

Russia Resource Supply Table

	2 players			3 players			4 players			5 players			6 players		
	Step			Step			Step			Step			Step		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Coal	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Oil	3	4	3	3	4	3	5	6	4	5	7	5	7	9	6
Garbage	2	2	3	2	2	3	3	3	4	4	3	5	4	5	6
Uranium	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Japan Resource Supply Table

	2 players			3 players			4 players			5 players			6 players		
	Step			Step			Step			Step			Step		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Coal	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Friedemann Friese
POWER GRID

EXPANSION
Russia & Japan



Art. No.: RIO428
made in germany
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The maps of Russia/ Japan in this expansion can only be played with a copy of Power Grid.

2-6 12+

The maps of Russia and Japan in this expansion can only be played with a copy of Power Grid.
The rules of Power Grid remain the same, except for following modifications and special features of the two maps contained in this expansion.

Russia

Overview

The market for power plants is restricted in Russia. Additionally, the standard rules for exchanging out of date power plants are changed, forcing the leading players to completely rethink their strategies.

Preparation

Remove power plants 6 and 14 from the game and place them back into the game box.

The power plant market contains only 6 (2 rows of 3) power plants. Power plants 3, 4, and 5 are in the actual market, and power plants 7, 8, and 9 are in the future market. After the starting market is prepared, set aside power plants 10, 11, and 13. Prepare the remaining power plants as usual (depending on the number of players, remove a certain number of random power plants from the game, etc.). Then take the top three power plants from the shuffled draw stack and power plants 10 and 11, and shuffle these 5 cards and place them back on top of the stack. Finally, as usual, place power plant 13 on top of the draw stack.

At the start, the prices of resources begin at: coal 3 Elektro, oil 1 Elektro, and uranium 6 Elektro. There is no garbage in the resource supply at the start of the game.

Playing the game

Phase 2: Buying power plants

Starting in game turn 2: when the first player in a game turn does not offer a new power plant for auction and instead passes, remove the smallest power plant in the actual market and replace it with a new power plant from the stack. This rule replaces the base game rule, so that players **DO NOT** remove the smallest power plant from the market when all players pass and nobody buys a new power plant.

Phase 4: Building

DO NOT remove a power plant from the market when a player connects the same or a higher number of cities in his network.

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Russia resource supply table.
The Russia resource supply table is on the last page!

Game Step 3

At the beginning of Step 3, remove the smallest power plant and the card "step 3" from the market (as explained in the base game rules), leaving only 4 power plants in the market. The players can choose between all 4 remaining power plants.

Japan

Overview

Based on the crowded geographical surroundings, the players can start two separate networks in Japan. The first connections are restricted to certain cities, guaranteeing a tough fight for the best networks.

Preparation

At the start, the prices of resources begin at: coal 2 Elektro, oil 4 Elektro, garbage 6 Elektro, and uranium 12 Elektro.

Playing the game

Phase 4: Building

Each player can have two separate networks during the game.

During the first game turn each player can start 0, 1 or 2 networks. Each can only place two houses, if he starts both networks (so not two houses in the same network). The player must place his first houses for the networks in two of the six starting cities: **Fukuoka, Kobe, Osaka, Sapporo, Tokyo** or **Yokohama** (depending on the chosen regions at game start). All of these cities have two places for first connections (cost of 10 Elektro). Thus, two players can place houses there during the first step of the game. As usual a single player can only have one house per city.

Of course, a player can also choose to build in only 1 or 0 cities in the first game turn. Starting with the second game turn, the player can freely connect any other cities from one or both of his starting cities, including using the second first connection space in the starting cities.

If he starts his first or second network later during the game, he still needs to choose one of the starting cities. During Step 3 of the game, the player can use the third connection spaces of the starting cities, too (cost 20 Elektro). If all spaces of a starting city are already chosen by other players, the player is forced to play with a single network for the remainder of the game.

Important: some cities in Japan are smaller and have only two building spots for houses. Players can build houses either from game start (building costs of 10 and 15 Elektro) or only at start of "step 2" (building costs of 15 and 20 Elektro).

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Japan resource supply table.
The Japan resource supply table is on the last page!

Friedemann Friese POWER GRID

The powerful economic game - for tacticians and strategists!

Earning money with electricity? A great idea!

Build your own power plant empire in this exciting economy game. Both the German and US maps offer you many exciting and entertaining hours.

Contents: double-sided game board, playing money, power plant cards, 200+ wooden playing pieces



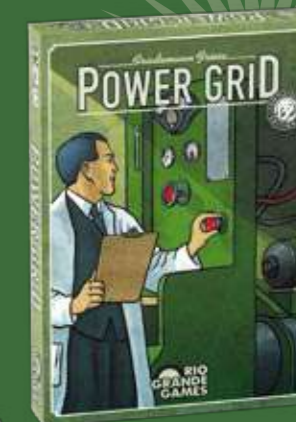
2-6 Players



12+



120 Minutes



German Game of the Year - Recommendation list 2005 Awarded with game prizes in Poland and Italy!



EXPANSIONS



France/Italy

Contents: double-sided game board, rules

Great geographical differences and a different emphasis in the supply of the resources require players to find new and interesting tactics.



Benelux/Central Europe

Contents: double-sided game board, rules

On the Benelux side, the players find a fast game board for shorter games. On the Central Europe side, the players find a region dominated by coal and nuclear-free zones which offer still more game options.



China/Korea

Contents: double-sided game board, rules

The divided resource market in Korea and the Chinese planned economy offer the players the greatest challenges and tests their abilities to create a successful power plant empire.



Brazil/Spain & Portugal

Contents: double-sided game board, rules and a collector box

In Brazil the fight for scarce resources is getting hot, while in Spain & Portugal the interests of the power companies are diverting in two completely different directions: a conflict of interests is built into the game and fascinates the players during the games!



THE NEW POWER PLANT CARDS

Contents: new power plant cards

This expansion offers a completely new set of power plants for players to use separately or in combination with the original deck for many more play options.

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