

Game	Power Grid
Players & Time	2-6. Best with 4,5. Recommended for 3,4,5,6. 120 minutes.
Preparation	<p>Everyone takes houses in their color. Block off a number of regions not used in the game: regions in play should be equal to number of player unless there are 6P in which case only 5 areas are used. One person fill the resource market: Coal (brown cubes): full. Oil (black cylinders): full except 6 spaces in the 1-box and 2-box. Garbage (yellow octagonal prisms): fill only 6 spaces in the 7-box and 8-box. Uranium (red octagonal prisms): fill only 2 spaces in the 14-box and 16-box. Remove power plants 3-10 from the deck. Put the 13 power plant and Step 3 card aside. Shuffle the power plant deck. Remove a number of them at random from the game depending on the number of players: 3P = 8, 4P = 4, 5P = 6P = 0. Arrange the 03-10 power plants face up so that they form 2 rows of power plants. The first row is the “actual market” and has 03, 04, 05, and 06. The second row is the “future market” and has 07, 08, 09, and 10. Put the 13 power plant on top of the deck: it will be the first new power plant. Put the Step 3 card at the bottom of the deck. Randomly determine starting order, mark the order with houses in top-left of board. Every player puts one house on the “0” part of the owned houses track (top-right of board). Each player takes a turn summary card and 50\$ (denominations: 10,10,10,10,5,5). Set the rest of the money in piles by denomination: this is the “bank”.</p>
Rules Summary	<p><i>Special rules for 2 players. See booklet.</i></p> <p>In Power Grid there are 3 Steps. The game starts in Step 1. Each turn of Power Grid several phases occur. In each phase, players will have the chance to take actions depending on the phase. The phases occur in this order:</p> <p>1. Determine Turn Order: On the first turn this phase is done after buying power plants. The turn order changes based on how many houses players have on the board and which power plants they own. Players with the most houses are placed first (earlier) in turn order. If two or more players have the same number of houses on the board then ties are broken by those players' highest-valued power plants (the higher ones being first/earlier in turn order).</p> <p>2. Buy Power Plant: On the first turn every player must buy a power plant. Starting with the player in turn order, a player starts the bid by placing a bid on a power plant <i>in the actual market</i> of at least its value. Players still in the auction then proceed in clockwise order either bidding higher or passing. The highest bidder then pays the amount to the bank and takes the power plant. Every time a power plant is bought, a new one is flipped from the top of the power plant deck and placed in order depending on its number (higher power plants always go into the future market)*. When a player has bought a power plant, they are no longer part of any more auctions that turn**. A new auction starts with <i>the first player in turn order that is not out</i>. If a player passes when it is their turn to start the bid, they are out for the remainder of the phase. Otherwise, they're only out for the remainder of the current auction. If nobody buys a power plant during this phase, remove the lowest power plant from the game and replace it with a new one.</p> <p>A player may only have 3 power plants at any one time. If a player buys a fourth, they must remove one of their current plants from the game. If that plant has raw materials on it, they may freely move them around, even onto the new power plant, if they can fit anywhere.</p> <p>3. Buy Raw Materials: <i>In reverse turn order</i>, players buy raw materials from the resource market. The amount per material is the number in the box the material is in (take from the cheapest first). A player may buy as many resources as they can fit onto their power plants. Power plants can hold twice the amount of resources they need to activate (bottom-left part of the power plant card); and these resources must be of the same type that the power plant uses to activate, eg. Garbage can't be put onto a plant that uses either coal or oil to activate. If the power plant has a choice between two resources any combination of those two types can be stored on the power plant.</p>

	<p>4. Building: <i>In reverse turn order</i>, players build new houses. On the first turn they can build their first house anywhere. Every house after the first must be built by following connections from existing houses. During Step 1, houses can be built in a city on the “10” location; this costs a player 10\$. During Step 2 players can build on the 15 locations, Step 3 on the 20 locations***. When building into another city, the player must pay the connection cost on the pipe between the cities. The city need not be directly adjacent to an already owned city, but the player must pay each pipe they use to connect. Players never own the pipes used to connect cities; they must pay them every time they use them to build new houses in other cities. For every new house a player puts onto the board, move their number on the “owned houses” track at the top-right of the board. If a player ever owns a number of houses greater than or equal to any power plants in the market, remove those from it/them from the game and replace it immediately. When a player gets to 7 owned cities, Step 2 begins****. A bunch of stuff happens when Step 2 starts, depending on when it happened. See manual, page 6.</p> <p>5. Bureaucracy: Each player uses their power plants to power houses. Each power plant consumes the raw materials, so player must discard any used materials. A player cannot power more houses than he/she has. The player gets income based on how many houses they power. Then, refill the resource market (see back of manual). Finally, put the highest-valued power plant underneath the power plant deck and replace it with a new power plant. <i>Strongly recommended: always have the same player collect income first, and get that player to refill the resource market while others get their money.</i></p> <p>If and when the Step 3 card is revealed, a bunch of stuff happens. See manual, page 6.</p>
End & Winner	<p>The game ends at the end of the turn when one player has built their 17th city (with 5P = 15th city, with 6P = 14th city). The winner is the person can <i>power the most power plants</i> on the last turn. The tie-breaker is whoever has the highest remaining money.</p>
Notes	<p>* Each market must always have 4 power plants, so when this new power plant flips it may cause a power plant to go from the actual market back into the future market. Otherwise, the lowest power plant from the future market comes down into the actual market.</p> <p>** A good way to mark a player being out of actions for the remaining of the phase is to displace his/her house on the turn-order track. That way, all players know who is still in/out or whose turn it is to play in that phase.</p> <p>*** The same player can never have two houses in the same city.</p> <p>**** With 6 players, this number is 6 cities.</p>