Power Grid Expansion One: New Plants

Version 1.6

This expansion contains eight new plants and assorted other buildings for Power Grid. It was designed by Mike Young, using some art created by Chris Jones (Goldenturkey from Board Game Geek). Go to http://www.intink.com for more free games.

Power Grid by Friedmann Friese and available in English from Rio Grande Games.

To Prepare

Print out the cards at the bottom of this document onto cardstock. Ideally, you should print or glue the normal power plant back onto these cards. Cut them out so they are the same shape and/or size as the normal cards in the game.

You will also need to print out the water tokens at the end of this document. You can either attach them to the board or put them near the correct cities.

The following cities get one water token: Buffalo, Portland, and Las Vegas. Seattle gets ***two*** water tokens.

Water tokens (💧) are used for hydroelectric plants. Right now we only have placements for the USA, Germany, Canada, and Benelux maps. If there are people out there who want to figure out what cities in the other boards would be good for hydroelectric plants, please e-mail me at mike@intink.com. I'll give you credit here. Eugene van der Pijll sent in the Benelux suggestions. Jürgen Neidhardt sent in the suggestions for Germany. Rick Weckermann sent in suggestions for Canada.

Adding the cards to the game

Feel free to add as many or as few of the cards to the deck as you wish. The hydroelectric plants should not be added to the deck if the board you are using does not support them (see below).

The cards should be shuffled into the deck after you set up the power plant market and have set aside the top card and the Phase 3 card, but before you have added them to the deck.

For each card from this expansion that you add, randomly remove a card from the deck. It is recommended that you play with *either* the Auction House or the Warehouse, but not both.

During Play

The hydroelectric plants are brought into play just like any other power plant. If a card is drawn from the deck that has the same number as a card already in the deck, the new card is added directly after the already existing plant.

For purposes of determining turn order, if two players are tied for highest plant, use the second highest plant as a tie breaker. If there is a still a tie, use money as a tie breaker. If there is still a tie, choose randomly.

Plants with a star (★) are special. Players may use the plants with the star as an additional plant (4^{th} plant for 3-6 players; 5^{th} plant for 2 players). Players may have multiple plants with a star, but only one extra plant.

When a plant with a star is drawn, it is immediately auctioned off. All players may participate in the auction, even if they have passed in previous auctions. The current player starts off the auction. Winning this special auction does not keep you from being able to participate in future auctions.

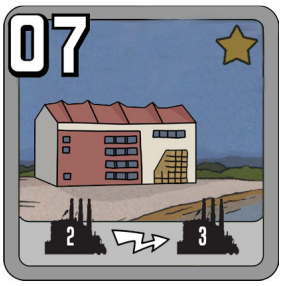
Plants with water tokens (💧) require you to have certain cities in order for them to generate power. You must have as many water tokens in the cities you own as are required by the plant to run it. Note that you cannot use the same city's water token twice for different plants. For example, if you have plant 20 and 29 below, you need either two cities with one water token each or one city with two water tokens to power both those plants.

New Cards

Auction House

You may choose from the four power plants in the top row as well as the first power plant in the bottom row when you choose a plant to be auctioned upon.

The winner of the Auction House may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.



Warehouse

Your power plants may store triple the amount of resources they use instead of double.

The winner of the Warehouse may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Coal Mine

Generates one coal during Phase 5. This is gained *after* the resource market is replenished. If there is no coal available from supply, this generates nothing.

The Coal Mine may store up to two coal on its card.

The winner of the Coal Mine may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Oil Derrick

Generates one oil during Phase 5. This is gained *after* the resource market is replenished. If there is no oil available from supply, this generates nothing.

The Oil Derrick may store up to two oil on its card.

The winner of the Oil Derrick may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Recycling Plant

Generates one garbage during Phase 5. This is gained *after* the resource market is replenished. If there is no garbage available from supply, this generates nothing.

The Recycling Plant may store up to two garbage on its card.

The winner of the Recycling Plant may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Solar Plant

Powers one city. Like all cards with a star (★), it may be used as one additional card.

The winner of a Solar Plant may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Solar Plant

Powers two cities. Like all cards with a star (★), it may be used as one additional card.

The winner of a Solar Plant may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Solar Plant

Powers three cities. Like all cards with a star (★), it may be used as one additional card.

The winner of a Solar Plant may continue to bid for plants in the current round as if he or she had not yet won a power plant this round.

