

Power Grid: Taxes



The card is shuffled into the power plant deck. If drawn in Step 1, place it below the power plant deck. If drawn in Step 2 or Step 3, all players must pay 20% of their money as taxes at the start of phase 5 "Bureaucracy", then remove the card from the game. After paying taxes, players receive their usual income for supplying electricity to cities.

Power Grid / First Sparks: 3 Promos



These are three promotional cards for Power Grid and Power Grid: The First Sparks.

Oracle & Industrial Espionage

Both these cards give a single player information about the topmost card in the power plant or technology draw pile. After buying a card from the market, the player must give the Oracle / Industrial Espionage card to the previous player in turn order.



Power Grid: Supply Contract

The Supply Contract lets you permanently move one step back in player order, both immediately after the card is purchased and each round after player order is determined; hopefully you have enough cash in hand when this card shows up in the power plant draw pile