

Friedemann Friese

Power Grid

Fabled Expansion

Idea of the Game

This expansion offers two Fabled Decks, which can be used for campaigns with 3 consecutive games on each of the 4 maps of both base games *Power Grid* and *Power Grid deluxe*. During each of the games, new rules are added to the gameplay, thoroughly changing the *Power Grid* experience for all players.

Contents

- 30 Fabled Cards (15 cards each in 2 decks)
- 6 Rules Cards

General Information

For playing this expansion, the players need one of the two base games *Power Grid* or *Power Grid deluxe*.

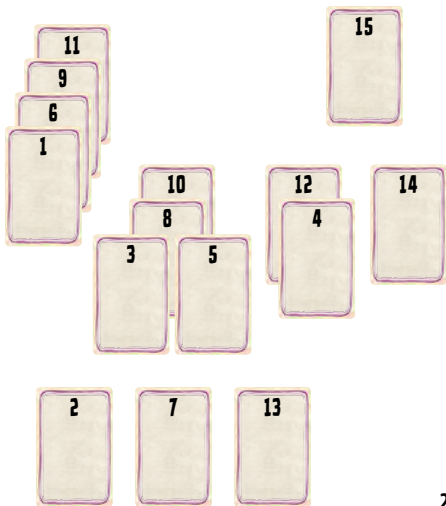
The two Fabled Decks each belong to certain maps. Depending on the chosen map, the players use the matching Fabled Deck.

Game Preparation

Germany or Europe: The players use the Fabled Cards with a purple border.

Place the Fabled Cards FACE DOWN as shown below, using the numbers on their backs to place them.

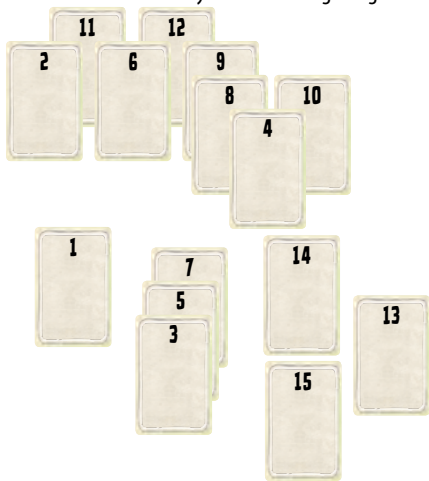
This way, the players can easily check the conditions to reveal the cards when they are met during the game.



USA or North America: The players use the Fabled Cards with a white border.

Place the Fabled Cards FACE DOWN as shown below, using the numbers on their backs to place them.

This way, the players can easily check the conditions to reveal the cards when they are met during the game.



For all maps: Depending on the chosen map, the players prepare the game as explained in the rules of the base games.

How to Play

Both Fabled Decks offer rules for campaigns of 3 consecutive games.

During these 3 games, the players reveal Fabled Cards as their conditions are met and add their actions and rules to the gameplay.

Depending on the playing style of the players, the order of revealed Fabled Cards will be different in their games. It is possible, that certain Fabled Cards remain face down until the end of the third game if the players do not trigger their conditions.

After the players reveal a Fabled Card, it remains in play until it is removed, as some of the Fabled Cards force players to remove other Fabled Cards from the game.

The players play according to all rules of the base games, except as Fabled Cards modify these rules. In that case the Fabled Cards always take priority.

If you want to play the next game at another time, place the revealed cards on top of the Fabled Deck and place them back into the box.

During the 3 games of a campaign, the players can switch the number of players and can continue to play **4**

more games with the revealed cards. If the players want to start a new campaign in the middle of an ongoing campaign, they only need to note the revealed cards to continue at another time.

Conditions for Revealing Fabled Cards

The Fabled Cards name conditions describing when the players need to reveal them during the 3 games.

“AND”: If a Fabled Card has several conditions combined with an “and”, all of these conditions must be fulfilled before the players reveal such a Fabled card.

“OR”: If a Fabled Card has several conditions separated by “or”, the players reveal such Fabled Card when any one of these conditions is fulfilled (sometimes the players trigger several of them at the same time).

Using neutral tokens

Some of the Fabled Cards ask the players to use neutral tokens to mark different things.

When playing with 2-5 players, the players simply use the houses/generators of one of the unused player colors.

When playing with 6 players, players use pennies or some other suitable item as these tokens.

Games with 2 players

In games with only 2 players, the players use the variant "Against the Trust".

These rules are included in the rules for **Power Grid deluxe**. If you do not own **Power Grid deluxe**, you can download this variant on our website at:

www.2f-spiele.de/spiele/pdf/power_2er_variant_rules.pdf

We recommend using this variant for 2 players with or without playing this expansion!

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