Power Grid Full Overview Sheet (Basic Game, 4 and 5 players only) by Gary LaPeare ☺

Starting cash: 50 Electros	Draw to determine order	Chose 1 area /player (not 'owned' by that player)
Standard Game, Deck	1) Create two horizontal rows of four PP in # order (03 to 06 on top, 07 to 10 below) 2) Remove #13, Step 3, shuffle the rest *4 PLAYERS: remove 4 random plants from 'rest of deck' 3) Step 3 on bottom, #13 on top.	

Round: *Begin the game in 'Step 1' mode.

1. Determine Player Order -1st is the player with the most cities, etc. Higher # Power Plant (PP) breaks a tie.
Exception first round: do this phase AFTER phase 2.

2. Auction Power Plants (PLAYER ORDER) (first player goes 1st)
-bid at least minimum (# on card) of one PP from top row (in Steps 1, 2) or any of the 6 visible PP (Step 3)
OR pass (not allowed to take part in future auctions this round)
-continue clockwise around as often as necessary, when someone passes they're out of the bidding for this PP
-highest bid pays to the bank → immediately draw new PP, arrange by # order
-3 PP maximum: if buying a 4th must discard one plant (move resources to existing PPs if possible, to supply if not)
-once a player's bought 1 PP: CANNOT take part in future auctions this round
-if player who STARTED auction buys the PP: next player in order starts auction or passes
-if player who DIDN'T START auction buys the PP: player who STARTED STARTS AGAIN
-last player may just pay minimum
***If no PP sold this round: remove lowest # PP and draw a new one, ordering by #**

If the Step 3 Card is drawn: -place card in future market (bottom row) as if it were highest # PP
-continue auctions but do not draw any new PP during auctions this round
-after, remove Step 3 card and lowest # PP; do not replace -shuffle remainder of PP deck

Exceptions first round: 1) Players MUST buy a PP 2) After, determine player order based on PP #

3. Buying Resources (REVERSE PLAYER ORDER) (last player goes 1st)
-buy from cheapest areas first; if none left then out of luck (no selling /trading amongst players)
-PP can store TWICE as many resources as they use (2 x the icons on the PP)
-at any time resources may be shuffled amongst PP

4. Building (REVERSE PLAYER ORDER) (last player goes 1st)
First time building: chose 1 city in ANY area, pay 10 to place marker in city. (Not mandatory in first round.) Then:
Step 1: -pay connection costs + 10 for city itself to go to ANY city that isn't full
Make all connections from somewhere on your EXISTING (single) network.
If you pay all connections you may go to ANY available city, paying all connection costs.
Connections through /cities in a region that WASN'T chosen may not be used.
Step 2: -same as above, but may go to 15 location in city if 10 location is full (not a city you already own!)
Step 3: -same as above, but may go to 20 location in city if 10 and 15 locations are full (not a city you already own!)
-immediately move house # marker to indicate how many cities you have
***If PP in market has # ≤ number of cities owned by ANY player, discard and draw new one, ordering by #**

***The first time at least one player builds a 7th city, move to Step 2 mode at END of Phase 4:**
Special one-time action: remove lowest # PP, add new one in # order *15 locations in cities now available

If the Step 3 Card is drawn: -remove Step 3 card and lowest # PP; do not replace -shuffle remainder of PP deck

4 PLAYERS: If at least one player has **17 cities**	**5 PLAYERS:** If at least one player has **15 cities**

Finish phase 4, then the winner is the one who can **POWER** the most cities Tiebreaker: money If still tied: # of cities

5. Bureaucracy (PLAYER ORDER) (first player goes 1st)
-indicate how many cities you are going to power *Not required to power all cities, or all you have resources for
(Extra capability of PP wasted if not enough cities. PP use full amounts of resources, never partial amounts.)
-return used resources to supply
-receive Elektro according to table on card
-add resources (see back) to the market if room allows, beginning with cheapest empty space
Steps 1 & 2: Remove highest # PP from market, put on bottom of PP deck

If the Step 3 Card is drawn: -remove Step 3 card and lowest # PP; do not replace -shuffle remainder of PP deck
Step 3: Remove smallest # PP from market, draw up to 6 PP if possible; order by #