

POWER GRID

SETUP

1. Choose the Europe side or the North America side of the Game Board.
2. For **3/4/5/6** players, choose **3/4/5/5** contiguous Areas to use, respectively, and block off the others.
3. Each player takes 50 Elektros, a Payment Summary Card, and 22 Generators in 1 colour. They place 1 Generator on the '0' space of the Score Track, and 1 in the left column of the Turn Order Track in a random order.
4. Place Coal in the coal spaces in boxes 2 to 8.
5. Place Gas in the gas spaces in boxes 3 to 8.
6. Place Oil in the oil spaces in boxes 3-9 (**Europe**) or 4-9 (**North America**).
7. Place Uranium in the uranium spaces in boxes 8-9 (**Europe**) or 9 (**North America**).
8. Shuffle the Power Plant Cards numbered **03** to **15** (*dark backs*). Draw the top 9 (**Europe**) or 8 (**North America**) Cards, place these drawn Cards in the Power Plant Market, lower numbers in top row, in ascending numerical order in each row, from left-to-right.
9. For **NORTH AMERICA**: draw 1 more dark-back Card and set it aside facedown.

3/4 PLAYERS: randomly remove from the game **2/1** Cards from the remaining dark-back Cards and **6/3** from the light-back Cards.

10. Shuffle the remaining Cards, light and dark together, into a facedown deck.
11. Put the 'Step 3' Card at the bottom of the draw pile.
For **NORTH AMERICA**: put the set-aside Card from step 9 facedown on top.
12. For **3/4/5/6** players, put the White Stick before **7/7/7/6** on the Score Track. Crossing it triggers **STEP 2**.
13. For **3/4/5/6** players, put the black stick before **17/17/15/14** on the Score Track. Crossing it triggers **END GAME**.

GAME PLAY



Phase 1: Determine Player Order

(Skip in 1st Round of the game; turn order is random for initial Auctions).

Rearrange the order of the Generators in the left column of the Turn Order Track.

- The 1st player is the player with the most Cities in their Network.
- Ties are broken by the bigger Power Plant.



Phase 2: Auction Power Plants

During the 1st Round each player must buy 1 Power Plant.

This Phase is played in turn order as follows:

1. Choose 1 of the 4 Power Plants in the Current Market (*the top row*) for Auction.
2. Starting with the current player, players bid in clockwise order.
The minimum amount that must be bid is equal to the number of the Power Plant.
3. This continues with each subsequent player either raising the bid or passing.
4. Once all players have passed the player who won the Power Plant moves their Generator to the right-hand column on the Turn Order Track to mark that they've bought a Power Plant this Round. They pay the amount bid to the bank and take the Power Plant Card.
5. Draw a new Power Plant and rearrange the Market as in **SETUP**.
6. Continue until all players have either bought 1 Power Plant or have opted out of this Phase. If it is a player's Turn and they choose to opt out of buying a Power Plant, they may not bid in later Auctions during this Phase.

- Each player may buy at most 1 Power Plant each Round.
- Each player can own only a maximum of 3 Power Plants at any time. When you purchase a 4th Power Plant you must discard 1 Power Plant from your play area and replace it with the new Card. You may move Resources from the scrapped Power Plant to your 3 remaining Power Plants if 1 or more of them can store these Resources. If you have no capacity left or matching Power Plant for the Resources from the scrapped Power Plant, you must return these Resources to the supply, not to the Resource Market.
- If, at any time during the game, there is a Power Plant in the Current Market (*the top row*) with a number equal to or lower than the number of Cities any player has, immediately remove it from the game and replace it with a new Power Plant.
- The last player to start an Auction in a Round pays the minimum bid to buy the Power Plant.



NORTH AMERICA: the smallest Power Plant in the Current Market gets the Discount Token. The minimum bid on this Power Plant is reduced to 1 Elektro.



EUROPE: if all players opt to pass the Auction, remove the smallest Power Plant in the Current Market from the game and refill the Market.

At the end of this Phase in the 1st Round only, redetermine turn order based on biggest to smallest Power Plant bought.

If the 'Step 3' Card is drawn from the deck, the game enters **STEP 3**.



If Step 3 begins before Step 2, first perform all changes for Step 2 before directly continuing with the changes for Step 3.

Remove the Step 3 Card and the smallest Power Plant in the Current Market (*the top row*) from the game.

