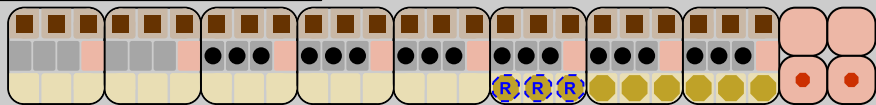


2-player AGAINST THE TRUST	Game Start (first Step 1)			Step 1		
	Raw Material Setup		R: The Trust gets 17 houses (16 + 1 for turn order).			
	Regions of the Board to Use:		3			
	Maximum Plants per Player:		4 (3)			
	Connections per City:		1			
	Plant Market Size:		8			
	Plant Market starts with 03–10 (R: instead, shuffle 03 – 15, draw 8). Plant Deck starts with 13 (R: instead, the 9 th) and ends with Step 3. R: Remove 1 from the remainder of 03 – 15, and 5 from the rest (return them to the box). R: Shuffle what remains to form the middle, main part of the deck.					
	Plants Players May Purchase:		Lowest-numbered four			
	Phase 1	Determine Turn Order	Randomly R: The Trust is always 2 nd . P1-2-1-2, place 1-2-2-1 of the Trust's houses contiguously, leaving the Trust 10. ¹			
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Mandatory R: After the 1 st auction, the Trust takes the highest-numbered available plant for free.			
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.				
		Determine Turn Order	Leader-to-Trailer			
			R: If the 1 is still there			
			R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.			
	Phase 3	Buy Raw Materials	Trailer-to-Leader R: The Trust takes precisely what all its plants can burn. ³			
Phase 4	Building	Trailer-to-Leader R: Each time you build a house, the Trust builds on the 15 there. ⁴				
	Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.				
Phase 5	Bureaucracy	Fire plants; get paid. R: The Trust burns all.				
	Restock Raw Materials	(4) 3 E: In turn order, mark a city with uranium. ⁵ 2 For a hybrid plant, the Trust takes coal, oil, coal, oil, etc. always starting with coal. 1 Once the Trust is out of houses, it stops building. 1 E: Only your 1 st house must & can replace a uranium.				
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.				
Go to Step 1, Phase 1 ¹ Place 1 of the Trust's houses on the 15 in each marked city, leaving the Trust 8.						
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.				
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number				
	End of the Game					
	Winning	The winner is the human player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.				
2-player AGAINST THE TRUST	Connections per City:		1			
	Plant Market Size:		8			
	Plants Players May Purchase:		Lowest-numbered four			
	Phase 1	Determine Turn Order	Leader-to-Trailer R: The Trust is always 2 nd .			
Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional		R: After the 1 st auction, the Trust takes the highest-numbered available plant for free. ²		
	R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.					
	If no plants were bought (R: if the 1 is still there)		Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.			
		If Step 3 was revealed		Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.		
Phase 3	Buy Raw Materials	Trailer-to-Leader		R: The Trust takes precisely what all its plants can burn. ³		
Phase 4	Building	Trailer-to-Leader		R: Each time you build a house, the Trust builds on the 15 there. ⁴		
	If leader has 21 (18) cities		The game ends.			
	Market Obsolescence (R: Skip)		Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.			
	If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.			
		If leader has 10 (7) or more cities connected		Remove from the game the lowest-numbered plant in the market, then draw a replacement. Go to Step 2, Phase 5.		
Phase 5	Bureaucracy	Fire plants; get paid.		R: The Trust burns all.		
	Restock Raw Materials	(4) 3 ² If the Trust already has 3 plants, it will only take a plant if it can replace a lower-numbered one. ³ For a hybrid plant, the Trust takes coal, oil, coal, oil, etc. always starting with coal. ⁴ Once the Trust is out of houses, it stops building.				
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.				
	If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.				
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number				
	End of the Game					
	Winning	The winner is the human player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.				

