

Korea 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
	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
	1	2	1	2	2	1	2	3	2	2	3	2	3	4	3
	2	2	2	2	3	2	3	3	2	3	4	3	4	5	3
	1	1	1	1	1	1	1	1	2	1	2	2	2	2	3
	1	1	3	1	2	3	2	3	3	3	3	4	3	4	4
	0	1	1	0	1	1	1	1	2	1	1	2	1	2	3
	1	1	2	1	1	2	1	2	2	2	2	3	2	3	3
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

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

Friedemann Friese
POWER GRID

EXPANSION
China / Korea



RIO GRANDE GAMES

Art. No.: RI0375
made in germany
Copyright 2011



6 55132 00375 5

The maps of China / Korea in this expansion can only be played with a copy of **POWER GRID**.

2-6 13+



Friedemann Friese POWER GRID

EXPANSION *China/Korea*

The enclosed game boards for Korea and China can be played only with Power Grid. It is not a stand-alone game. The game rules are the same as for Power Grid, except where noted below. Each map has its own set of special rules.

Korea

Overview

In Korea, due to the division of the country, the political situation is very different compared to the countries of the other Power Grid maps. The players are confronted first with richly varying geographical challenges, making building expensive. In addition, because of the political division, the players must buy their resources from a divided market.

Preparation

In Korea, there are two separate resource markets, one for the north and one for the south. At the beginning, the players load the markets with resources from the high end to the prices shown below:

North: coal - 1 Elektro, oil - 3 Elektro, garbage - 7 Elektro.

South: coal - 1 Elektro, oil - 3 Elektro, garbage - 7 Elektro, uranium - 14 Elektro.

Phase 3: Buying Resources

The players can buy from either market, regardless of where they have built their power grid. However, in each round a player may only buy resources from one of the two markets. Of course, each player may decide for himself which market he will buy from.

In reverse player order, each player chooses one of the two markets from which he will buy resources this round. He must buy all resources for the round from the market he chooses. If the market chosen has no more of a resource he wants, he will not be able to buy that resource this round.

Phase 5: Bureaucracy

In this phase the players restock the two resource markets according to the resource supply table for Korea. If there are insufficient resources to restock both markets as shown in the table, restock the north market first and then the south market as much as possible.

The Korea resource table is on the last page of these rules.

China

Overview

The Chinese economy is structured as a planned economy. In this version of the game, there are no surprises. The power plants on the power plant market are offered in ascending order during the first two steps of the game. Additionally the resource table is designed such that resources are likely to be in short supply as the game proceeds. Thus, players must plan their resource needs very carefully or find their grid dark and their incomes reduced.

Preparation

Depending on the number of players, remove the following power plants from the game and place them in the box:

with 2 and 3 players: 3, 4, 9, 11, 16, 18, 20, 24, 30, 33, 46.

with 4 players: 3, 4, 11, 18, 24, 33, 46.

with 5 and 6 players: 3, 4, 33.

Sort the remaining power plants as described below and place them as a face-down supply:

plants 36–50: shuffle and place face-down at the bottom of the supply

plants 31–35: (naturally without 33) shuffle along with the step 3 card and place face-down on top of the higher numbers already placed on the supply

plants 5–30: sort in ascending order with 30 on the bottom and 5 on the top and place face-down on the supply.

The resulting supply will have plants 5–30 from the top, 31–35 and the step 3 card will be next, in random order, and 36–50 will be on the bottom, also in random order.

At the beginning, stock the resource market to the levels: coal - 5 Elektro, oil - 5 Elektro, garbage - 7 Elektro. There is no uranium at the beginning.

Phase 2: Auction Power Plants

In this version, there is no future power plant market. All power plants are always placed and available in the current market.

The first round: in the first round, place one power plant in the power plant market for each player (with 2 players, use numbers 5 and 6, with 3 players, use numbers 5, 6, and 7, etc.). The players buy the power plants at auction as normal and each player must buy exactly one power plant in the first round.

Important: in phase 2, after the purchase of a power plant, no new plant is drawn from the supply! The power plant market is only filled in phase 5.

During all further rounds of step 1 and step 2: at the beginning of phase 2, there is one fewer power plant in the market than the number of players.

Important: also, in phase 2 in these rounds, players do not draw a new plant from the supply when one is purchased. Thus, not all players will be able to buy a power plant each round after the first round. The power plant market is only filled in phase 5.

During step 3: in step 3, there are always 4 power plants in the market. In the following rounds, as in basic Power Grid, the players draw a new card from the supply, adding it to the market, whenever a plant is bought.

General rule for all play rounds: if no player buys a power plant in a round, unlike the basic Power Grid game, no power plant is removed from the market (however, see phase 5: Bureaucracy).

Phase 4: Building

The scrapping rule from the basic Power Grid is not used in phase 4. Thus, the players do not remove a power plant from the market when a player builds to as many cities as lowest power plant number in the actual market.

Important: at the beginning of step 2 (after at least one player has built the specified number of cities), the players once remove the smallest power plant from the market, replacing it with the top-most plant from the supply.

Phase 5: Bureaucracy

During step 1 and step 2: At the beginning of phase 5, the players fill the power plant market with new power plants. Depending on the number of players, the players always add a minimum of 1, 2, or 3 power plants to the market from the supply:

with 2 and 3 players, add at least 1 power plant.

with 4 and 5 players, add at least 2 power plants.

with 6 players, add at least 3 power plants.

The players add more than the minimum if the number of plants in the market is still more than 1 less than the number of players.

Exception: with 2 players, add plants until there are 2 in the market. If, after adding the minimum number described above, the market has more than this number, remove the lowest numbered plants until the correct number of plants in the market is reached. Place the removed plants in the box. In this way, the market will not stagnate, but will always have the correct number at the end of phase 5.

Important: in phase 5, during step 1 and step 2, unlike in the basic Power Grid, the players do **not** remove the largest power plant from the market.

During step 3: In contrast to the basic Power Grid, step 3 only begins in phase 5. As soon as the step 3 card is drawn, the players remove the step 3 card and the smallest power plant from the market, placing them in the box. Next, the players draw power plant cards from the supply, placing them in the market until there are four power plants in the market. If there were already four power plant cards in the market, no new power plants are drawn at this time.

Important: in step 3, there are always 4 power plants in the power plant market regardless of the number of players.

Important: during step 3, in phase 5, players remove the smallest power plant from the market and replace it with a new power plant from the supply, so there are always 4 power plants in the market in step 3.

Note: in 2-player games, step 3 is seldom reached as the game usually ends during step 2.

The resources are restocked as shown on the resource table for China.

The China resource table is on the last page of these rules.

The following expansions are available for POWER GRID

»France/Italy« has great geographical differences and places a different emphasis in the supply of the resources, which requires players to find new and interesting tactics.

»Benelux/Central Europe« on the Benelux side, the players find a fast game board for shorter games. On the Central Europe side, the players find a region dominated by coal and nuclear-free zones which offer still more game options.

»New Power Plant deck« offers a completely new set of power plants for players to use separately or in combination with the original deck for many more play options.

Also available: »Brasil/Iberia« with collector box and »Russia/Japan«

Author: Friedemann Friese

Graphics & Design: Maura Kalusky

Rule editing: Henning Kröpke

© 2008/2011, 2F-Spiele, Bremen/Germany

Rio Grande Games
PO Box 1033
Placitas, NM 87043, USA
RioGames@aol.com
www.riograndegames.com

