





Benelux resource table

		2 players			3 players			4 players			5 players			6 players		
		Step			Step			Step			Step			Step		
1	2	3	4	1	2	3	1	2	3	1	2	3	1	2	3	
	2	2	4	2	3	4	3	4	5	3	4	5	4	5	6	7
	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6	
	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6	
	1	1	1	1	1	1	1	2	2	1	2	2	2	3	3	

Start price: Coal=3 Oil/Gas=1 Garbage=7 Uranium=14

Special rule: Whenever the smallest power plant in the future market is an ecological power plant, it is added to the market of available power plants.

Special rule: In every round in steps 1 and 2, remove the smallest power plant and draw a card from the supply to replace it.

Friedemann Friese
POWER GRID

EXPANSION

Benelux / Central Europe



Art. No.: RI0305
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6 55132 00305 6

The maps of Benelux / Central Europe in this expansion can only be played with a copy of **POWER GRID**.

2-6 13+



The enclosed game boards for Central Europe and Benelux 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.

Central Europe

Introduction

Due to the large coal deposits in **Poland**, the re-supply of coal is **larger** than in the original game, making coal power plants **cheaper to run**. Due to their political stands, **neither Poland nor Austria** will build **nuclear power plants**. So, a player may **only acquire** (or even bid on) a **nuclear plant** when he has cities in **at least one** of the **other three countries**. The city of **Wien** has a **special status** as it gets all its power from burning garbage - often garbage other countries pay it to take. Thus, a player **with Wien** in his network will **buy garbage** at a **discount of 1 Elektro**. These changes will offer players new strategies and tactics for this game.

Preparation

The resource market should be filled as follows: **3 each coal** on spaces **1 through 8**, **3 each oil** on spaces **3 through 8**, **3 each garbage** on spaces **7 and 8**, and **1 each uranium** on spaces **8 through 16**.

Playing the game

Phase 2: Auction power plants

A player may **only bid on (and buy)** a **nuclear power plant** when his network has **at least one city** in **Hungary, Czech Republic, or Slovakia**. A player whose network includes the cities **only** in **Poland** and **Austria** may **not** select a nuclear power plant to begin an auction nor bid on one if a nuclear plant is being auctioned.

Phase 3: Buying resources

A player whose network **includes** the city of **Wien** **buys garbage** at a **discount of 1 Elektro per piece** with the stipulation that his cost per piece may **not be 0**. Thus, if he buys from the first space, he pays **1 per piece** and does not get the discount for any pieces from space 1.

Phase 5: Bureaucracy

The resources are restocked as shown on the resource table for Central Europe.
The **Central Europe resource table** is on page 3 of these rules.

Benelux

Introduction

As the **Benelux countries** are strong supporters of **ecological power**, the rules change to allow an **extra ecological power plant** to enter the current market in certain situations. In contrast to Central Europe, Benelux has **more oil** available, but **less coal**. Also, the shorter distances (and, therefore, lower building costs), allow players to **build** their networks **faster, resulting in a shorter game**. Finally, the removal of the smallest power plant each round, will push the game faster to step 3. The south of Belgium (blue) and the Principality Luxembourg (purple) are one area in this game.

Preparation

The resource market should be filled as follows: **3 each coal** on spaces **3 through 8**, **3 each oil** on spaces **1 through 8**, **3 each garbage** on spaces **7 and 8**, and **1 each uranium** on spaces **14 and 16**.

Playing the game

Phase 2: Auction power plants



Whenever the **smallest power plant** in the **future market** is an **ecological power plant**, it is **added** to the **market of available power plants**. Thus, in this case, there are **five plants** available for auction **instead of four**.

Phase 5: Bureaucracy

In **every round** in steps 1 and 2, **remove** the **smallest power plant** and draw a card from the supply to replace it. The resources are restocked as shown on the resource table for Benelux.
The **Benelux resource table** is on the last page of these rules.

