

RAILROAD TILES

CANALS EXPANSION

COMPONENTS



44 CANAL ROUTE TILES



12 CANAL OBJECTIVE TILES



33 CANAL END
TOKENS



13 GONDOLA PAWNS



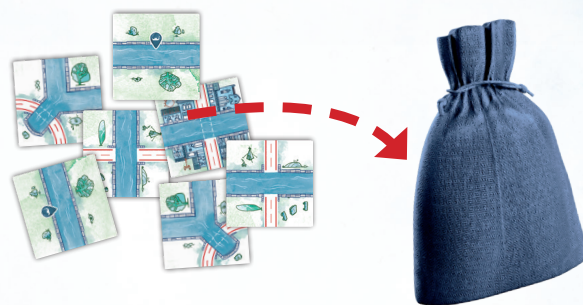
15 BRIDGE PAWNS



1 BAG

ADDITIONAL SETUP

- Shuffle all the **Canal Route tiles** inside the Expansion bag.
- Add the **Gondola pawns**, the **Bridge pawns**, and the **Canal End tokens** to the general pool.

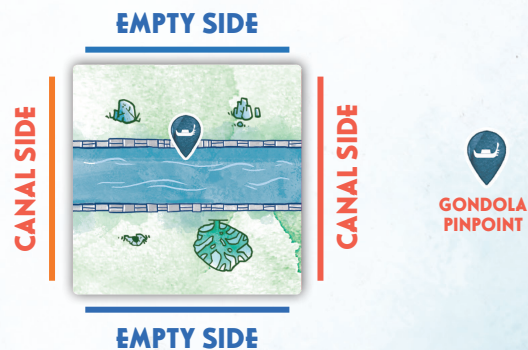


ROUND SETUP

When revealing **Route tiles**, you must follow a pre-determined mix of tiles from the Core Game bag and the Expansion bag. Each column will still contain as many tiles as the number of square icons at the top of that column.

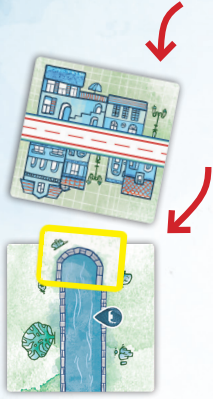


CANAL TILES



Canal tiles (identified by the presence of **Canals**) are a **new type of Route tile**. In addition to Empty sides, Highway sides, and Railroad sides (which follow the regular placement rules), they also have **Canal sides**: these can be connected to **other Canal sides** or to an **Empty side** (see *Canal End Placement* on the next page).

CANAL END PLACEMENT



If you connect a Canal side to an Empty side, you must **immediately place a Canal End token**.

Canal Ends allow you to **close Canal Openings**, which affect the total number of Openings counted at the end of the game.

PAWN PLACEMENT

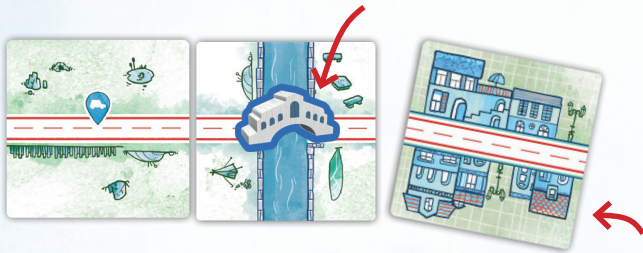


For each Placement token in the Active Area, you may place **1 Gondola pawn** on **any tile** that has a matching empty Pinpoint **instead of** the one indicated by the token itself.

When you place a Gondola in a Canal, you immediately score **1 point + 1 point for each Bridge over the same Canal**.

BRIDGE PLACEMENT

Some Tiles have their route path interrupted by a Canal. When both ends of the interrupted path are connected to other tiles, you must **immediately place a Bridge pawn** to complete the path.



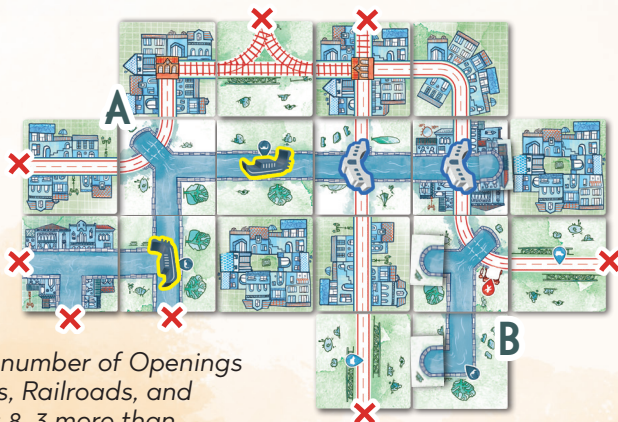
END OF GAME SCORING

CANAL POINTS

Each group of consecutive tiles connected by Canal segments forms a Canal. Each Canal scores **1 Prestige point for each Canal tile it includes beyond the 2nd**.

CANAL OPENING PENALTIES

Canal Openings contribute to the total number of Openings together with Highways and Railroads when calculating the **Opening Penalties** at the end of the game.



The total number of Openings (Highways, Railroads, and Canals) is 8, 3 more than the 5 allowed = **-3 points**.

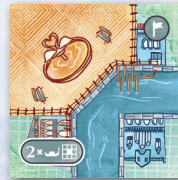
Canal A on the left has a total of 6 tiles = **4 points**. **Canal B** on the right has only 2 tiles, so it doesn't score any points.

PLAYING WITH OBJECTIVES

This expansion includes 3 additional sets of Objective tiles; they work exactly like those in the Core Game (apart from their Canal-themed scoring conditions, of course).

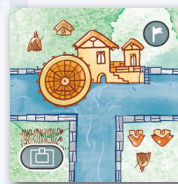
When playing with the Canal expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Canal Objective. It is not possible to use Objectives from this expansion if you are playing only with the Core Game or with other expansions.

SCORING CONDITIONS



TOURIST PLAZA

The Tourist Plaza must have at least 2 Gondolas on the tiles that surround it.



WATERMILL

The Watermill must be part of a Canal loop: a path that returns to its starting point, passing through each Canal segment only once.



DOGE'S TOWER

The Doge's Tower must have at least 1 Bridge in its row and/or column in each of 2 different directions, at any distance.

SOLO MODE CHALLENGES

When you play in solo mode with this expansion, you can only use the Challenges below:

CHALLENGE	MISSION	1★	2★	3★
TOURIST SEASON	Every Gondola in your play area is part of a single orthogonally adjacent group.	45	55	65
CANAL CITY	Have at least 1 City completely surrounded by Canals.	40	50	60
THE LOCKS	Have at least 1 Canal with 7 or more Canal Ends.	35	45	55

CREDITS

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