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POWER GRID



EXPANSION *Russia / Japan*



CE

Art. No.: RIO 574
made in germany
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 **RIO
GRANDE
GAMES**

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



The maps of Russia and Japan in this expansion can only be played with a copy of Power Grid (Recharged Version) or Power Grid.

The rules of Power Grid (Recharged Version) remain the same, except for following modifications and special features of the two maps contained in this expansion.

Russia

Introduction

The market for power plants is restricted in Russia. Additionally, the standard rules for exchanging out of date power plants are changed, forcing the leading players to completely rethink their strategies.

Preparation

Remove the power plants "06" and "14" from the game, before shuffling the remaining power plants with plug on the back, and placing them on top of the power plant stack. From the remaining power plants, randomly remove 6 power plants for 2 players, 8 power plants with 3 players, and 4 power plants for 4 players. Place the topmost 6 power plants into the power plant market.

Fill the following spaces of the resource market: coal - spaces 3–8, oil - spaces 1–8, uranium - spaces 6–16. On the map, the cheapest starting spaces for each resource show this ⚡ symbol. There is no garbage in the resource market at the start of the game.



Depending on the number of players, place the matching resource refill card for Russia on the game board.

Playing the game

Phase 2: Buying power plants

Starting in game turn 2: when the first player in a game turn does not offer a new power plant for auction and instead passes, remove the smallest power plant in the actual market and replace it with a new power plant from the stack. This rule replaces the base game rule, so that players **DO NOT** remove the smallest power plant from the market when all players pass and nobody buys a new power plant.

Phase 4: Building

DO NOT remove a power plant from the market when a player connects the same or a higher number of cities in their network.

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Russia refill summary cards.

Game Step 3

At the beginning of Step 3, remove the smallest power plant and the card "Step 3" from the market (as explained in the base game rules), leaving only 4 power plants in the market. The players can choose between all 4 remaining power plants.

Japan

Introduction

Based on the crowded geographical surroundings, the players can start two separate networks in Japan. The first connections are restricted to certain cities, guaranteeing a tough fight for the best networks.

Preparation

Players cannot choose the variant "Default Starting Cities".

Fill the following spaces of the resource market: coal - spaces 2–8, oil - spaces 4–8, garbage - spaces 6–8, uranium - spaces 12–16. On the map, the cheapest starting spaces for each resource show this ⚡ symbol.



Depending on the number of players, place the matching resource refill card for Japan on the game board.

Playing the game

Phase 4: Building

Each player can have two separate networks during the game.

During the first game turn each player can start 0, 1 or 2 networks. Each can only place two houses, if they start both networks (so not two houses in the same network). The player must place their first houses for the networks in two of the six starting cities: **Fukuoka, Kobe, Osaka, Sapporo, Tokyo** or **Yokohama** (depending on the chosen regions at game start).

All of these cities have two places for first connections (cost of 10 Elektro). Thus, two players can place houses there during the first step of the game. As usual a single player can only have one house per city.

Of course, a player can also choose to build in only 1 or 0 cities in the first game turn. Starting with the second game turn, the player can freely connect any other cities from one or both of their starting cities, including using the second first connection space in the starting cities.

If they start their first or second network later during the game, they still need to choose one of the starting cities. During Step 3 of the game, the player can use the third connection spaces of the starting cities, too (cost 20 Elektro). If all spaces of a starting city are already chosen by other players, the player is forced to play with a single network for the remainder of the game.

Important: some cities in Japan are smaller and have only two building spots for houses. Players can build houses either from game start (building costs of 10 and 15 Elektro) or only at start of "Step 2" (building costs of 15 and 20 Elektro).

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Japan refill summary cards.

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