



POWER GRID

In **Power Grid**, the objective is to supply the most cities with power. Players connect cities into a vast power network, bid for new power plants to power their cities, and keep an eye out for newer, more efficient plants. Players must acquire the raw materials needed for power and may focus on green, renewable energy.

- 2-6 Players
- 120 Minutes
- Ages 12+

Game Type

- Strategy

Game Mechanism

- Network Building
- Bidding/Auction
- Markets

Game Theme

- Economic
- Industry

IF YOU LIKE THIS GAME, TRY
BRASS. WE DARE YOU!



Inventory

1 Gameboard

132 wooden houses (22 Each in 6 Different Colors)

84 wooden resource tokens:

24 coal (brown)

24 oil (black)

24 garbage (yellow)

12 uranium (red)

120 paper money:

40 of 1's (blue)

15 of 5's (yellow)

40 of 10's (orange)

25 of 50's (green)

6 summary cards

43 power plant cards

1 'Step 3' card

Rulebook

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028 51 \$aZMG 71100 \$bZ-Man Games

040 \$aMBE \$beng \$erda \$cMBE \$dICZ \$dOCLCF \$dPaWgUMF

245 00 \$aPandemic \$h[game] / \$ca game by Matt Leacock ; artwork by Chris Quilliams.

264 1 \$aQuebec, Canada : \$bZ-Man Games, \$c[2012]

300 \$a1 game (1 game board, 7 pawns, 6 research stations, 4 cure markers, 1 outbreaks marker, 1 infection rate marker, 96 disease cubes (24 black cubes, 24 yellow cubes, 24 red cubes, 24 blue cubes), 59 player cards, 48 infection cards, 7 role cards, 4 reference cards, 1 rulebook) : \$bcardboard, wood, plastic, color ; \$cin box 30 x 22 x 5 cm

336 \$atactile three-dimensional form \$btcf \$2rdacontent

337 \$aunmediated \$bn \$2rdamedia

338 \$aobject \$bnr \$2rdacarrier

500 \$aFor 2-4 players.

500 \$aDuration of play: 45 minutes.

521 1 \$aAge 8 & above.

520 \$aIn this game, players collaborate as members of a disease-fighting team combating four deadly diseases. The team travels around the world to stop the infection and develop resources for the cures. Players win by discovering cures for the four diseases, but lose if they do not do so fast enough or if they fail to effectively keep the number of infections in check.

650 0 \$aEpidemics \$xGames.

650 0 \$aCommunicable diseases \$xGames.

655 7 \$aBoard games.

700 1 \$aLeacock, Matt.

999 \$aUMO

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