

Ariedemann Friese

POWER GRID

EXPANSION

France / Italy



**RIO
GRANDE
GAMES**

Art. No.: RIO 255
made in germany
Copyright 2011



6 55132 00255 4

The maps of France and Italy in this expansion
can only be played with a copy of **POWER GRID**.

2-6

13+



Friedemann Friese

POWER GRID

EXPANSION *France/Italy*

The enclosed game boards for France and Italy can be played only with Power Grid. It is not a stand-alone game.

The game rules are the same as for Power Grid, except where noted below. Please note that each board (France and Italy) has changes from the original rules.

France

Introduction

Currently France has an emphasis on nuclear power.

This is reflected in the game by a larger supply of uranium and faster access to the first nuclear power plant. The capital city of Paris is the largest metropolis in the country. Paris is represented as a »triple« city, which makes it an interesting target for power plant owners, but too much emphasis on Paris may be an incautious player's undoing!

Preparation

When loading the uranium resource to start the game, fill spaces 5 to 16.

Remove power plant 13 from the game.

After setting out the initial 8 power plants, set power plant 11 and the step 3 card aside. Shuffle the remaining cards and place them face down next to the board. Place the step 3 card face down under the supply and power plant 11 face down on top of the supply.

During the game

Phase 4: Building

The Paris region is represented by three cities. The connecting cost between these cities is 0. When building between these cities, a player need only pay the 10 (for the first), 15 (for the second), or 20 (for the third) Elektro cost for the sub-station. As in the base game, players may only build a second or third sub-station in one of the Paris cities during the second and third steps of the game. No player may build twice in any one of the three Paris cities.

Tips

- Paris appears to offer the first building player a great advantage, as he can build the equivalent of 3 cities for no connecting costs. However, this gives the player no guarantee of a victory. Having 3 cities early in the game can create problems for a player. Also, there are regions to the north and west of Paris with relatively low connecting costs. If two or more players start in these regions, it will be expensive for the »Paris« player to build out of Paris. Since in the early rounds, the player will have only a small power plant, but with 3 cities will buy resources last, the player will likely quickly lose whatever advantage he gained with the cheap 3-city build in Paris.
- The price of the first atomic power plant in the market should not be underestimated. Depending on when the next atomic plant shows up, a player with the first atomic power plant may benefit from an early monopoly on atomic power.
- We recommend choosing the central France region (containing Paris) as one of regions included in the game. It is too important to the game to be left out, but if you do, let us know how it works.

Italy

Introduction

In Italy, resources are more limited than elsewhere. Both coal and oil can quickly become both scarce and expensive. Combined with relatively high connecting costs in some parts of the country due to natural geography, players will often find themselves short of cash.

Preparation

The resource market is filled as follows: coal on spaces 3 to 8, oil on spaces 4 to 8, garbage on space 5 to 8, and uranium on spaces 14 and 16.

Author: Friedemann Friese
Graphics & Design: Maura Kalusky
Rule editing: Henning Kröpke

© 2005/2011, 2F-Spiele, Bremen/Germany



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