

*Friedemann Friese*

# POWER GRID

THE NEW POWER PLANTS - SET 2



RULES

# POWER GRID

## THE NEW POWER PLANTS – SET 2

### Contents



42 power plants



1 card "Step 3"

The basic rules for Power Grid (Recharged Version) are the same.

The new power plants of this Set 2 match best with the Europe/North America map expansion. You can

also play them with the Germany and USA maps from the base game.

## New hybrid power plants



The hybrid power plants in this expansion have a yellow/black color and have two resource symbols. You may choose to buy and use any combination of garbage and/or oil. Usually, you will choose to buy the cheaper resource. You need the stated number of resources (of either or both in any combination) to produce electricity and may store a total of twice as many resource tokens of both (not each) types.

## Variant 1: Power Grid with the new power plants

### Game preparation

Play Power Grid with the new power plants from this expansion, which replace the power plants of the base game.

Prepare the power plant market as follows: shuffle the power plants with a plug on the back (the power plants 03–15). Draw 8 cards and sort them in ascending order, so the 4 smallest power plants are in ascending order in the top row (the current market), and the other 4 are in ascending order in the bottom row (the future market).

Afterward, prepare the power plant stack as



explained in the base game.

## Variant 2: Power Grid with both power plant stacks

### Game preparation

Play Power Grid with a shuffled deck that includes the new power plants from this expansion combined with the power plants from the base game. Only remove the card “Step 3” from the base game.

Prepare the power plant market as follows: shuffle all power plants with a plug on the back (the power plants 03–15 from the base game and this expansion).

Draw power plants one at a time. Remove the first power plant of each number (it is a fake) and place

them next to the game board in a separate area for unused power plants. Place the second power plant of each number (it is the original) into the market until there are 8 power plants in the market. Sort these power plants in ascending order, so the 4 smallest power plants are in ascending order in the top row (the current market), and the other 4 are in ascending order in the bottom row (the future market).

Set aside the card “Step 3”. Shuffle all remaining power plants (with a plug and with a socket on the back), and place them face down as a draw deck.

Similar to the base game, remove a certain number of power plant pairs from the game depending on the number of players. To do so, draw power plants from

the deck until you have placed 5 power plants for 2 players, 7 power plants for 3 players, or 3 power plants for 4 players as additional fakes in the area for unused power plants. Then, search the deck for the original power plants showing the same numbers and place them with their fake counterparts. Finally, shuffle the remaining deck of power plants and place the card "Step 3" face down at the bottom of the deck.

Afterward, start the game. Each time you draw power plants from the deck, you now only remove the first fake power plant of each number and place it in the area of unused power plants, and place the second original power plant in the market.

## Playing with the other map expansions

This small rules booklet does not offer enough space to explain all necessary changes for all map expansions.

If you want to know how to use these new power plants with all the map expansions, please visit our website **[www.riograndegames.com](http://www.riograndegames.com)**.

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