

Northern Europe 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	4	3	3	4	4	4	5	5	4	5	6	6	8	5
Oil	1	2	3	2	2	3	2	3	4	3	4	5	4	5	6
Garbage	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	1	2	2	1	2	2	2	3	2	2	4	3	2	4	4

United Kingdom & Ireland 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	3	5	3	4	6	4	4	7	5	6	8	6
Oil	2	3	2	2	4	2	3	5	3	4	6	6	5	7	5
Garbage	1	2	2	1	2	2	2	3	3	3	3	5	3	5	5
Uranium	1	1	1	1	2	1	1	3	1	2	4	2	2	4	3

Friedemann Friese POWER GRID

EXPANSION

*Northern Europe /
United Kingdom & Ireland*



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**RIO
GRANDE
GAMES**

The maps and power plant cards of Northern Europe/United Kingdom & Ireland in this expansion can only be played with a copy of **POWER GRID**.

2-6

13+



The maps and cards of Northern Europe / United Kingdom & Ireland 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 and cards contained in this expansion.

Components

- 1 double-sided game board
- 12 new power plants (for Northern Europe)

Northern Europe

Overview

The seven countries in Northern Europe use very different energy sources for their electricity production. Depending on which regions are chosen the players will be confronted with a changed set of power plants.

Preparation

Depending on the chosen playing area add two new power plants for each region and remove the old power plants with the same numbers. Place the removed power plants back into the game box, they are not used during the game.



At the start, the prices of resources begin at: coal 3 Elektro, oil 3 Elektro, garbage 5 Elektro, and uranium 7 Elektro.

Playing the game

Phase 2: Buying power plants

A player may only bid on (and buy) a nuclear power plant if his network has at least one city in Sweden, Finland, or in the Baltic States (Estonia, Latvia, Lithuania).
A player whose network consists of cities only in Denmark or Norway may not select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned.
For example, if the playing area includes the south of Sweden, a player may only buy the power plant 10 if he has at least 1 city in Sweden, Finland or the Baltic States.

Phase 5: Bureaucracy

In this phase, fill the resources in accordance with the Northern Europe resource supply table.

The Northern Europe resource supply table is on the last page!

United Kingdom & Ireland

Overview

The players can operate two different networks on these two isles. There is no direct connection between Ireland and Great Britain, so the start of the second network costs the player dearly. Additionally, this region changed from a resource exporter to an importer in a very short time, so that »Step 3« starts earlier when playing on this map.

Preparation

The players can choose a playing area, that is placed on both islands of Ireland and Great Britain. All regions chosen on Great Britain must still be connected.

Example: A game with 3 players can be played in the Republic of Ireland, Wales and the north of England. The players cannot exchange the north of England with Scotland, as this region is not connected to Wales and does not create a connected playing area in Great Britain.

After the preparation of the draw pile with power plants, place the »Step 3« card as the third last card in the stack, i. e. there are two power plants placed below the »Step 3« card. At the start of »Step 3« these two power plants are shuffled together with all power plants placed below the draw pile during the game and are placed face down as the new draw pile.

At the start, the prices of resources begin at: coal 1 Elektro, oil 3 Elektro, garbage 5 Elektro. There is no uranium in the starting market.

Playing the game

Phase 2: Buying power plants

A player may only bid on (and buy) a nuclear power plant if his network has at least one city in Scotland, Wales, England or Northern Ireland. A player whose network consists of cities only in the Republic of Ireland may not select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned.

Phase 4: Building

If the playing area includes both the islands of Ireland and Great Britain, the players can operate two different networks. Each player chooses his first city among all vacant cities on either island. During the game, when the player wants to start his second network on the other island, he chooses any vacant city on that island as the start of his second network and he must pay an additional cost of 20 Elektro. Each time the player wants to connect another city to one of his networks, he follows the base rules. He always marks all cities of both his networks on the scoring track!

Addendum for the Robots expansion: The robot follows its building rules and always chooses the cheapest connections. He only starts his second network, if this is the cheapest possibility to connect to a new city. The robot pays the 20 Elektro plus the building costs of the city.

Phase 5: Bureaucracy

In this phase, fill the resources in accordance with the United Kingdom & Ireland resource supply table.

The United Kingdom & Ireland resource supply table is on the last page!

Step 2

The regions have a different number of cities. Depending on the chosen playing area, there may be less than the usual average of 7 cities per player available. Step 2 begins either, after a player connects the 7th city to his network (10 cities with 2 players, 6 cities with 6 players), or if all available cities have a first connection.

Game end for 2 players

The game ends, if a player connected all available cities in his network. Depending on the chosen playing area this can be 18–22 cities!

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