

POWER GRID Variant for 2 players – “Against the Trust”

Introduction

While challenging the single opponent, players are confronted with the schemes of an old-established Trust. This Trust blocks cities and snags the most attractive power plants, while consuming the matching resources.

All rules of the base game are in effect. Below you find all **ADDITIONAL** rules that let the Trust interfere in your games.

Preparation

To prepare the power plant market take out the power plant cards 3–15 (In games with the expansion **The New Power Plants** take out the power plant cards 1–13) and shuffle these cards. Draw the top 8 cards and place them face up. Sort them in ascending order by their numbers. Place those with the smallest numbers in the top row of the market (the current market) in ascending order, left to right. Then place the remaining four in the bottom row (the future market) in ascending order, left to right. Of the remaining 5 power plant cards set aside one more power plant card face down and remove one power plant card from the game and set it face down in the box, without looking at it.

Set aside the Step 3 card, then shuffle the other 29 power plant cards and randomly remove 5 power plant cards from this stack. Set these cards face-down in the box, without looking at them.

Finally shuffle all remaining power plant cards together and place them as a stack face-down next to the power plant market. Place the Step 3 card face-down under the supply stack and set the power plant that had been set aside face-down on top of the supply stack.

The color-coding tells players whether the power plant on top of the stack is a stronger plant (light backside) or a weaker one (dark backside).

Expansion map China: Prepare the power plant stack for 3 players, as explained in those expansion rules. Because of the sorted power plant stack the players must plan for which power plants are taken by the Trust.

The Trust needs his own space next to the game board, where it places its own power plants. The Trust gets 16 houses of its own color, plus one additional house for player order (The trust does not place a house on the scoring track for connected cities). The Trust does not get any money.

Randomly determine the first player (one of the two players) and place one of her houses on space 1 of the player order. During the whole game, the Trust is **ALWAYS** second in player order. Place the house of the other player on space 3.

After choosing the contiguous playing zone of 3 adjacent areas, place 6 houses of the Trust on the number 10 spaces of 6 adjacent cities. To place these houses, the starting player places one Trust house on any one city of her choice. The other player places 2 Trust houses adjacent to already placed Trust houses. Then the starting player places the next 2 Trust houses, using the same rules. The other player places the last Trust house, using the same rules. The players place the remaining 10 houses of the Trust as a supply next to the game board.

Playing the game

The Trust does not use money; it takes power plants and resources for free. It also places houses in cities for free. The Trust does not trigger Step 2. Its houses only block the first or second spaces of the cities.

Phase 1: Determine player order

The Trust is always second in player order!

Phase 2: Auction power plants

The first player chooses a power plant in the current market to start the auction or she opts out. Only the two players bid for the power plants, the Trust never participates in the auctions.

After one of the two players has bought a power plant, or after the first player opted out, the Trust takes the biggest (fourth) power plant in the current market and places it next to its supply of houses. There is no auction for this power plant!

If the Trust owns 3 power plants, it takes a new power plant from the market only if the power plant in the market has a bigger number than the smallest power plant owned by the Trust. The Trust always takes a higher numbered power plant when it is available. In this case the Trust scraps its smallest power plant and removes it from play.

If both players opt out of the phase and the Trust does not take a new power plant, remove the smallest power plant in the current market from the game, and replace it by drawing a new power plant from the power plant stack. Then rearrange the market according to the rules.

Phase 3: Buy resources

The Trust always takes all the necessary resource tokens for all of its power plants for a normal production, so it can supply electricity with all of its power plants during **Phase 5** (Bureaucracy). It never stores resources in its power plants.

If there are not enough resource tokens in the market, the Trust takes as many as possible. If the Trust owns a hybrid power plant, it alternately takes 1 coal and 1 oil, as long as both resource types are available (it always starts with coal).

Phase 4: Build Generators

During Step 1 of the game, players cannot connect to the six cities where the players placed the Trust's houses on the spaces numbered 10 during the preparation. These cities are only available when Step 2 of the game starts.

As long as the Trust has houses in its supply, each time a player connects a new (empty) city, she always places a Trust house on the space numbered 15 of that city. Thus, the first 10 cities connected by the players are blocked during Step 2 and can only be connected by the other player during Step 3 of the game.

Phase 5: Bureaucracy

The Trust places all resource tokens from its power plants back into the supply next to the resource market.

The players re-supply the resource market according to 3 players.

End of the Game

The game ends immediately after Phase 4 (Build Houses) when at least one player has connected 18 or more cities in his network.

The Trust cannot win – it only offers many possibilities to place obstacles in the way of the players.

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