

Québec 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	3	3	4	4	3	5	4	4	5	5	5	7	6	6
Oil	2	2	3	2	3	3	3	4	4	4	5	4	5	6	5
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

Baden-Wuerttemberg 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 Friesse POWER GRID

EXPANSION

Québec/Baden-Wuerttemberg



Art. No.: RIO 479
made in germany
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The maps of Québec/Baden-Wuerttemberg in this expansion can only be played with a copy of **POWER GRID**.

2-6

13+



Friedemann Friesse POWER GRID

EXPANSION *Québec/Baden-Wuerttemberg*

The maps of Québec and Baden-Wuerttemberg 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.

Until now these two expansions were only published in the French edition of the base game (Québec) and in the limited EnBW-edition (Baden-Wuerttemberg).

Québec

Overview

The Canadian province Québec places great emphasis on energy production via ecological hydro power plants. Once an ecological power plant has been added to the power plant market, it will remain until purchased by a player or removed when the number on it is lower than the number of cities power by any player. The two cities of Montreal and Québec offer several of cheap connections, making this map challenging with several layers of decisions regarding building the best networks.

Preparation

After the starting market is prepared, set aside power plants 13, 18, and 22. Prepare the remaining power plants as usual.

Important: In games with 2 to 4 players do not remove ecological power plants when removing random face down power plants!

Finally, place the power plants 13, 18 and 22 face down on top of the draw stack in this order: 13 on top, then 18 and 22.

At the start, the prices of resources begin at: coal 2 Elektro, oil 2 Elektro, garbage 7 Elektro, and uranium 14 Elektro.

Playing the game

Phase 5: Bureaucracy

When placing the highest power plant below the draw stack, never take an ecological power plant. Instead take the next highest power plant.

In this phase, the resources are filled in accordance with the Québec resource supply table.

The Québec resource supply table is on the last page!

Hints

- The ecological powder plants reduce the costs for buying resources. Nevertheless players need to make sure to own other power plants, too, as ecological power plants alone do not supply enough cities to win the game.
- When choosing the regions at game start at least one of the two regions with the cities of Montreal or Québec should be chosen to guarantee enough links to the more distant regions of the province.

Baden-Wuerttemberg

Overview

In Baden-Wuerttemberg, the clocks move differently: The main change focuses on the order of phases of a game round. First, you buy power plants, and then, you rearrange the player order. Furthermore, as this province is small, several transregional may only be connected starting in »step 2«.

Playing the game

The order of the first two phases of each game round switch positions:

1. Buying power plants
2. Determine player order
3. Buying resources
4. Building
5. Bureaucracy

For this map, during the first game round, the random player order will be rearranged regularly in phase 2 after buying power plants.

Phase 1: Buying power plants

If no power plant is sold in a round, the players remove the **two lowest** numbered power plants from the market, placing them back in the box, and replace them by drawing two power plants from the draw stack.

Phase 3: Building

The »transregional« cities (e.g. Strasbourg) only open their gates in »Step 2«. Players can only connect to them for 15 or 20 Elektro.

If at any time during the game there is a power plant in the actual market with a number equal to or lower than the number of cities any player has, players **do not remove** it from the game!

Phase 5: Bureaucracy

»Step 2« starts after the first player connects to 9 cities (in 2 player games), 6 cities (in 3 to 5 player games), or 5 cities (in 6 player games) in phase 4 of a game round.

In this phase, the resources are filled in accordance with the Baden-Wuerttemberg resource supply table.

The Baden-Wuerttemberg resource supply table is on the last page!

Discover the fire in the sparkling Stone Age.

POWER GRID THE FIRST SPARKS FRIEDEMANN FRIESE

Number of players: 2 - 6 | Age: 13+ | Playing time: 60 minutes

Contents: board tiles, storage board, technology cards, 200 wooden playing pieces

Follow us back in time, and relive the early beginnings of mankind. It is the birth of a new Power Grid experience: Stone Age, fire, food. The First Sparks is much faster and far more direct: you are immediately part of the action. Each turn, each decision is important.

As clan leader you decide on the well being of your clan during the Stone Age. You need to develop new hunting technologies and get new knowledge - to successfully hunt for food or to learn to control fire. With help of these skills you will harvest enough food to feed you clan and to spread it far enough to reach new hunting areas.

With plenty of wooden clan members, animal food tokens, a variable game board and Stone Age technology cards you can start at the beginning of Power Grid.



The ruthless economy game.

POWER GRID FACTORY MANAGER FRIEDEMANN FRIESE

Number of players: 2 - 5 | Age: 13+ | Playing time: 60 minutes

Contents: factory boards, storage board, playing money, 100+ factory tiles, 70+ wooden playing pieces

After Power Grid taught you the tough competition between energy producers, now you get to know the road traveled by energy consumers. Start to be a Factory Manager and make the important decisions to improve your own factory. Power Grid - Factory Manager is a Business-Buildup-Game. By being close to the theme, the game is logical and coherent in its main features. A clever new mechanism improves the game by affecting the player order and the actions on the market.

But don't say we did not warn you: Because of only 5 turns the game is exciting right from the start. Be careful all the time or your fellow players will mercilessly leave you behind!



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