

The maps "Central Europe" and "Benelux" can only be played with a copy of Power Grid. The rules of Power Grid stay the same. Following are the changes and special rules for each of the maps.

Central Europe

Introduction

Due to the large coal deposits in Poland, the resource market and supply is quite one-sided for the plants in Central Europe. Additionally, Austria and Poland refuse to use nuclear power. Players are only allowed to use this type of plant if their networks are present in at least one of the other three countries. The city of Vienna has a special status, since it burns large quantities of trash to provide power, even going so far as to buy trash from neighboring countries. Players who have Vienna in their network get a discount on trash. These different premises provide players with challenge and suspense on this map.

Preparation

The resource market is filled up according to the following: Three Coal are put on each of the fields from 1 through 8. Three Oil are put on each of the fields from 3 through 8. Three Trash are put on each of the fields from 7 through 8. One Uranium is put on each of the fields from 8 through 16.

During the Game

Phase 2: Acquiring Plants

Players may only acquire nuclear power plants, if their network includes at least one city from Hungary, Slovakia, or the Czech Republic. Players who only have cities in Poland and/or Austria always have to pass, and they may not, if they are the first player, choose a nuclear plant to put up for auction.

Phase 3: Buying Resources

Players that have included Vienna in their network may buy Trash at a price reduced by 1 Electro.

Phase 5: Bureaucracy

For Central Europe, the following supply table is used

	2 players Step			3 players Step			4 players Step			5 players Step			6 players Step		
	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Coal	4	5	3	5	6	3	6	7	5	7	8	5	8	10	6
Oil	1	2	3	2	2	3	2	3	4	3	4	5	4	5	6
Trash	1	3	3	1	3	3	2	4	4	3	4	5	3	6	6
Uran.	1	1	1	1	1	1	1	2	1	2	2	2	2	3	2

Benelux

Introduction

The Benelux countries support the construction of ecological power plants, so they enlarge the plant market to fulfill its demand. Other than Central Europe, Benelux puts an emphasis on the use of Oil (and gas). Aside from the quite low connection costs for the networks, the game is sped up further due to the smallest power plants being removed from the market very quickly. This is the speediest Power Grid variant!

Preparation

The resource market is filled up according to the following: Three Coal are put on each of the fields from 3 through 8. Three Oil are put on each of the fields from 1 through 8. Three Trash are put on each of the fields from 7 through 8. One Uranium is put on each of the fields from 14 through 16.

During the Game

Phase 2: Acquiring Plants

Every time the smallest power plant in the future market is an ecological plant (wind/solar power or fusion power), the present market is enlarged and that plant may equally be acquired from the players. In that case, there are 5 plants available for purchase.

Example:

Actual market: Plant 9 (Oil), Plant 10 (Coal), Plant 11 (Uranium), Plant 12 (Hybrid)

Future market: Plant 13 (Eco), Plant 14 (Trash), Plant 15 (Coal), Plant 16 (Oil)

The plant 13 is moved to the actual market; plants 9 through 13 are available for purchase.

Phase 5: Bureaucracy

Each round in step 1 or 2 of the game, in addition to the standard rules, the smallest plant is removed from the plant market and replaced by the first from the stack.

For Benelux, the following supply table is used

	2 players Step			3 players Step			4 players Step			5 players Step			6 players 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	4	5	3	5	6	4	5	7	5	7	9	6
Trash	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uran.	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3