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Central Europe resource table

	Uranium	Garbage	Oil	Coal	
2 players	1	1	1	4	Step 1
	1	3	2	5	Step 2
	1	3	3	3	Step 3
3 players	1	1	2	5	Step 1
	1	3	2	6	Step 2
	1	3	3	3	Step 3
4 players	1	2	2	6	Step 1
	2	4	3	7	Step 2
	1	4	4	5	Step 3
5 players	2	3	3	7	Step 1
	2	4	4	8	Step 2
	2	5	5	5	Step 3
6 players	2	3	4	8	Step 1
	3	6	5	10	Step 2
	2	6	6	6	Step 3

Start price: Coal=1 Oil=3 Garbage=7 Uranium=8

Special rule: A player may only bid on (and buy) a nuclear power plant when his network has at least one city in Hungary, Czech Republic, or Slovakia.

Special rule: A player whose network includes the city of Wien buys garbage at a discount of 1 Elektro per piece with the stipulation that his cost per piece may not be 0.

Friedemann Friese

POWER GRID

EXPANSION

*Brazil / Spain
& Portugal*



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The maps of Brazil / Spain & Portugal in this expansion
can only be played with a copy of Power Grid.

2-6

12+



Friedemann Friese

POWER GRID

EXPANSION *Brazil/Spain & Portugal*

The maps of Brazil and Spain & Portugal in this expansion can only be played with a copy of Power Grid.

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

Brazil

Overview

In Brazil, power providers prefer biogas for the production of electricity. Thus, players should consider the garbage power plants as biogasfired power plants and the garbage resources as biogas tanks when playing with the Brazil maps. The fight for scarce resources is intense and will keep the players focused during the game!

Preparation

After the players lay out the starting market with the power plants 03-10, the players sort out all the remaining biogas power plants (**remember, these are the »original« garbage power plants**) and set them aside. Then, the players continue with the power plant deck setup as in the basic game rules (removing random plants based on the number of players, etc.). Next, the players put power plant 14 directly under power plant 13 in the power plant deck and shuffle all other biogas power plants into the remaining deck.

Playing the Game

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Brazil resource supply table.

The Brazil resource supply table is on the last page!

Spain & Portugal

Overview

In Spain & Portugal, the interests of power production develop in two completely opposite directions: Uranium will be much more important than in other games, however not at the beginning. The resource market will not get any new uranium at all during »Step 1«, but the supplies of uranium increase rapidly in »Step 2«. On the other hand, and at the same time, three large wind-power plants come onto the market. This clash of interests is intended!

Preparation

First, sort out power plants 18, 22 and 27 from the power plant deck and set them face up aside.

At the start, the prices of resources begin at: coal 1 Elektro, oil 3 Elektro, garbage 6 Elektro, and uranium 5 Elektro.

Playing the Game

Phase 2: Auction power plants

Players with networks only in Portugal may not buy nuclear power plants nor may such players offer nuclear power plants for auction.

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Spain & Portugal resource supply table.

The Spain & Portugal resource supply table is on the last page!

Game steps

Step 2

At the beginning of »Step 2«, place the three power plants 18, 22 and 27 on top of the power plant deck in ascending order, so that the 18 is on top, then the 22, and finally the 27. Thus, power plant 18 is drawn to replace the smallest power plant removed at the beginning »Step 2«.

Friedemann Friese

POWER GRID



The powerful economic game - for tacticians and strategists!

Earning money with electricity? A great idea!

Build your own power plant empire in this exciting economy game. Both the German and US maps offer you many exciting and entertaining hours.

Contents: double-sided game board, playing money, power plant cards, 200+ wooden playing pieces



2-6 Players



12+



120 Minutes

German Game of the Year - Recommendation list 2005 Awarded with game prizes in Poland and Italy!



EXPANSIONS



France/Italy

Contents: double-sided game board

Great geographical differences and a different emphasis in the supply of the resources require players to find new and interesting tactics.



Benelux/Central Europe

Contents: double-sided game board

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.



China/Korea

Contents: double-sided game board

The divided resource market in Korea and the Chinese planned economy offer the players the greatest challenges and tests their abilities to create a successful power plant empire.



THE NEW POWER PLANT CARDS

Contents: new power plant cards

This expansion 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.





