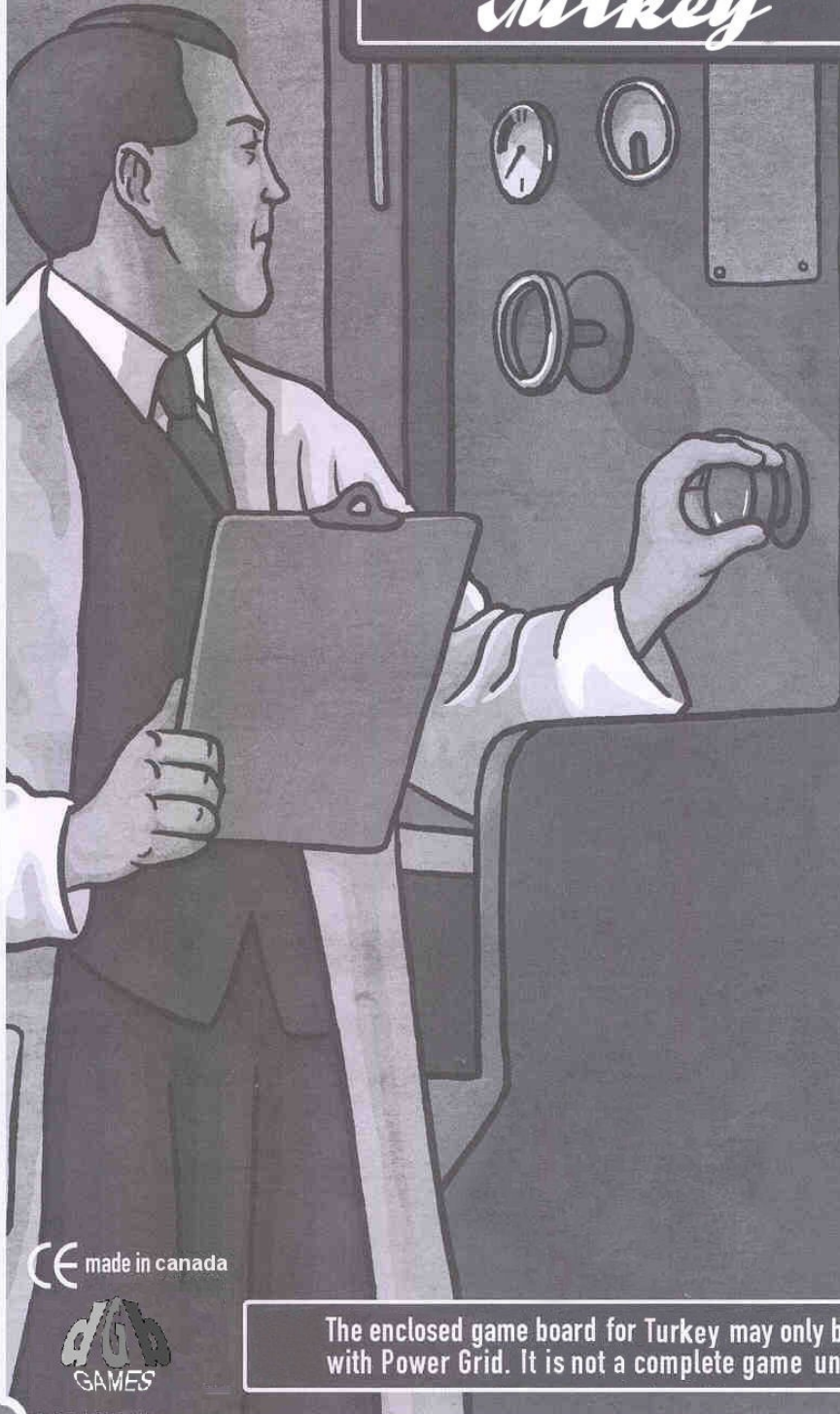


Friedemann Friese

POWER GRID

EXPANSION

Turkey



CE made in canada



The enclosed game board for Turkey may only be played with Power Grid. It is not a complete game unto itself.

2-6

12+



Friedemann Friese

POWER GRID

EXPANSION *Turkey*

The enclosed game board for Turkey may only be played with Power Grid. It is not a complete game unto itself. The rules for play are the same as for Power Grid, except where noted below.

Introduction

Located at the intersection of Asia and Europe, the Anatolian peninsula is one of the oldest continually inhabited regions on Earth. The area has given birth to both the Byzantine and Ottoman empires before the formation of the Republic of Turkey in the 20th century. Having a unique blend of Eastern and Western cultures, Turkey is often described as a bridge between two continents.

Turkey is a net energy importer. While it is an important transit point for oil and natural gas, consumption of both far outweigh Turkey's production. Conventional thermal accounts for about 80% of Turkey's power generation, with hydroelectric generation making up the bulk of the remainder. While there is great potential for renewable sources in the form of solar, geothermal and wind power, today these account for less than one percent of Turkey's power generation.

Turkey does not yet have any nuclear power generation capabilities. The first nuclear plant is planned to go on line between 2012 and 2014.

Setup

The resource market is filled as follows: coal on spaces 3 to 8, oil on spaces 4 to 8, waste on spaces 5 to 8, and no uranium.

Design Notes

The map is meant to reflect the difficult terrain of the region and the slow progress of development of Turkish power generation. The center of the board is intended to be forbidding, but necessary to traverse due to the distance between the groups around the perimeter with less expensive connection costs.

Credits

Power Grid designed by Friedman Friese

Additional Rules and Development: Jason Arvey

Graphics and Design: Dean Maki

