Taxes

- The taxes force the players to pay taxes for the cash assets once during the game.
- »Step 1«: If the card Taxes is drawn during this Step, it is placed face down below the draw deck with power plants. A replacement card is drawn from the draw deck.
- »Step 2« and »Step 3«: If the card is drawn in one of these Steps, it is placed face up next to the power plant market. A replacement card is drawn from the draw deck.
- At the start of Phase 5 (Bureaucracy) each player must pay 20% taxes for their cash assets. To simplify this process, the players pay taxes following the chart below:

Cash	Taxes
0-4 Elektro	0 Elektro
5-9 Elektro	1 Elektro
10-14 Elektro	2 Elektro
15-19 Elektro	3 Elektro
...	...

- Only after paying taxes the players get their income for supplying cities with electricity.
- If the card Taxes is drawn in phase 5 as a replacement for the removed power plant, it is resolved at the beginning of phase 5 of the following turn and remains face up next to the power plant market.
- The Robot also pays taxes for his cash assets.

Author: Friedemann Friese
Graphics & Design: Maura Kalusky
Rule development: Henning Kröpke
Rules translation: Henning Kröpke
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2F-Spiele

Am Schwarzen Meer 98 • D-28205 Bremen
fon: 0049 421-24 14 902 • fax: 0049 421-24 14 903
contact: h.kroepke@2f-spiele.de • www.2f-spiele.de

Friedemann Friese
POWER GRID
THE PROMOTION CARDS

## General rules for all promo cards

- These promo cards are only playable with a copy of Power Grid!
- You can use all promo cards together or just the cards you like the most. All cards are compatible.
- After preparing the power plant market and the draw pile of power plant cards, the chosen promo cards are shuffled into the pile of power plant cards. Finally the power plant 13 is placed as usual on top of the draw pile.

Flux-Generator

- The Flux-Generator is a power plant and can use and store all four types of resources in any combination - the ultimate hybrid power plant!
- When the Flux-Generator is drawn during the game and placed into the power plant market, the smallest power plant in the market is immediately removed from the game and placed back into the game box. Draw an additional power plant card as replacement and place it into the market. If the Flux-Generator is the smallest power plant, it removes itself immediately and is replaced by another power plant.
- The Flux-Generator costs 33 1/3 Elektro and is bigger as the power plant 33. If both power plants are in the market, the Flux-Generator is placed behind the 33.
- The lowest bid for the Flux-Generator is 33 Elektro.
- The Flux-Generator needs any 3 resources and supplies 6 cities with electricity.
- For all expansions with maps using the „no nuclear power plants" areas: Players can always buy the Flux-Generator, but are not allowed to buy uranium, if their network consists of cities only in „no nucelar power plant" areas.

Transformer Station
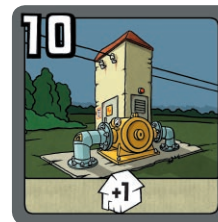
- The Transformer Station enables anyone power plant to supply electricity to an additional city.
- When the Transformer Station is drawn, it will be immediately auctioned to the players regardless of the actual phase. After the auction draw an additional power plant card as replacement and place it into the market.
- The leading player starts the auction by either passing or bidding at least 10 Elektro. The players continue the auction in clockwise direction until all but one passed.
- The highest bidder pays his money and immediately connects the Transformer Station to one of his power plants by placing it below this plant. During phase 5 this power plant supplies one additional city when producing electricity.
- If the player buys a fourth (fifth) power plant and decides to discard this power plant, he also discards the Transformer Station.
- The robot never buys the Transformer Station.

Warehouse

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→ The player owning the Warehouse can store up to 3 additional resources
→ When the Warehouse is drawn, it will be immediately auctioned to the players regardless of the actual phase. After the auction draw an additional power plant card as replacement and place it into the market.
→ The leading player starts the auction by either passing or bidding at least 10 Elektro. The players continue the auction in clockwise direction until all but one passed.
→ The highest bidder pays his money and immediately places the Warehouse next to his power plants. The Warehouse does not count as a power plant and can be used additionally to the three (four) power plants.
→ In phase 3 the owner of the Warehouse can choose to buy up to three additional resources and store them on the three storage spaces. The owner can buy all resource types, even if he cannot use them with his actual power plants.
→ The resources inside the Warehouse can always moved to power plants, which can store these type of resources. And of course any resources can be moved from power plants to the Warehouse.
→ The resources in the Warehouse can only be used in power plants to produce electricity and to supply cities, the owner cannot simply dump them to place them back in the main storage.
→ The robot never buys the Warehouse.

