

Friedemann Friese

POWER GRID

THE NEW POWER PLANT CARDS

The basic rules for **POWER GRID** are the same. In the following, only the changes and characteristics of the power plant cards are explained.

We have added a payment summary, so that every player in 6 player games will have one. The play order summary was not included, because all cards were printed language neutral.

We included the "Step 3" card in case the original power plant cards were much used and are, thus, "marked" or if there are slightly color differences after printing.



Use power plants 52, 54, 57, 60 only in variant 3.

Variant 1: **POWER GRID** with the new power plant deck

Use the normal **POWER GRID** rules: at the beginning, place the power plants 1-8 in the market in the normal way. Remove Power Plant 11 and the “Step 3” cards. Shuffle the remaining power plant cards. Finally, place the “Step 3” card under the deck of power plants and place power plant 11 on top of the deck.

If you are playing with the “France” map, simply remove power plant 11 from the game.

Variant 2: **POWER GRID** with both power plant decks

Remove power plants 17, 18, and the “Step 3” cards from the old deck from the game.



When preparing the deck, take power plants 1–8 from both decks and shuffle them together (14 cards). Now draw power plant cards one at a time. In each case, remove the first power plant of each number and place it next to the game board in a separate area for unused power plants. Place the second power plant of each number into the market (in two rows with the numbers in sequential order).

Never remove power plants 1 and 2 as there is only one of each.

Remove the “Step 3” card. Shuffle the remaining power plant cards and place them face down as a draw deck. Finally, place the “Step 3” card face down at the bottom of the deck.

During the game, remove the first power plant of each number from the game placing it in the separate area for unused power plants. Players can examine this area to get an idea of what power plants may yet come up during the game.



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Depending on the number of players (as in the base game), remove a certain number of power plants from the game. To do this, take the second drawn power plant numbers (of course not the power plants for the starting market) and place them in the separate area for unused power plants.

Do this until you have removed the required number of power plants. During the first game turn this takes a little bit effort, but later during the game it becomes easier.

Every time you remove a power plant from the game (because they are too small or a player gets his fourth power plant), place it into the separate area for unused power plants.



Variant 3: POWER GRID+ with a big power plant deck

Use all the old power plant cards and add the new power plant cards numbered 46, 50, 52, 54, 57, and 60 to this deck.

Prepare the power plant deck and market as explained in the basic rules.

In this bigger power plant deck, the power plant cards 46 and 50 are in the deck twice. Always consider the new power plant with a + as the larger when deciding where to place it in the power plant market.

A stylized, grayscale illustration of a landscape with jagged, mountain-like peaks. In the center of the image, there is a large, bold, black number '5' with a white outline, set against a dark, circular background. The overall aesthetic is clean and modern, typical of board game graphics.

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Depending on the number of players, use the following numbers:

Players	Cities (total)	Step 2 (Cities)	Game end (Cities)	Game start (removed power plants)
2	24	12	24	10
3	24	8	20	10
4	32	8	20	5
5	40	8	18	0
6	42	7	15	0

Because the region arrangement does not work for this variant, simply choose the appropriate number of connected cities and ignore the connections to unused cities.



Variant 4: **POWER GRID** with player-created power plant decks

Of course, you can play **POWER GRID** with a specially created power plant deck. That is, you choose one power plant of each number to get the power plant deck you prefer to play with.

You can also reduce or increase the number of power plants - each change will result in a very different game of **POWER GRID**.

If you choose two power plants with the same number, you must agree beforehand on a rule, which determines which of the two power plants will be the larger one in the market.

Additional expansions for **POWER GRID**

Of course, you can use the new power plants with all existing expansion maps.



In France, you can use more nuclear power plants and in Italy more garbage power plants.

Benelux gets more oil, so you can use one or two more oil power plants and in Central Europe use more coal power plants.

There are plans to publish such different possibilities at www.riograndegames.com

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