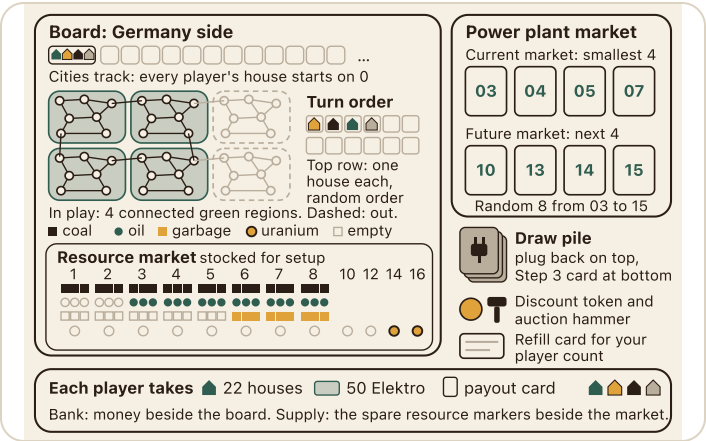
THE LUDARIUM · TEACH SHEET

Teach Power Grid in ten minutes

2 to 6 players · About 120 minutes · Ages 12 and up

The goal: Power the most cities when the game ends. Ties go to the player with the most money left.



On your turn

1. Player order: most cities first. Ties go to the higher-numbered plant.
2. Auction, leader first: pick a current plant, bid at least its number. At most one plant each.
3. Discount token: the smallest current plant opens at 1 Elektro.
4. Resources, last place first: a plant stores up to double its fuel.
5. Build, last place first: cheapest route plus 10, 15, or 20 per city.
6. Bureaucracy: power cities, get paid, refill the market, update the plant market.

Three tips for your first game

1. Do not rush the lead: last place buys fuel and builds first.
2. Pick plants that burn a fuel your neighbors do not.
3. Save cash for the final round: it is the biggest build of the game.

Setup

1. Play on connected regions: 3 for 2 or 3 players, 4 for 4, 5 for 5 or 6.
2. Each player: 22 houses, 50 Elektro, a payout card, and a house on 0 of the cities track.
3. Draw a random turn order onto the top row of the turn order track.
4. Stock the market: coal 1 to 8, oil 3 to 8, garbage 6 to 8, uranium 14 and 16.
5. Deal 8 random plants from 03 to 15: smallest 4 are the current market, next 4 the future market.
6. Remove plants for your player count. Step 3 card on the bottom, one plug-back plant on top.

Scoring

- A plant powers its cities with exactly its fuel, once per round.
- The payout card pays for each city you power. Powering none still pays 10.
- Step 2 starts at 7 cities (6 with 6 players): second house in a city costs 15.
- Step 3 starts the phase after its card is drawn: third house costs 20, all 6 plants for sale.

Game end: After the build phase where someone reaches 18 cities (2 players), 17 (3 or 4), 15 (5), or 14 (6), run bureaucracy. Most cities powered wins; ties go to the most money left.

Free course: theludarium.com/academy/power-grid/

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