Game designed by Friedemann Friese	summary version 2.3 by Nathan Morse	summarized from 2004 – 2019 rules published by Rio Grande Games	Game designed by Friedemann Friese	summary version 2.3 by Nathan Morse	summarized from 2004 – 2019 rules published by Rio Grande Games
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3-player	Game Start (first Step 1)		
	Raw Material Setup		
			
	Regions of the Board to Use:		3
	Maximum Plants per Player:		3
	Connections per City:		1
	Plant Market Size:		8
	<i>Plant Market starts with 03–10 (R: instead, shuffle 03 – 15, draw 8). Plant Deck starts with 13 (R: instead, the 9th) and ends with Step 3. R: Remove 2 from the remainder of 03 – 15, and 6 from the rest (return them to the box). R: Shuffle what remains to form the middle, main part of the deck.</i>		
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Randomly E: In turn order, mark a city with uranium.
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Mandatory
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		Determine Turn Order	Leader-to-Trailer
		R: If the 1 is still there	R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader E: Only your 1st house must and can replace a uranium.
		Market Obsolescence	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
Phase 5	Bureaucracy	Fire plants; get paid.	
	Restock Raw Materials	4     2   1  1 	
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.	
Go to Step 1, Phase 1			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

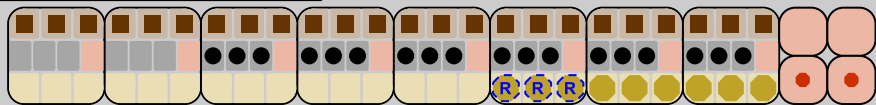
3-player	Step 1		
	Connections per City:		1
	Plant Market Size:		8
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Leader-to-Trailer
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
		If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader
		If leader has 17 cities	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.
		If leader has 7 or more cities connected	Remove from the game the lowest-numbered plant in the market, then draw a replacement. Go to Step 2, Phase 5.
	Phase 5	Bureaucracy	Fire plants; get paid.
		Restock Raw Materials	4     2   1  1 
Market Twiddle		Put market's highest-numbered plant under the plant deck, then draw a replacement.	
If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.	

General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

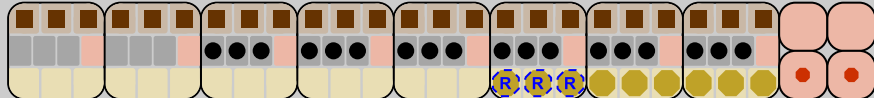
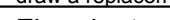
3-player	Step 2		
	Connections per City:		2
	Plant Market Size:		8
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Leader-to-Trailer
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
		If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader
		If leader has 17 cities connected	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.
	Phase 5	Bureaucracy	Fire plants; get paid.
		Restock Raw Materials	5 ■■■■■ 3 ●●● 2 ●● 1 ●
		Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.
blue R Recharged edition rules green E Recharged Edition Experienced player rules			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.	

3-player	Step 3			
	Connections per City:		3	
	Plant Market Size:		6	
	Plants Players May Purchase:		Any of the six	
	Phase 1	Determine Turn Order	Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.		
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.	
	Phase 3	Buy Raw Materials	Trailer-to-Leader	
	Phase 4	Building	Trailer-to-Leader	
		If leader has 17 cities connected	The game ends.	
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
	Phase 5	Bureaucracy	Fire plants; get paid.	
		Restock Raw Materials	3 ■■■ 4 ●●●● 3 ●●● 1 ●	
		Market Twiddle	Remove from the game the lowest-numbered plant in the market, then draw a replacement.	
	blue R Recharged edition rules green E Recharged Edition Experienced player rules			
	General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
		Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
End of the Game				
Winning		The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.		

