

## USA

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

No special rules

## GERMANY

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

No special rules

## FRANCE

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	5	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Remove Plant 13, place Plant 11 on top of the deck after shuffling

## ITALY

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	3	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	4	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	5	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

No special rules

## BRAZIL

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Oil	3	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Garbage	6	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Do not remove Garbage Plants from the Plant Deck

Plant 14 goes on top of the deck after Plant 13

## SPAIN/PORTUGAL

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	2	4	5	2	4	6	3	4	7	3	6	8	4
Oil	3	2	3	5	2	4	5	3	5	6	4	6	7	5	7	9
Garbage	6	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	5	0	2	1	0	2	1	0	4	1	0	5	1	0	5	2
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Set aside Plants 18, 22, and 27; they go on top of the Plant deck at the start of Step 2

## KOREA

Resource Refresh Rates	Starting Cost	2 Players	3 Players	4 Players	5 Players	6 Players	
Coal	N	1	1 2 1	2 2 1	2 3 2	2 3 2	3 4 3
	S	1	2 2 2	2 3 2	3 3 2	3 4 3	4 5 3
Oil	N	3	1 1 1	1 1 1	1 1 2	1 2 2	2 2 3
	S	3	1 1 3	1 2 3	2 3 3	3 3 4	3 4 4
Garbage	N	7	0 1 1	0 1 1	1 1 2	1 1 2	1 2 3
	S	7	1 1 2	1 1 2	1 2 2	2 2 3	2 3 3
Uranium	N	∞	0 0 0	0 0 0	0 0 0	0 0 0	0 0 0
	S	14	1 1 1	1 1 1	1 2 2	2 3 2	2 3 3
# Regions Used		3	3	4	5	5	
# Plants Removed		8	8	4	0	0	
# Cities for Step 2		10	7	7	7	6	
# Cities to End Game		21	17	17	15	14	

Before buying resources, each player selects which market they will buy from this turn in buying order.  
Restock North market before South

---

## CHINA

Resource Refresh Rates	Starting Cost	2 Players	3 Players	4 Players	5 Players	6 Players
Coal	5	4 4 3	5 5 3	6 6 4	7 7 5	9 9 6
Oil	5	2 2 4	3 3 4	4 4 5	5 5 6	6 6 7
Garbage	7	2 2 1	2 2 1	3 3 2	3 3 3	5 5 3
Uranium	∞	1 1 1	1 1 1	2 2 2	3 3 2	3 3 3
# Regions Used		3	3	4	5	5
# Plants Removed		8	8	4	0	0
# Cities for Step 2		10	7	7	7	6
# Cities to End Game		21	17	17	15	14

### Power Plant Deck Composition

2/3 Players, remove plants 3, 4, 9, 11, 16, 18, 20, 24, 30, 33, 46  
4 Players, remove plants 3, 4, 11, 18, 24, 33, 46  
5/6 Players, remove plants 3, 4, 33

Sort plants 5 through 30 and place them on top of the deck  
Shuffle the Step 3 Card in with plants 31-35 and place it under  
Shuffle plants 36-50 and place them under

The Starting Power Plant Market contains (2/3/4/5/6) plants

In Steps 1 and 2 the market contains (2/2/3/4/5) plants, in Step 3 it contains 4 plants

All plants are always available for purchase. No plants are put back into the market until Bureaucracy, then: (1/1/2/2/3) plants are added, then low plants are destroyed or plants added from the deck until the market has the correct number of plants. No plants are added or removed from the market for reasons other than these (including the start of Step 2 or Step 3).

## RUSSIA

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Oil	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Garbage	∞	2	2	3	2	2	3	3	3	4	4	3	5	4	5	6
Uranium	6	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Remove Plants 6 and 14 -> Starting Market consists of plants 3, 4, 5, 7, 8, 9

The next plant on the deck is Plant 13, then shuffle Plants 10 and 11 with the top three cards of the plant deck.

In Step 1 and Step 2, there are only 6 plants in the market (can only bid on bottom 3)

In Step 3, there are only 4 plants in the market

The lowest plant in the market is removed only when the first player passes, not when all players pass or cities are build

## JAPAN

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	2	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	4	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	6	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	12	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

*Note: only 5 regions on this board*

Each player gets two networks instead of just one. Networks must start in a city with two 10-cost spaces.

On the first turn, only one city may be placed in a network.

## BENELUX

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Oil	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

*Note: only 5 regions on this board*

If the lowest plant in the future market is a green plant, it can be bought.

During Bureaucracy phase, the lowest plant in the market is always destroyed like in Step 3, even in Steps 1 and 2.

## CENTRAL EUROPE

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	4	5	3	5	6	3	6	7	5	7	8	5	8	10	6
Oil	3	1	2	3	2	2	3	2	3	4	3	4	5	4	5	6
Garbage	7	1	3	3	1	3	3	2	4	4	3	4	5	3	6	6
Uranium	8	1	1	1	1	1	1	1	2	1	2	2	2	2	3	2
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Any player with “Wien” in their network gets a \$1 discount on every garbage they buy. Garbage can never cost less than \$1.

## QUÉBEC

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	2	3	3	3	4	4	3	5	4	4	5	5	5	7	6	6
Oil	2	2	2	3	2	3	3	3	4	4	4	5	4	5	6	5
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Plants 18 and 22 go on top of the deck after Plant 13

When putting the highest plant on the bottom of the deck in Bureaucracy, leave Eco plants and take the next highest plant available, if applicable.

## BADEN-WUERTEMBERG

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	3	4	5	3	5	6	4	5	7	5	7	9	6
Oil	3	2	2	4	2	3	4	3	4	5	4	5	6	5	6	7
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	1	1	1	1	1	1	2	2	2	3	2	2	3	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		9			6			6			6			5		
# Cities to End Game		21			17			17			15			14		

*Note: only 5 regions on this board: #Cities to start Step 2 is different as well*

Player order is determined after buying power plants, not during Bureaucracy.

If all players pass on power plants, the lowest two plants are destroyed instead of just one. Power plants are never destroyed as a result of building cities.

## NORTHERN EUROPE

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	2	4	3	3	4	4	4	5	5	4	5	6	6	8	5
Oil	3	1	2	3	2	2	3	2	3	4	3	4	5	4	5	6
Garbage	7	1	2	3	1	2	3	2	3	4	3	3	5	3	5	6
Uranium	14	1	2	2	1	2	2	2	3	2	2	4	3	2	4	4
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10			7			7			7			6		
# Cities to End Game		21			17			17			15			14		

Use the plants corresponding to each region of the map used in the game and remove the plants from the regular deck with the same numbers.

## UK/IRELAND

Resource Refresh Rates	Starting Cost	2 Players			3 Players			4 Players			5 Players			6 Players		
Coal	1	3	4	3	3	5	3	4	6	4	4	7	5	6	8	6
Oil	3	2	3	2	2	4	2	3	5	3	4	6	6	5	7	5
Garbage	5	1	2	2	1	2	2	2	3	3	3	3	5	3	5	5
Uranium	∞	1	1	1	1	2	1	1	3	1	2	4	2	2	4	3
# Regions Used		3			3			4			5			5		
# Plants Removed		8			8			4			0			0		
# Cities for Step 2		10*			7*			7*			7*			6*		
# Cities to End Game		all			17			17			15			14		

Place the Step 3 card three cards from the bottom of the Plant Deck instead of at the bottom.

The connection cost to build to any city on the opposite island is \$20.

\*Step 2 can also begin if all cities have been built once, even if nobody has built to the required number.