# Power Grid - High-Voltage DC Transmission Passage C

The mini-expansion **High-Voltage DC Transmission Passage C** can only be played with a copy of **Power Grid**. The rules of **Power Grid** remain the same, except for the following modifications and special features of this expansion.

#### Contents

· 6 tiles for the transmission line

#### Introduction

In the next years Germany plans a new high-voltage transmission line from North Germany to South Germany, to deliver the electricity produced by wind power to the regions in South Germany in demand for that power.

In this mini-expansion you are building this transmission line, so step by step your power companies do not need to pay connection costs anymore between Cuxhaven and Stuttgart. Sadly, the construction of this transmission line is paid with tax money, so you must pay taxes for supplying cities with electricity.

## Game Preparation

Place the map »Germany« on the table.

Depending on the number of players, you are playing on the following regions.

# of players	Regions			
2 players	Green, Red, Blue plus connection Mannheim-Stuttgart			
3 players	Green, Red, Blue plus connection Mannheim-Stuttgart			
4 players	Green, Red, Blue, Purple			
5 players	Green, Red, Blue, Purple plus fifth region			
6 players	Green, Red, Blue, Purple plus fifth region			

Place the tiles for the transmission line next to the power plant market. Additionally you need some space for the collected taxes.

### Playing the Game

Phase 5: Bureaucracy

In this phase two additional steps are added:

- 1. Earning Cash
- 2. Paying taxes (NEW)
- 3. Building a section of the transmission line (NEW)
- 4. Re-supply the resource market
- 5. Update the power plant market
- 2. Paying taxes: After taking your income, you must pay 1 Elektro for each city, which you supplied with electricity. Place the money on the space for collected taxes next to the power plant market.
- 3. Building a section of the transmission line: If there is enough money on the space for collected taxes, you build the affordable most expensive section of the transmission line. Afterwards, if there is still enough money, you build the next affordable most expensive section and so on. Usually there is only enough money to build a single section, in rare cases there is enough money to build two sections at once. The remaining money remains on the space for collected taxes, so you use it in a following turn.

The costs for the sections of the transmission line depend on the number of players:

Section of the transmission line	2 player	3 player	4 player	5 player	6 player
Mannheim-Stuttgart	6 Elektro	12 Elektro	18 Elektro	24 Elektro	30 Elektro
Cuxhaven-Bremen	8 Elektro	16 Elektro	24 Elektro	32 Elektro	40 Elektro
Bremen-Hannover	10 Elektro	20 Elektro	30 Elektro	40 Elektro	50 Elektro
Wiesbaden-Mannheim	11 Elektro	22 Elektro	33 Elektro	44 Elektro	55 Elektro
Frankfurt/M-Kassel	13 Elektro	26 Elektro	39 Elektro	52 Elektro	65 Elektro
Hannover-Kassel	15 Elektro	30 Elektro	45 Elektro	60 Elektro	75 Elektro

Place the matching tile onto the connection between both cities. Thus, in Phase 4: Building the connection costs between both cities are reduced to 0 Elektro.

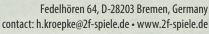
**Example**: In a game with 3 players, during the third round there are 21 Elektro on the space for collected taxes. Thus, you are building the section Bremen-Hannover for 20 Elektro. 1 Elektro remains on the space for collected taxes.

»Against the Trust«: In this recommended variant for 2 players, the trust does not pay taxes. Thus, for building the sections of the transmission line you are using the costs for 2 players.



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# THE SPARKLING WORLD OF



Greece

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Brasilia

Disposition in chronological order.

France