4-player	Game Start (first Step 1)			4-player	Step 1					
	Raw Material Setup				Connections per City:		1			
					Plant Market Size:		8			
	Regions of the Board to Use:		4		Plants Players May Purchase:		Lowest-numbered four			
	Maximum Plants per Player:		3		Phase 1		Determine Turn Order	Leader-to-Trailer		
	Connections per City:		1		Phase 2		Buy Power Plant	Optional		
	Plant Market Size:		8		R: Put the 1 token on lowest plant; its minimum bid is 1.		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.			
	Plant Market starts with 03–10 (R: instead, shuffle 03 – 15, draw 8). Plant Deck starts with 13 (R: instead, the 9 th) and ends with Step 3. R: Remove 1 from the remainder of 03 – 15, and 3 from the rest (return them to the box). R: Shuffle what remains to form the middle, main part of the deck.				If no plants were bought (R: if the 1 is still there)		Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.			
	Plants Players May Purchase:		Lowest-numbered four		If Step 3 was revealed		Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.			
	Phase 1		Determine Turn Order		Randomly	E: In turn order, mark a city with uranium.		Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 2		Buy Power Plant		Mandatory	R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.		Phase 4	Building	Trailer-to-Leader
	Determine Turn Order		Leader-to-Trailer		R: If the 1 is still there		Market Obsolescence (R: Skip)		Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
	R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.		R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.				
	Phase 3		Buy Raw Materials		Trailer-to-Leader	E: Only your 1 st house must and can replace a uranium.		If leader has 7 or more cities connected	Remove from the game the lowest-numbered plant in the market, then draw a replacement. Go to Step 2, Phase 5.	
	Phase 4		Building		Trailer-to-Leader	Market Obsolescence		Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	Go to Step 2, Phase 5.	
Phase 5		Bureaucracy	Fire plants; get paid.	Restock Raw Materials		5      3    2   1 	Put market's highest-numbered plant under the plant deck, then draw a replacement.			
Market Twiddle		Put market's highest-numbered plant under the plant deck, then draw a replacement.	If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.					
Go to Step 1, Phase 1										
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.		General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.				
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number			Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number				
	End of the Game		End of the Game		End of the Game					
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.			Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.				

4-player	Step 2		4-player	Step 3	
	Connections per City:			2	
	Plant Market Size:			8	
	Plants Players May Purchase:			Lowest-numbered four	
	Phase 1	Determine Turn Order		Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant		Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.			
		If no plants were bought (R: if the 1 is still there)		Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.	
	If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.			
	Phase 3	Buy Raw Materials		Trailer-to-Leader	
	Phase 4	Building		Trailer-to-Leader	
		If leader has 17 cities connected		The game ends.	
		Market Obsolescence (R: Skip)		Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
		If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.	
	Phase 5	Bureaucracy		Fire plants; get paid.	
		Restock Raw Materials		6 ■■■■■ 4 ●●●● 3 ●●● 2 ●●	
		Market Twiddle		Put market's highest-numbered plant under the plant deck, then draw a replacement.	
If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.			
blue R Recharged edition rules green E Recharged Edition Experienced player rules		blue R Recharged edition rules green E Recharged Edition Experienced player rules			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.			
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number			
	End of the Game				
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.			

4-player	Step 3			
	Connections per City:		3	
	Plant Market Size:		6	
	Plants Players May Purchase:		Any of the six	
	Phase 1	Determine Turn Order	Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.		
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.	
	Phase 3	Buy Raw Materials	Trailer-to-Leader	
	Phase 4	Building	Trailer-to-Leader	
		If leader has 17 cities connected	The game ends.	
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
	Phase 5	Bureaucracy	Fire plants; get paid.	
		Restock Raw Materials	4 ■■■■ 5 ●●●● 4 ●●●● 2 ●●	
		Market Twiddle	Remove from the game the lowest-numbered plant in the market, then draw a replacement.	
	blue R Recharged edition rules green E Recharged Edition Experienced player rules		blue R Recharged edition rules green E Recharged Edition Experienced player rules	
	General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
Turn Order		The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number		
End of the Game				
Winning		The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.		