In Step 3, there are only 6 Power Plants in the Power Plant Market. Beginning with the next Phase 2 players can bid on all 6 Power Plants. There is no Future Market.



Phase 3: Buy Resources

In reverse turn order, players may buy Resources for their Power Plants from the Resource Market.
The printed number in the bottom left of each Resource space shows the price for 1 Resource Token.

Each Power Plant may only store the Resource type needed for production and at most may store twice as many Resource Tokens as it has Resource symbols.

Black/Blue Hybrid Power Plants may store a total of twice as many Resource Tokens in both types (*Gas and Oil*).

Green Ecological Power Plants cannot store any Resources.

At any time during the game, a player may rearrange their Resource Tokens amongst their Power Plants, if the Power Plants have space.

After all players finish this Phase, move all Generators on the Turn Order Track back to the left column.



Phase 4: Build Generators

In reverse turn order, players may build Generators to increase their Electricity Network.

A player may connect to any number of new Cities during their Turn in this Phase, as long as they pay all the building and connecting costs. After connecting all the desired Cities, the player moves their Generator on the Turn Order Track to the right column.

To build the 1st Generator in your Network, choose any available City on the Map, then place 1 of your Generators on the number '10' space in that City and pay 10 Elektro. (*you do not have to build a Generator in the 1st Round*).

All subsequent Cities you build must connect to at least 1 City already in your Network. When connecting to a new City, choose the cheapest connection(s) between 1 of the Cities in your Network and the new City, then pay the total of connecting costs and the cheapest available building cost in the City.

- If there is an available space in a City during this Phase, a player may add any City inside the playing zone to their Network. They may use any number of connections and may pass through a City without placing a Generator there.
- Players may never use any Cities or connections that lie outside of the selected playing zone during the game.
- The total costs are **10/15/20** Elektro for the **1st/2nd/3rd** Generator built in a City, plus the connection costs between the 2 Cities.
- A player may only build 1 Generator in each standard City.
- When a player adds a new City to their Network, they immediately update their position on the Scoring Track for connected Cities.



In Step 1 of the game, each City can only be connected by 1 player.



In Step 2, each City can be connected by up to 2 players



In Step 3, each city can be connected by up to 3 players.



NORTH AMERICA: New York and Mexico City are "Metropolises", each consisting of 2 Cities with a connection cost of zero Elektro. A player may have a maximum of 1 Generator in each of the 2 Cities of a Metropolis.

After all players finish this Phase, move all Generators on the Turn Order Track back to the left column.

If the White Stick was crossed the game enters **STEP 2**.



NORTH AMERICA: Remove the lowest numbered Power Plant from the Current Market (*the top row*) from the game and replace it from the Power Plant deck.



EUROPE: Remove the lowest numbered Power Plant from the Current Market (*the top row*) from the game, but do not replace it, reducing the Future Market (*the bottom row*) to 4 Power Plants

If the Black Stick was crossed, proceed to **END GAME**.



Phase 5: Bureaucracy

This Phase consists of the following 3 Steps:

1. In turn order, each player indicates how many Cities in their Network they wish to/are able to supply with electricity. Gain Elektros based on the number of Cities powered as shown on the Payment Summary Card. A player who does not supply any City gains 10 Elektro (*the guaranteed minimum*).
 - Each Power Plant requires the indicated amount of Resources to run. It then produces electricity for the number of Cities indicated in its bottom right.
 - Black/Blue Hybrid Power Plants require the stated number of Resources (*of either or both in any combination*) to produce electricity.
 - Green Ecological Power Plants do not require any Resources to run.
 - Each player may choose how many and which of their Power Plants are used. They do not have to supply all of their Cities, even if they have enough Power Plants.
 - The players remove the required Resources from the Power Plants that produced electricity this Round to the supply, not to the Resource Market.
 - If a player produces more electricity than they have Cities in their Network, the surplus is wasted.
2. Based on the number of players and the current Step of the game, resupply the Resource Market with Resources according to the Refill Summary Card.
3. During Step 1 and Step 2: move the biggest Power Plant in the Future Market (*the bottom row*) to the bottom of the Power Plant deck. During Step 3: remove the smallest Power Plant in the Current Market (*the top row*) from the game.

END GAME

Check to see which player can supply electricity to the most Cities in their Network using the Resources and Power Plants they have.

This player that can power the most Cities wins the game!

Ties are broken by most remaining Elektros.