Power Grid Deluxe: Europe/North America

A game for 2-6 players by Friedemann Friese. Condensed rules for 3-6 players by Eric Postpischil, https://edp.org.

Introduction

Goal: Power the most cities in the last round of the game.

Fuel:
- The 27 brown lumpy shapes are coal.
- The 24 blue wave shapes are gas.
- The 20 black drop shapes are oil.
- The 12 red hazard-icon shapes are uranium.

Power plant cards:
- The number in either upper corner is the lowest acceptable bid for the plant.
- The fuel requirement of the plant is shown at the lower left. (Hybrid plants accept gas or oil in any combination.)
- A power plant uses all the fuel shown on the left to power up to the number of cities shown on the right.
- Wind plants show no fuel on the left; they operate without fuel.
- Each power plant may store up to twice the fuel shown.
- Players may rearrange fuel on their power plant cards at any time.

Power plant market: The power plant market is always sorted by number and has two rows for most of the game.
- Power plants in the cheaper row are available for auction. The more expensive plants are not yet available.
- **Minimum Rule:** Any time a power plant number in the market does not exceed the number of cities the leading player has, immediately remove the plant from the game and draw a new card for the market.

The game has three Steps:
- Step 1.
  - Generators may only be placed in the "10" spaces in cities.
  - There are 9/8 (Europe/North America) plants in the market. The cheapest 4 are available for auction.
- Step 2.
  - Generators may only be placed in the "10" or "15" spaces in cities.
  - There are 8 plants in the market. The cheapest 4 are available for auction.
- Step 3.
  - Generators may be placed in the "10," "15," or "20" spaces in cities.
  - There are 6 plants in the market. All are available for auction.
- If the Step 3 card is drawn before the normal Step 2 trigger, perform the Step 2 actions (in the Build Generators phase), then perform the usual Step 3 actions.

Setup

Choose the Europe side or the North America side of the board.

For 3/4/5/6 players, choose 3/4/5/5 contiguous areas to use, respectively, and block off the others.

Give each player 50 Elektros, a payment summary card, and all generators of one color.

Put one generator of each player in the 0 space of the score track (decorated with generators).

Put one generator of each player in the left column of the turn order track (bracketed by light bulbs) in random order.

Start the fuel supply:
- Put coal in the coal spaces in boxes 2 to 8.
- Put gas in the gas spaces in boxes 3 to 8.
- Put oil in the oil spaces in boxes 3-9 (Europe) or 4-9 (North America).
- Put uranium in the uranium spaces in boxes 8-9 (Europe) or 9 (North America).

Arrange the power plant cards:
- Shuffle the power plant cards numbered 03 to 15 (dark backs).
- Draw the top 9 (Europe) or 8 (North America) cards and sort them by number.
- Put the drawn cards in the power plant market, lower numbers in top row, ascending in each row left-to-right.
- For North America, draw one more dark-back card and set it aside facedown.
- With 3/4 players, randomly remove from the game 2/1 cards from the remaining dark-back cards and 6/3 from the light-back cards.
- Shuffle the remaining cards, light and dark together, and put them face down as a draw pile.
- Put the Step 3 card at the bottom of the draw pile. For North America, put the set-aside card facedown on top.

For 3/4/5/6 players, put the white stick before 7/7/7/6 on the score track. Crossing it starts Step 2.

For 3/4/5/6 players, put the black stick before 17/17/15/14 on the score track. Crossing it ends the game.

Tables

Payment Schedule

Cities	Elektros
0	10
1	22
2	33
3	44
4	54
5	64
6	73
7	82
8	90
9	98
10	105
11	112
12	118
13	124
14	129
15	134
16	138
17	142
18	145
19	148
20+	150

Europe Refill Schedule

	3 Players			4 Players			5 Players			6 Players		
	Step			Step			Step			Step		
	1	2	3	1	2	3	1	2	3	1	2	3
Coal	2	6	2	3	7	4	3	8	4	5	10	5
Gas	2	3	5	3	4	5	3	5	7	4	6	8
Oil	2	2	3	3	3	4	4	3	5	4	5	6
Uranium	1	1	2	1	2	2	2	3	3	2	3	4

North America Refill Schedule

	3 Players			4 Players			5 Players			6 Players		
	Step			Step			Step			Step		
	1	2	3	1	2	3	1	2	3	1	2	3
Coal	2	5	2	3	6	3	4	7	4	5	8	5
Gas	2	2	4	3	3	5	3	3	6	4	4	7
Oil	3	1	3	3	2	4	4	2	5	5	3	6
Uranium	2	1	2	2	1	2	3	2	3	3	2	4

Europe Play (Do the following in order each round.)

Determine Player Order (skip in first round of game; player order is random for initial auctions)
Sort player order area by number of cities (leader has most) and secondarily by plant number (leader has highest).