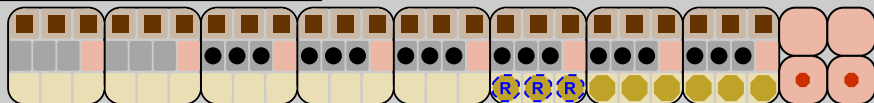
5-player	Game Start (first Step 1)		
	Raw Material Setup		
			
	Regions of the Board to Use:	5	
	Maximum Plants per Player:	3	
	Connections per City:	1	
	Plant Market Size:	8	
	Plant Market starts with 03–10 (R: instead, shuffle 03 – 15, draw 8). Plant Deck starts with 13 (R: instead, the 9 th) and ends with Step 3. R: Shuffle what remains to form the middle, main part of the deck.		
	Plants Players May Purchase:	Lowest-numbered four	
	Phase 1	Determine Turn Order	Randomly E: In turn order, mark a city with uranium.
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Mandatory
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		Determine Turn Order	Leader-to-Trailer
		R: If the 1 is still there	R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader E: Only your 1st house must and can replace a uranium.
		Market Obsolescence	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
Phase 5	Bureaucracy	Fire plants; get paid.	
	Restock Raw Materials	5  4  3  2 	
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.	
Go to Step 1, Phase 1			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

5-player	Step 1		
	Connections per City:		1
	Plant Market Size:		8
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Leader-to-Trailer
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
		If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3 .
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader
		If leader has 15 cities	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5 .
		If leader has 7 or more cities connected	Remove from the game the lowest-numbered plant in the market, then draw a replacement. Go to Step 2, Phase 5 .
	Phase 5	Bureaucracy	Fire plants; get paid.
		Restock Raw Materials	5  4  3  2 
Market Twiddle		Put market's highest-numbered plant under the plant deck, then draw a replacement.	
If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1 .	

General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

5-player	Step 2		5-player	Step 3	
	Connections per City:			2	
	Plant Market Size:			8	
	Plants Players May Purchase:			Lowest-numbered four	
	Phase 1	Determine Turn Order		Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant		Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.			
		If no plants were bought (R: if the 1 is still there)		Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.	
	If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.			
	Phase 3	Buy Raw Materials		Trailer-to-Leader	
	Phase 4	Building		Trailer-to-Leader	
		If leader has 15 cities connected		The game ends.	
		Market Obsolescence (R: Skip)		Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
		If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.	
	Phase 5	Bureaucracy		Fire plants; get paid.	
		Restock Raw Materials		7 ■■■■■ 5 ●●●●● 3 ●●●●● 3 ●●●	
		Market Twiddle		Put market's highest-numbered plant under the plant deck, then draw a replacement.	
If Step 3 was revealed		Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.			
blue R Recharged edition rules green E Recharged Edition Experienced player rules					
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.			
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number			
	End of the Game				
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.			

5-player	Step 3			
	Connections per City:		3	
	Plant Market Size:		6	
	Plants Players May Purchase:		Any of the six	
	Phase 1	Determine Turn Order	Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.		
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.	
	Phase 3	Buy Raw Materials	Trailer-to-Leader	
	Phase 4	Building	Trailer-to-Leader	
		If leader has 15 cities connected	The game ends.	
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
	Phase 5	Bureaucracy	Fire plants; get paid.	
		Restock Raw Materials	5 ■■■■■ 6 ●●●●● 5 ●●●●● 2 ●●●	
		Market Twiddle	Remove from the game the lowest-numbered plant in the market, then draw a replacement.	
	blue R Recharged edition rules green E Recharged Edition Experienced player rules			
	General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
Turn Order		The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number		
End of the Game				
Winning		The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.		