Hydroelectric Plant

Powers three cities. You must own a city that has at least one water token (💧). You may not use the same water token to power more than one plant each round.

Hydroelectric Plant

Powers four cities. You must own a city that has at least one water token (💧). You may not use the same water token to power more than one plant each round.

Hydroelectric Plant

Powers five cities. The total number of water tokens (💧) in all the cities you own must be at least two. You may not use the same water token to power more than one plant each round.

Hydroelectric Plant

Powers six cities. The total number of water tokens (💧) in all the cities you own must be at least two. You may not use the same water token to power more than one plant each round.

America: Cut and put two at **Seattle**, and one each at **Buffalo**, **Portland**, and **Las Vegas.**

Benelux: Cut and put two at **Luxembourg**, and one each at **Liege**, **Middelburg**, **Arlon** and **Namur.**

Canada: Cut and put two each at **Prince George** and **Chibougamau**, and one each at **Lbradore City**, and **Sept.**

China: Cut and put two at **Wuhan**, and one each at **Nanning**, **Xining**, and **Kunming**

Russia: Cut and put two at **Bratsk**, and one each at **Kranoyorsk**, **Novokuznetsk**, **Norilsk**, and **Volograd**

Brazil: Cut and put two at both **Iondrina** and **Maraba**, and one at **Petrolina**

Germany: Cut and put two at **Konstanz**, and one each at **Passau**, **Wilhelmshaven**, and **Dresden.**

Designed by: Mike Young
Some art by: Chris Jones

Playtesters: John Corrado, Mike Schlosser, Laura Young

Germany placement: Jürgen Neidhardt

Benelux placement: Eugene van der Pijll

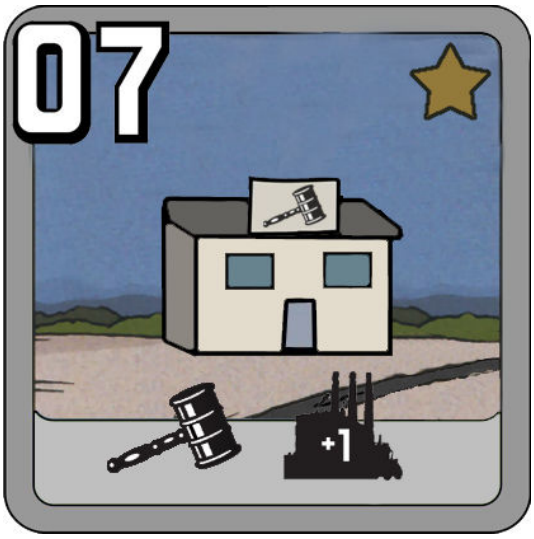
Canada placement: Rick Weckermann. (You can download the Canada map from Boardgame Geek, http://www.boardgamegeek.com).

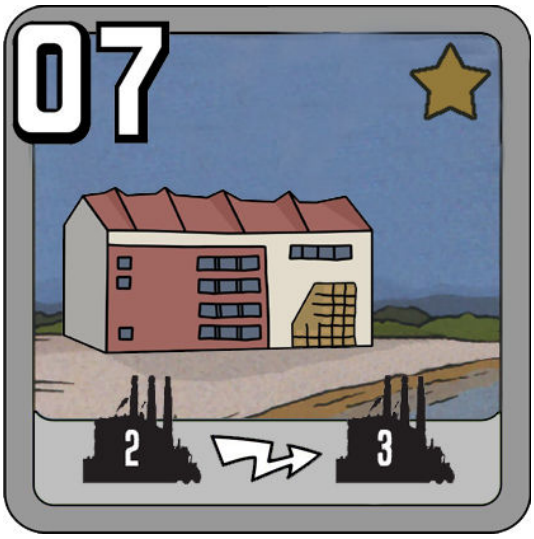
China, Russia, and Brazil placement: Jonathan Madison

Get more free games at http://www.intink.com

SOME RIGHTS RESERVED
This work is licensed under a Creative Commons Attribution-Share Alike 3.0 License.
http://creativecommons.org/licenses/by-sa/3.0/

Print onto cardstock then cut and paste the image of a back of a card onto it.
You can find the image of the back of a card at http://www.boardgamegeek.com.





Print onto cardstock then cut and paste the image of a back of a card onto it.
You can find the image of the back of a card at http://www.boardgamegeek.com.