

Power Grid

A game for 2 to 6 players by Friedemann Friese. Condensed rules by Eric Postpischil, <http://edp.org>. Updated with Rio Grande rules as of February 2009, particularly changes to Step 3 initiation.

Introduction.

Goal: Power the most cities on the last turn of the game.

Fuel:

- The brown cubes are coal.
- The black cylinders are oil.
- The yellow octagonal pieces are garbage.
- The small red octagonal pieces are uranium.

Power plant cards:

- The upper-left number is the lowest acceptable bid for the plant.
- The color of the bar at the bottom matches the fuel the plant requires, which is also pictured on the bar.
- Plants with bars with two colors accept either coal or oil in any combination.
- A power plant uses all the fuel units shown on the left to power up to the number of cities shown on the right.
- Wind and fusion plants show no fuel on the left; they run essentially without fuel.
- Each power plant may store up to twice the fuel shown.
- Players may rearrange fuel on their power plant cards at any time.

Power plant market: The power plant market is always sorted by number and has two rows for most of the game.

- Power plants in the cheaper row are available for auction. The more expensive plants are not yet available.
- **Minimum Rule:** Any time a power plant number in the market does not exceed the leader's score, immediately remove the plant from the game and draw a new card for the market.

The game has three Steps:

- Step 1.
 - Houses may only be placed in the "10" spaces in cities.
 - There are 8 plants in the market. The lowest 4 are available for auction.
 - Step 2.
 - Houses may only be placed in the "10" or "15" spaces in cities.
 - There are 8 plants in the market. The lowest 4 are available for auction.
 - Step 3.
 - Houses may be placed in the "10," "15," or "20" spaces in cities.
 - There are 6 plants in the market. All are available for auction.
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Setup.

Choose the US side or the Germany side of the board.

For 2, 3, 4, 5, or 6 players, choose 3, 3, 4, 5, or 5 contiguous areas to use, respectively, and block off the others.

For each player:

- Give them 50 Elektros.
- Assign them a color.
- Put one house of their color on the start house (representing 0) in the scoring track (decorated with skylines).

Put one house for each player in the player order area (marked by light bulbs) in random order.

Start the fuel supply:

- Put coal in the coal spaces in boxes 1 to 8.
- Put oil in the oil spaces in boxes 3 to 8.
- Put garbage in the garbage spaces in boxes 7 to 8.
- Put uranium in the uranium spaces in boxes 14 and 16.

Arrange the power plant cards:

- Sort the power plant cards numbered 03 to 10 in two rows near the board to form the power plant market.
- Put aside the Step 3 card, the number 13 power plant, and the summary cards.
- Shuffle the remaining cards and put them face down as a supply deck.
- With 2, 3, or 4 players, remove 8, 8, or 4 cards, respectively, from the draw pile and the game.
- Put the Step 3 card at the bottom of the draw pile and the 13 on the top.

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Turns. (Do the following in order each turn.)

Determine Player Order (skip in first turn of game; player order is random for initial auctions).

Sort player order area by number of cities (leader has most) and secondarily by plant number (leader has highest).

Auction Power Plants (leading player first, continuing until no players remain to auction and bid).

The leading player of those left who have not bought a plant this turn or passed their chance to put a power plant up for auction may choose a plant from the available plants and puts it up for auction (and participates as a bidder):

- In Step 1 or 2, the lowest 4 plants in the market are available. In Step 3, all plants in the market are available.
- This player may pass (but not in the first turn of the game) and is then out of all auctions this turn.
- This player (if they do not pass) must start the bidding at or above the number on the card.
- Bidding circles clockwise with each player bidding higher or passing until only one player remains.
- A player who passes bidding is out of this auction but can participate in later auctions this turn.
- The final remaining player pays their bid to the bank, takes the power plant, and is out of all auctions this turn.

After an auction, draw a new card and add it to the market, sorted by number. (Heed the Minimum Rule.)

- If the Step 3 card is drawn, shuffle the draw pile. Position the Step 3 card as the highest plant. Finish the auction phase. Then remove the Step 3 card and the lowest power plant in the market from the game and do not draw replacements. Then the game is in Step 3.

When a player buys a 4th plant (with 2 players, 5th plant), they must discard one of their others, after moving fuel.

When the auctioning player did not win, they may pass or choose another plant. Otherwise, the next player goes.

If no plant is auctioned, remove the lowest numbered plant from the game and draw a replacement.

After all auctions are completed in the first turn of the game, redetermine player order (by power plant number).

Buy Resources (trailing player first).

Each player may buy, at the prices shown on the board, as many resources as they can afford and can store on their power plant cards (twice as many as pictured on each card).

Build (trailing player first).

Each player may build as many houses as they can afford. (Players are not required to build, even on the first turn.)

- The cost for the player's first house is the number of the space (usually 10) it is put in.
- The cost for each subsequent house is the number in the space it is put in plus the cost of connections along the cheapest path to any other house the player has. Some adjacent-city connections have no cost.
- No player may have two houses in the same city.

When a player builds a house: Immediately advance their house in the scoring track one space.

- Heed the Minimum Rule. If the Step 3 card is drawn, remove it and the lowest plant in the market from the game and do not draw replacements. Shuffle the draw pile. Finish the build phase, and then the game is in Step 3.

When a player builds their 7th house (with 2 or 6 players, their 10th or 6th house):

- Finish building, then remove the lowest power plant in the market from the game and replace it from the draw pile. The game is now in Step 2.

When a player builds their 17th house (with 2, 5, or 6 players, their 21st, 15th, or 14th house):

- Finish building, supply cities as described below, and the game ends. The player who supplies the most cities with electricity in this last turn wins. Ties are broken first by money and then by cities.

Bureaucracy (leading player first).

Each player says how many cities they wish to supply with electricity.

- They can supply as many cities as they have on the board and have power plant capacity for, including fuel.

Each operated power plant consumes all the fuel shown on its card, even if it does not power all the cities shown.

- Consumed fuel is returned to the bank. Unoperated plants consume no fuel.

The player is paid according to the number of cities they supply:

Cities	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20+
Elektros	10	22	33	44	54	64	73	82	90	98	105	112	118	124	129	134	138	142	145	148	150

The bank replenishes the resource market (if it can), filling the most expensive open spaces first, using this 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

In Step 3, remove the lowest plant in the market from the game and draw a replacement. (Heed the Minimum Rule.)

In Step 1 or Step 2, put the highest power plant in the market face down under the draw pile and draw a replacement.

- If the Step 3 card is drawn, remove it and the lowest power plant in the market from the game and do not draw replacements. Shuffle the draw pile. The game is now in Step 3.