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Graphic & Design: Maura Kalusky
Rule development: Henning Kröpke

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Brazil Resource Supply 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
 Coal	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
 Oil	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
 Biogas	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
 Uranium	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Spain & Portugal Resource Supply 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
 Coal	3	4	2	4	5	2	4	6	3	4	7	3	6	8	4
 Oil	2	3	5	2	4	5	3	5	6	4	6	7	5	7	9
 Garbage	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
 Uranium	0	2	1	0	2	1	0	4	1	0	5	1	0	5	2

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

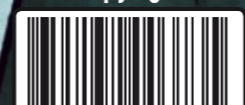
Friedemann Friese
POWER GRID

EXPANSION
China / Korea



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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«

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Graphics & Design: Maura Kalusky

Rule editing: Henning Kröpke

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Russia Resource Supply 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
Coal	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Oil	3	4	3	3	4	3	5	6	4	5	7	5	7	9	6
Garbage	2	2	3	2	2	3	3	3	4	4	3	5	4	5	6
Uranium	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

Japan Resource Supply 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
Coal	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3

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POWER GRID

EXPANSION
Russia & Japan



Art. No.: RIO428
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6 55132 00428 2

The maps of Russia/ Japan in this expansion can only be played with a copy of Power Grid.

2-6 12+

The maps of Russia and Japan in this expansion can only be played with a copy of Power Grid.
The rules of Power Grid remain the same, except for following modifications and special features of the two maps contained in this expansion.

Russia

Overview

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 power plants 6 and 14 from the game and place them back into the game box.

The power plant market contains only 6 (2 rows of 3) power plants. Power plants 3, 4, and 5 are in the actual market, and power plants 7, 8, and 9 are in the future market. After the starting market is prepared, set aside power plants 10, 11, and 13. Prepare the remaining power plants as usual (depending on the number of players, remove a certain number of random power plants from the game, etc.). Then take the top three power plants from the shuffled draw stack and power plants 10 and 11, and shuffle these 5 cards and place them back on top of the stack. Finally, as usual, place power plant 13 on top of the draw stack.

At the start, the prices of resources begin at: coal 3 Elektro, oil 1 Elektro, and uranium 6 Elektro. There is no garbage in the resource supply at the start of the game.

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 his network.

Phase 5: Bureaucracy

In this phase, the resources are filled in accordance with the Russia resource supply table.
The Russia resource supply table is on the last page!

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

Overview

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

At the start, the prices of resources begin at: coal 2 Elektro, oil 4 Elektro, garbage 6 Elektro, and uranium 12 Elektro.

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 he starts both networks (so not two houses in the same network). The player must place his 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 his starting cities, including using the second first connection space in the starting cities.

If he starts his first or second network later during the game, he still needs 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 resource supply table.
The Japan resource supply table is on the last page!

Friedemann Friese POWER GRID

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Contents: double-sided game board, playing money, power plant cards, 200+ wooden playing pieces



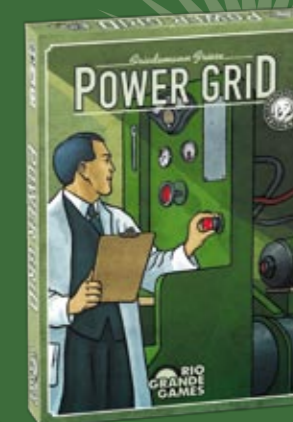
2-6 Players



12+



120 Minutes



German Game of the Year - Recommendation list 2005 Awarded with game prizes in Poland and Italy!



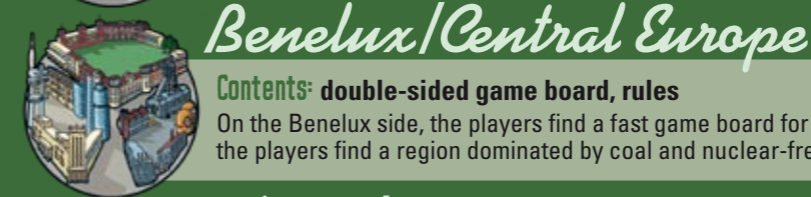
EXPANSIONS



France/Italy

Contents: double-sided game board, rules

Great geographical differences and a different emphasis in the supply of the resources require players to find new and interesting tactics.