Auction Power Plants (leading player first, continuing until no players remain to auction and bid)
(Use the columns in the turn order area to track which players are still in (left column) or out (right) of auction play.)
The leading player of those left who have neither bought a plant this round nor passed putting a plant up for auction may put one of the available plants up for auction (and participate as a bidder):
- This player may pass (but not in the first round of the game) and is then out of all auctions this round.
- If they do not pass, they select a plant to auction and must bid the number on the card or greater.
  - In Step 1 or 2, the lowest 4 plants in the market are available. In Step 3, all 6 in the market are available.
  - The auction hammer may be used to designate which plant is up for auction.
- Bidding circles clockwise with each player bidding higher or passing until only one player remains.
  - A player who passes bidding is out of this auction but can participate in later auctions this round.
- The final remaining player pays their bid to the bank, takes the power plant, and is out of all auctions this round.
After an auction, draw a new card and add it to the market, sorted by number. (Heed the Minimum Rule.)
- If the Step 3 card is drawn, position it as the highest plant in the market and shuffle the draw pile.
When a player buys a 4th plant, they must discard one of their others, after moving fuel.
- Fuel that cannot be stored on the retained plants is discarded.
When the auctioning player did not win, they may pass or choose another plant. Otherwise, the next player goes.
After all auctions are completed:
- If no plant is sold in a round, remove the lowest plant from the game and draw a replacement.
- In the first round of the game, redetermine player order (by power plant number).
- If the Step 3 card was drawn, remove it and the lowest plant from the market. Do not replace them. The game is now in Step 3.

Buy Resources (trailing player first)
Each player may buy, at the prices shown on the board, as many resources from the board as they can afford and can store on their power plant cards (twice as many as shown on each card).

Build Generators (trailing player first)
Each player may build as many generators as they can afford. (Players are not required to build, even in round 1.)
- The cost for the player's first generator is the number of the space (usually 10) it is put in.
- The cost for each subsequent generator is the number in the space it is put in plus the cost of connections along the cheapest path to any other generator the player has. Some adjacent-city connections have no cost.
- No player may have two generators in the same city.
When a player builds a generator: Immediately advance their generator in the score track one space.
- Heed the Minimum Rule. If the Step 3 card is drawn, remove it and the lowest plant in the market from the game and do not draw replacements. Shuffle the draw pile. Finish the build phase, and then the game is in Step 3.
In a game of 3/4/5/6 players, when a player builds their 7th/7th/7th/6th generator:
- Finish building, then remove the lowest power plant in the market from the game.
- Do not replace it; move the cheapest card of the more expensive row to the cheaper row, so both have 4 cards.
- The game is now in Step 2.
In a game of 3/4/5/6 players, when a player builds their 17th/17th/15th/14th generator:
- Finish building, and the game ends. The player who could supply the most cities with electricity as described in the Bureaucracy phase wins. Ties are broken by money.

Bureaucracy (leading player first)
Each player says how many cities they wish to supply with electricity.
- They may supply as many cities as they have on the board and have power plant capacity for, including fuel.
- The player is paid according to the number of cities they supply, as shown in the payment schedule.
Each operated power plant consumes all the fuel shown on its card, even if it does not power all the cities shown.
- Consumed fuel is returned to the bank. Unoperated plants consume no fuel.
The bank refills the resource market (if it can), most expensive open spaces first, using the refill schedule.
In Step 3, remove the lowest plant in the market from the game and draw a replacement if the deck is not empty.
- Heed the Minimum Rule.
In Step 1 or Step 2, put the highest power plant in the market face down under the draw pile and draw a replacement.
- If the Step 3 card is drawn, remove it and the lowest power plant in the market from the game and do not draw replacements. Shuffle the draw pile. The game is now in Step 3.

North America Play (Do the following in order each round.)

Determine Player Order (skip in first round of game; player order is random for initial auctions)
Sort player order area by number of cities (leader has most) and secondarily by plant number (leader has highest).

Auction Power Plants (leading player first, continuing until no players remain to auction and bid)
(Use the columns in the turn order area to track which players are still in (left column) or out (right) of auction play.)
Put the discount marker (green 1) on the lowest plant in the market. Its minimum bid is reduced to 1.
The leading player of those left who have neither bought a plant this round nor passed putting a plant up for auction may put one of the available plants up for auction (and participate as a bidder):
- This player may pass (but not in the first round of the game) and is then out of all auctions this round.
- If they do not pass, they select a plant to auction and must bid the number on the card or greater.
  - In Step 1 or 2, the lowest 4 plants in the market are available. In Step 3, all 6 in the market are available.
  - The auction hammer may be used to designate which plant is up for auction.
- Bidding circles clockwise with each player bidding higher or passing until only one player remains.
  - A player who passes bidding is out of this auction but can participate in later auctions this round.
- The final remaining player pays their bid to the bank, takes the power plant, and is out of all auctions this round.
After an auction, draw a new card and add it to the market, sorted by number. (Heed the Minimum Rule.)
- If a plant lower than the discounted plant is drawn, remove the discount marker from the market.
- If the Step 3 card is drawn, position it as the highest plant in the market and shuffle the draw pile.
When a player buys a 4ᵗʰ plant, they must discard one of their others, after moving fuel.
- Fuel that cannot be stored on the retained plants is discarded.
When the auctioning player did not win, they may pass or choose another plant. Otherwise, the next player goes.
After all auctions are completed:
- If the discounted plant was not purchased, remove it from the game and draw a replacement.
- In the first round of the game, redetermine player order (by power plant number).
- If the Step 3 card was drawn, remove it and the lowest plant from the market. Do not replace them. The game is now in Step 3.

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In a game of 3/4/5/6 players, when a player builds their 7ᵗʰ/7ᵗʰ/7ᵗʰ/6ᵗʰ generator:
- Finish building, then remove the lowest power plant in the market from the game. Replace it from the draw pile.
- Sort the market, so the lowest four plants are in the cheaper row. The game is now in Step 2.
In a game of 3/4/5/6 players, when a player builds their 17ᵗʰ/17ᵗʰ/15ᵗʰ/14ᵗʰ generator:
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