adjacent!

2 players - Against the Trust: the players may place the 6 starting houses of the Trust in any cities of the chosen regions.

Before preparing the power plant deck, remove the nuclear power plant #17. Place the removed power plant back into the game box; it is not used during the game.



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

Playing the game

Phase 2: Buying power plants

In Australia, the nuclear power plants are considered uranium mines. Instead of supplying cities with electricity, the players mine uranium and sell it at the uranium market.

The uranium mines are equivalent to the power plants, and players buy them in the same auctions. A player may buy a single card during each round - either a power plant or a uranium mine. The uranium mines are not counted towards the limit of 3 power plants. In other words, a player may have up to 3 power plants and any number of uranium mines. The uranium mines are considered when determining the player order in Phase 1!

2 players - Against the Trust: the Trust takes uranium mines, too.

Addendum for the Robots expansion: The robot never buys uranium mines!

Phase 3: Buying resources

The players may only buy coal, oil, and garbage. At the start of "Step 3," the Australian government establishes CO₂-Taxes. The prices for all of the resources in the market are increased by 2 Elektro. Move the 6 cheapest resource tokens of each type in the resource market to the spaces in the areas for 9 and 10 Elektro. The areas for 1 and 2 Elektro are not used for the remainder of the game.



Example: In "Step 3", the cheapest resources cost at least 3 Elektro per piece.

The uranium tokens are only used to track the uranium prices. They are in either the uranium market or in a separate storage space next to this market. The players only move these tokens in Phase 5: Bureaucracy.

Phase 4: Building

Players may connect any available city in the chosen game area to add to their networks. A player either pays the specified connection costs between cities, which are printed on the game board, or they pay the general connection costs of 20 Elektro, in addition to the building costs for the city. The player may always choose the general connection cost if this is cheaper than the specified connection costs on the map or if there are no connections between the cities at all. In other words: each city in Australia is connected with each other city for a maximum general connection cost of 20 Elektro. A player always marks all cities of their network on the scoring track! A player follows all other rules when connecting a new city: in "Step 1", each city is only available for a single player etc.

The major cities Melbourne and Sydney each consist of 2 cities with a connection cost of 0 Elektro.

Addendum for the Robots expansion: The robot follows its building rules and normally always chooses the cheapest connections. It chooses the general connection cost of 20 Elektro plus the respective building costs of the city if there are no cheaper connections. The robot chooses a new city randomly. First, the players randomly choose one of the available regions. Second, the players choose a random city in this region. If all 7 cities are still available for the robot, the "last player" chooses a city to be unavailable to the robot. Then, the players use all six colors to randomly choose the robot's city.

Phase 5: Bureaucracy

Besides getting money from powering the cities with electricity, the players also get money from their uranium mines. In reverse player order, starting with the last player, each player may sell the uranium from their mines to the uranium market. A player may decide not to sell their uranium.

Important: In contrast to getting money from powering cities, which players do not get at the end of the game, players get money for selling uranium in the last round of the game.

If the player decides to sell uranium, each uranium mine produces an equal amount of uranium, matching the number of cities it normally powers with electricity. The player multiplies this amount with the highest available number in the uranium market and gets that sum in Elektro. Then, they place one uranium token per uranium mine (not per produced uranium) from the storage on the highest available spaces of the uranium market. Afterward, the next player sells their produced uranium for the new price and so on.

2 players - Against the Trust: the Trust always sells their uranium.

Example: Paul is the last player. He owns 2 uranium mines, #11 and #23, which produce a total of 5 uranium. The current highest available price is 4 Elektro at the uranium market. Paul takes 20 Elektro and places 2 uranium tokens from the storage on the 2 highest available prices of the uranium market. The next player now only gets 3 Elektro for his produced uranium.



Afterward, uranium markers are removed from the uranium market; this symbolizes the demand of other countries for uranium.

Starting with the cheapest spaces, remove uranium markers in accordance with the resource supply table on the last page and place them into the storage.


Finally, fill the resources on the resource market in accordance with the Australia refill summary cards.

Indian Subcontinent

Introduction

The Indian Subcontinent is always in danger of suffering huge power outages if the players increase their networks too fast. Additionally, the players must buy their resources on a limited resource market, which does not always guarantee enough resources for all players. The garbage power plants use livestock manure, which is inefficient. When producing electricity, they need one additional garbage marker.

Game Preparation

Fill the following spaces of the resource market: coal - spaces 1–8, oil - spaces 2–8, garbage - spaces 2–8, uranium - spaces 6–16. The cheapest starting spaces for each resource are marked on the map with this  symbol. Use only 8 uranium tokens during the game and place the other 4 uranium tokens back into the game box.

Before preparing the power plant deck, remove the nuclear power plant #11. Place it back into the game box; it is not used during the game.



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

Playing the game

Phase 3: Buying resources

At the start of the game, the resource market is very small. The players can only access the areas for 1 to 3 Elektro. At the start of "Step 2," the areas for 4 and 5 Elektro are added. Only at the start of "Step 3" is the whole market completely accessible to the players.

In reverse player order, starting with the last player, each player may buy just 1 resource token per buying turn. The players continue in this manner for several buying turns. If a player wants to stop buying, they pass. The other players continue to buy 1 resource token per buying turn.

The garbage power plants need 1 additional garbage token to produce electricity, but they do not store more garbage. For example, the garbage power plant #24 now needs 3 garbage tokens, but it can only store up to 4 garbage tokens.

Phase 4: Building

The major cities Bangalore, Mumbai, and Delhi each consist of 2 cities with a connection cost of 0 Elektro.

When the players connect new cities to their networks, they show this by placing their houses on their ends.

At the end of this phase, the players count the total number of houses placed on their ends (which were newly connected by all players during this round). If this sum is higher than twice the number of players, at least 5 houses with 2 players (do not count the Trust's houses), at least 7 houses with 3 players, and so on, the players cause a huge power outage. As punishment, they get less income in the following Phase 5: Bureaucracy.

Finally, all new houses are placed right side up.

Phase 5: Bureaucracy

The players must power as many cities in their networks as possible with their power plants. If the power plants have enough resources and there is still an unsupplied city in that player's network, resources must be moved between power plants that use the same resources until the power plants produce enough electricity even if they now overproduce. The player may choose to produce no electricity with a power plant and save its resources for the next turn only if that power plant is not needed to supply electricity.

If the players caused a power outage in Phase 4: Building, all players are punished and receive less income for powering the cities. For each city connected in a player's network, that player must subtract 3 Elektro from their total income. For example, if the player owns 10 cities and powers 8 of them, the player gets 90 Elektro - 30 Elektro = 60 Elektro!

Important: If there is a power outage in the last round, you also play phase 5 for once, so all players get one more income.

Finally, fill the resources in accordance with the Indian Subcontinent refill summary cards. Refill the most expensive spaces first, even if these spaces are not available in the first turns, like uranium.

Two more great ways to play:



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