

Friedemann Friese POWER GRID

TURN

#	Phases	Actions
1.	Determine Turn Order	<ul style="list-style-type: none"> The turn order is set by the number of cities each player has power rights to & then by power plant number if there is a tie. In the first round, players draw lots to determine the player order. After the first round of auctions, player order is set by the power plant numbers.
2.	Auction Power Plants	<p>Play order: highest placed player to the lowest.</p> <ul style="list-style-type: none"> The highest placed player, who hasn't bought at auction in the current round, selects a power plant from the "Actual Market" for auction. The number in the upper left hand corner of the plant card is the lowest acceptable bid. After each auction, the power plant market is restocked & organised so that the four cheapest power plants are placed in the "Actual Market". <ul style="list-style-type: none"> If a power plant card, whose number is less than or equal to the number of cities of the leading player, is drawn, the card is discarded & a new power plant card is drawn. Each player can only buy one power plant per round. Each player can only have 3 power plants at any time. (In a 2 player game, each player can have 4 power plants.) If no power plants are purchased in a round, the lowest valued power plant is removed & the market is restocked. <p>In the first round, every player must buy a power plant.</p> <ul style="list-style-type: none"> If the "Step 3" card is drawn, place it in the "Future Market" & shuffle the draw deck. After the auctions, remove the "Step 3" card & the lowest valued power plant. In step 3 all six plants are available for auction (i.e. there is no "Future Market").
3.	Buy Raw Materials	<p>Play order: lowest placed player to the highest.</p> <ul style="list-style-type: none"> Resources are purchased according to their price on the Resource Market. Power plants can only store resource types that they use. Each power plant can store twice the number of resources that it uses.
4.	Build Power Network	<p>Play order: lowest placed player to the highest.</p> <ul style="list-style-type: none"> The rights to power cities & the power lines between cities are bought. The power rights to cities are owned & power lines are shared. The current step number (1-3) indicates how many players can power a city. If any power plant card's number is less than or equal to the number of cities of the leading player, the card is discarded & a new power plant card is drawn. <p>If step 2 is triggered, remove the lowest valued power plant & restock the market.</p> <p>If the "Step 3" card is drawn, remove it & the lowest valued power plant, then shuffle the draw deck.</p>
5.	Bureaucracy - power cities - restock Resources - restock Power Plants	<p>Play order: highest placed player to the lowest.</p> <ul style="list-style-type: none"> Each player determines how many of their cities they will power & earns the corresponding Elektro in payment. Spent fuel is returned to the resource supply. Restock the Resource Market from right to left according to the Resource Table. The Power Plant Market is restocked. <ul style="list-style-type: none"> In steps 1 & 2, place the highest power plant from the Futures Market at the bottom of the power plant stack. In step 3, remove the lowest valued power plant. Replace the removed power plant. <ul style="list-style-type: none"> If the drawn power plant card's number is less than or equal to the number of cities of the leading player, the card is discarded & a new power plant card is drawn. <p>If the "Step 3" card is drawn, remove it & the lowest valued power plant, then shuffle the draw deck.</p>

PAYMENTS

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

Resource 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
	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Steps	
1.	Start of game
2.	1 player has the power rights to 7+ cities - 2 players – 10+ cities - 6 players – 6+ cities
3.	"Step 3" card is drawn
E n d	1 player has the power rights to 17+ cities - 2 players – 21+ cities - 5 players – 15+ cities - 6 players – 14+ cities

Briedemann Friese POWER GRID

Game Overview

Power Grid is a game where players purchase power plants in auctions, the resources to fuel them & the rights to power cities. At the end of each round, the resources are expended in the power plants to power the cities & money is earned. The game ends when one player has the rights to power a set number of cities. The player who can power the most of their cities at the end of the game, wins.

Set-Up

Players

- ❖ Each player
 - receives 50 Elektro.
 - selects one coloured collection of houses.
 - places a house on the 0 of the “Scoring Track”.
 - places a house on the “Playing Order” area.
- Players draw lots to determine the order in the first round.

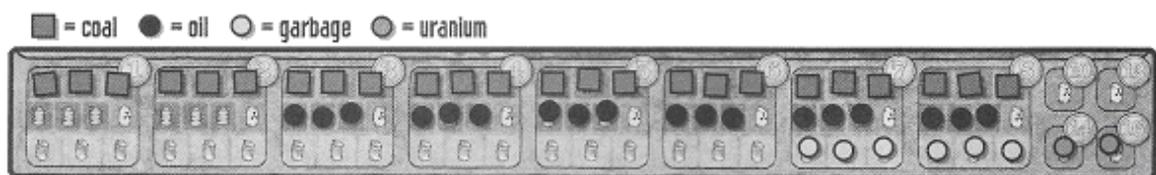
Playing Area

- ❖ Choose which country is to be used.
- ❖ Each player chooses one area to be used in the current game. Each area must be adjacent.

Players	Variation
2	Choose 3 areas
6	Choose 5 areas

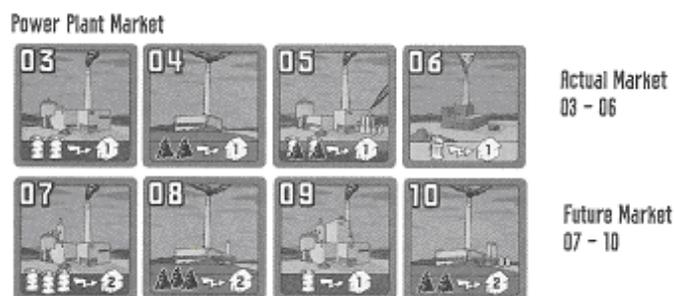
Resource Market

- ❖ Set out the Resource Market as follows.



Power Plant Market

- ❖ Set up the Power Plant Market as follows.



- ❖ Remove the “Step 3” card, the power plant 13 card & the summary cards from the card deck.

Players	Variations
2 & 3	Remove 8 power plant cards.
4	Remove 4 power plant cards.

- ❖ Shuffle the remaining Power Plant cards & place the stack face down near the board.
- ❖ Place the power plant 13 card at the top of the stack & the “Step 3” card at the bottom of the stack.