

# *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 card, 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.

### **Variant 1: Using the new power plant deck**

Remove from the game the power plants 52, 54, 57, 60. Use the normal Power Grid rules: at the beginning, place the power plants 1-8 in the market in the normal way. Put the power plant 11 and the "Step 3" cards aside. Shuffle the remaining power plant cards. Finally, place the "Step 3" card face down at the bottom of the deck and place the power plant 11 face down on top of the deck.

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

### **Variant 2: Using both power plant decks**

Remove from the game the power plants 17, 18 from the old deck and 52, 54, 57, 60 from the new deck. 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 2 rows with the numbers in sequential order). Never remove power plants 1 and 2 as there is only one of each.

Put aside 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 from the game the first power plant of each number, by placing such cards in a separated area. Players can examine this area to get an idea of what power plants may yet come up during the game.

Depending on the number of players (as in the base game), a certain number of power plants may have to be removed from the game. This is done in the first game turns by also removing the second drawn power plant of a given number (of course not the power plants for the starting market!) and placing them in the separated area. 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 4<sup>th</sup> power plant), place it into the separated area.

### Variant 3: Using 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 green + (on the top right corner of the card) as the larger when deciding where to place it in the power plant market.

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

\* the payment for 20+ supplied cities is always 150 electro.

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: Using a customized power plant decks

You can play Power Grid with a customized 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.

Author: Friedemann Fries

Graphics & Design: Maura Kalusky

Rules: Henning Kröpke & Friedemann Fries

Rules translation: Jay Tummelson & Henning Kröpke