Benelux/Central Europe

Contents: double-sided game board, rules

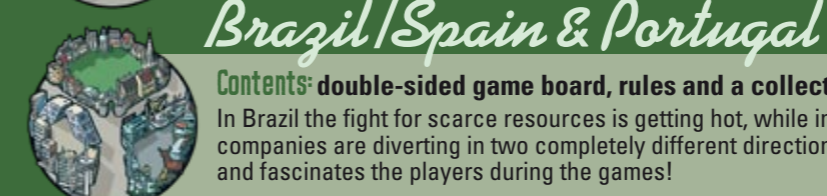
On the Benelux side, the players find a fast game board for shorter games. On the Central Europe side, the players find a region dominated by coal and nuclear-free zones which offer still more game options.



China/Korea

Contents: double-sided game board, rules

The divided resource market in Korea and the Chinese planned economy offer the players the greatest challenges and tests their abilities to create a successful power plant empire.



Brazil/Spain & Portugal

Contents: double-sided game board, rules and a collector box

In Brazil the fight for scarce resources is getting hot, while in Spain & Portugal the interests of the power companies are diverting in two completely different directions: a conflict of interests is built into the game and fascinates the players during the games!



THE NEW POWER PLANT CARDS

Contents: new power plant cards

This expansion 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.

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Rule development: Henning Kröpke
Rules translation: Henning Kröpke & Jay Tummelson
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Friedemann Friese

POWER GRID

EXPANSION *France/Italy*

The enclosed game boards for France and Italy may only be played with Power Grid. They are not complete games unto themselves. The rules for play are the same as for Power Grid, except where noted below. Please note that each board (France and Italy) has changes from the original rules.

France

Introduction

Currently France has an emphasis on nuclear power.

This is reflected in the game by a larger supply of uranium and faster access to the first nuclear power plant. The capital city of Paris is the largest metropolis in the country. Paris is represented as a "triple" city, which makes it an interesting target for power plant owners, but too much emphasis on Paris may be an incautious player's undoing!

Preparation

When loading the uranium resource to start the game, fill spaces 5 to 16.

Remove power plant 13 from the game.

After setting out the initial 8 power plants, set power plant 11 and the step 3 card aside. Shuffle the remaining cards and place them face down next to the board. Place the step 3 card face down under the supply and power plant 11 face down on top of the supply.

During the game

Phase 4: building

The Paris region is represented by three cities. The connecting cost between these cities is 0. When building between these cities, a player need only pay the 10 (for the first), 15 (for the second), or 20 (for the third) Elektro cost for the sub-station. As in the base game, players may only build a second or third sub-station in one of the Paris cities during the second and third steps of the game. No player may build twice in any one of the three Paris cities.

Tips

- Paris appears to offer the first building player a great advantage, as he can build the equivalent of 3 cities for no connecting costs. However, this gives the player no guarantee of a victory. Having 3 cities early in the game can create problems for a player. Also, there are regions to the north and west of Paris with relatively low connecting costs. If two or more players start in these regions, it will be expensive for the "Paris" player to build out of Paris. Since in the early rounds, the player will have only a small power plant, but with 3 cities will buy resources last, the player will likely quickly lose whatever advantage he gained with the cheap 3-city build in Paris.
- The price of the first atomic power plant in the market should not be underestimated. Depending on when the next atomic plant shows up, a player with the first atomic power plant may benefit from an early monopoly on atomic power.
- We recommend choosing the central France region (containing Paris) as one of regions included in the game. It is too important to the game to be left out, but if you do, let us know how it works.

Italy

Introduction

In Italy, resources are more limited than elsewhere. Both coal and oil can quickly become both scarce and expensive. Combined with relatively high connecting costs in some parts of the country due to natural geography, players will often find themselves short of cash.

Preparation

The resource market is filled as follows: coal on spaces 3 to 8, oil on spaces 4 to 8, waste on space 5 to 8, and uranium on spaces 14 and 16.

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