6-player	Game Start (first Step 1)		
	Raw Material Setup		
			
	Regions of the Board to Use:		5
	Maximum Plants per Player:		3
	Connections per City:		1
	Plant Market Size:		8
	Plant Market starts with 03–10 (R: instead, shuffle 03 – 15, draw 8). Plant Deck starts with 13 (R: instead, the 9 th) and ends with Step 3. R: Shuffle what remains to form the middle, main part of the deck.		
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Randomly E: In turn order, mark a city with uranium.
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Mandatory
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		Determine Turn Order	Leader-to-Trailer
		R: If the 1 is still there	R: Remove from the game the lowest-numbered plant in the market, then draw a replacement. Remove the 1 token.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
Phase 4	Building	Trailer-to-Leader E: Only your 1st house used and can replace a uranium.	
	Market Obsolescence	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.	
Phase 5	Bureaucracy	Fire plants; get paid.	
	Restock Raw Materials	7         5      3     2  	
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.	
	Go to Step 1, Phase 1		
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

6-player	Step 1		
	Connections per City:		1
	Plant Market Size:		8
	Plants Players May Purchase:		Lowest-numbered four
	Phase 1	Determine Turn Order	Leader-to-Trailer
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant	Optional
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
		If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.
	Phase 3	Buy Raw Materials	Trailer-to-Leader
	Phase 4	Building	Trailer-to-Leader
		If leader has 14 cities	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.
		If leader has 6 or more cities connected	Remove from the game the lowest-numbered plant in the market, then draw a replacement. Go to Step 2, Phase 5.
Phase 5	Bureaucracy	Fire plants; get paid.	
	Restock Raw Materials	7        5      3     2  	
	Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.	
	If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.	
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected .	

6-player	Step 2		
	Connections per City:	2	
	Plant Market Size:	8	
	Plants Players May Purchase:	Lowest-numbered four	
	Phase 1	Determine Turn Order Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
		If Step 3 was revealed	Keep it at the end of the market until the end of the phase, then remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 3.
	Phase 3	Buy Raw Materials Trailer-to-Leader	
	Phase 4	Building Trailer-to-Leader	
		If leader has 14 cities connected	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 5.
	Phase 5	Bureaucracy Fire plants; get paid.	
		Restock Raw Materials	9 ■■■■■ 6 ●●●●● 5 ●●●●● 3 ●●●
		Market Twiddle	Put market's highest-numbered plant under the plant deck, then draw a replacement.
		If Step 3 was revealed	Remove from the game the Step 3 and the lowest-numbered plant in the market. Go to Step 3, Phase 1.
blue R Recharged edition rules green E Recharged Edition Experienced player rules			
General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.	
	Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number	
	End of the Game		
	Winning	The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.	

6-player	Step 3		
	Connections per City:	3	
	Plant Market Size:	6	
	Plants Players May Purchase:	Any of the six	
	Phase 1	Determine Turn Order Leader-to-Trailer	
	Phase 2 R: Put the 1 token on lowest plant; its minimum bid is 1.	Buy Power Plant Optional	
		R: If a plant cheaper than the 1 plant comes out, remove it from game and remove the 1 token.	
		If no plants were bought (R: if the 1 is still there)	Remove from the game the lowest-numbered plant in the market, then draw a replacement. R: Remove the 1 token.
	Phase 3	Buy Raw Materials Trailer-to-Leader	
	Phase 4	Building Trailer-to-Leader	
		If leader has 14 cities connected	The game ends.
		Market Obsolescence (R: Skip)	Remove from the game any plant in the market whose number is lower than the leader's number of connected cities, then draw a replacement.
	Phase 5	Bureaucracy Fire plants; get paid.	
		Restock Raw Materials	6 ■■■■■ 7 ●●●●● 6 ●●●●● 3 ●●●
		Market Twiddle	Remove from the game the lowest-numbered plant in the market, then draw a replacement.
	blue R Recharged edition rules green E Recharged Edition Experienced player rules		
	General	Minimum Bid	The minimum bid and minimum purchase price for a plant is its number.
		Turn Order	The leader is the player with the most cities connected. In a tie, it's whichever of them has the highest plant number
End of the Game			
Winning		The winner is the player who can power the most cities in their network this turn. In a tie, it's whichever of the tied players has the most money left. If still a tie, it's whichever of the still-tied players has the most cities connected.	