Shortage of Resources

→ The event card Shortage of Resources removes resources from the market.
→ When the Shortage of Resources is drawn, immediately discard three resources of the cheapest type from the resource market (only one for uranium). If there is a tie for the cheapest resource, resolve the tie in the order coal, oil, garbage, uranium.
→ After the Shortage of Resources is resolved, draw an additional power plant card as replacement and place it into the market.

Surplus of Resources

→ The event card Shortage of Resources adds resources to the market.
→ When the Surplus of Resources is drawn, immediately add three resources of the most expensive type in the resource market (only one for uranium). If there is a tie for the most expensive resource, resolve the tie in the order coal, oil, garbage, uranium.
→ If a resource is completely missing in the resource market, its value matches the highest matching market space, where it legally can be placed. The highest market space for coal, oil and garbage is the 8, the highest market space for uranium is the 16.
→ If there are no or not enough tokens for the most expensive resource in the storage (because players are storing them on their power plants), just place the remaining tokens of the most expensive resource on the resource market. Do not add tokens of the second most expensive resource type!
→ After the Surplus of Resources is resolved, draw an additional power plant card as replacement and place it into the market.

Theme Park

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→ The Theme Park needs so much electricity that it is considered a city.
→ When the Theme Park is drawn, it will be immediately auctioned to the players regardless of the actual phase. After the auction draw an additional power plant card as replacement and place it into the market.
→ The leading player starts the auction by either passing or bidding at least 10 Elektro. The players continue the auction in clockwise direction until all but one passed.
→ The highest bidder pays his money and immediately places the Theme Park next to his power plants. The Theme Park does not count as a power plant and can be used additionally to the three (four) power plants.
→ The player places one of his houses on the city space and moves his house on the scoring track one space ahead. There are no additional building costs (the city space shows 0 Elektro).
→ The robot never buys the Theme Park.

Supply Contract

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→ The player owning the Supply Contract gets permanent advantages in the player order.
→ When the Supply Contract is drawn, it will be immediately auctioned to the players regardless of the actual phase. After the auction draw an additional power plant card as replacement and place it into the market.
→ The leading player starts the auction by either passing or bidding at least 10 Elektro. The players continue the auction in clockwise direction until all but one passed.
→ The highest bidder pays his money and immediately places the Supply Contract next to his power plants. The Supply Contract does not count as a power plant and can be used additionally to the three (four) power plants. The player immediately places his house in the player order one space back (e.g. if he is second in the player order, thanks to the Supply Contract he is now third).
→ In all following turns during phase 1, the player order is determined as written in the rules. Afterwards the player owning the Supply Contract is placed one space back.
→ The robot never gets the Supply Contract.

Industrial Espionage

→ Thanks to the Industrial Espionage a single player gets informations about the topmost card in the power plant draw stack.
→ Do NOT shuffle the card Industrial Espionage into the draw stack of power plants. Instead, place the card face up next to the power plant market.
→ When determining the player order in phase 2 of the second game round, the last player gets the Industrial Espionage without paying for it. This card never leaves the game and only changes ownership between players. The player owning the card is called Spy.
→ As often as he wishes and at any time the Spy can look at the top card of the draw stack. He knows one more power plant and can use this information for himself during the auctions for power plants. He must not give any direct information to the other players (neither the type of power plant, nor the consumption or number of supplied cities). The other players only get an idea watching the spy during the auctions.
→ Directly after buying a power plant, the spy must give the Industrial Espionage card to the next best player in player order. If the Spy is first player (the »best« player), he gives the card to the last player.
   Example: The Spy is fourth in the player order. After buying a power plant, he gives the Industrial Espionage to the third player in player order.
→ The robot never gets the Industrial Espionage.