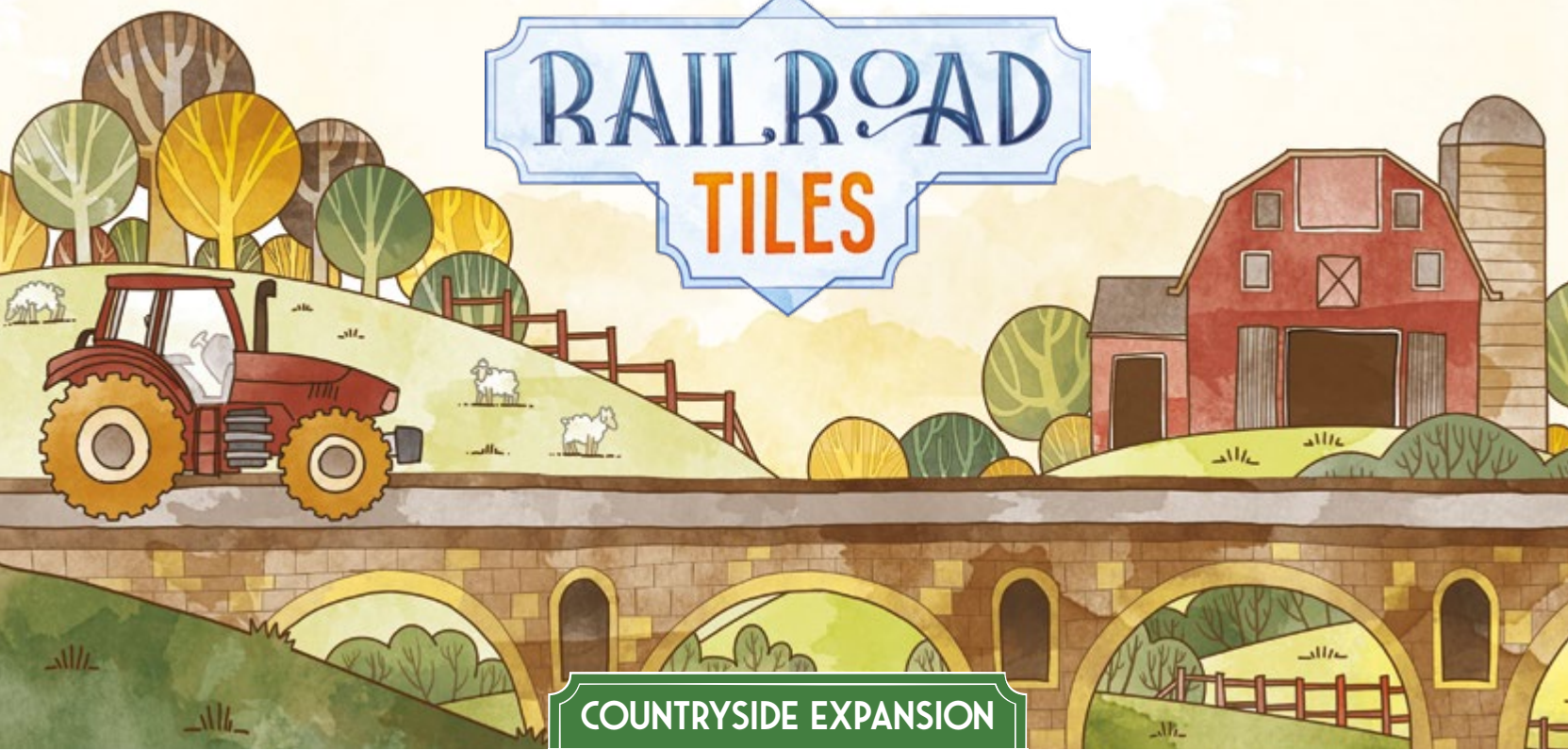


# RAILROAD TILES



## COUNTRYSIDE EXPANSION

## COMPONENTS



44 COUNTRYSIDE  
ROUTE TILES



12 COUNTRYSIDE  
OBJECTIVE TILES



13 COW PAWNS



13 SHEEP PAWNS



13 PIG PAWNS



1 BAG

## ADDITIONAL SETUP

- Shuffle all the **Country Route tiles** and place them in a face-down stack.
- Shuffle all 3 types of **Animal pawns** together inside the Expansion bag.



## ROUND SETUP

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

In addition, **at the start of every round, draw 1 Animal pawn from the bag and add it to each column.** When you choose a column, you also take the Animal pawn(s) from that column.



## CREDITS

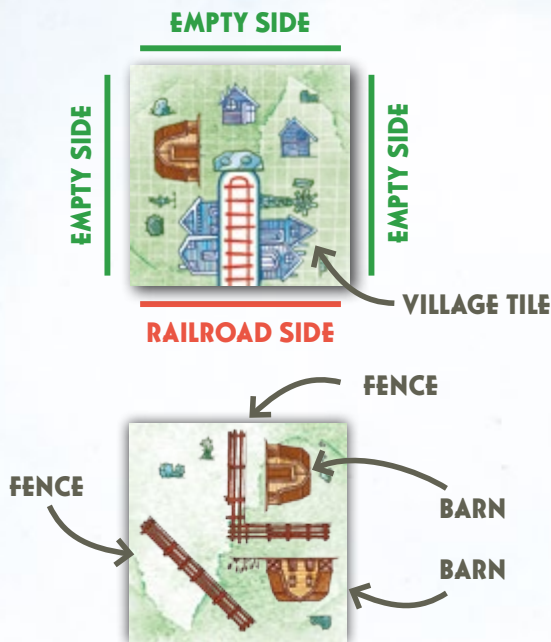
GAME DESIGN AND DEVELOPMENT: Hjalmar Hach, Lorenzo Silva  
 ARTWORK: Marta Tranquilli, Francesco De Benedittis  
 GRAPHIC DESIGN: Annachiara Rossi, Nicolò Sala, Fabio Frencl  
 RULEBOOK: Renato Sasdelli, Lorenzo Silva, Alessandro Pra', William Niebling  
 PROJECT MANAGER: Lorenzo Silva, Renato Sasdelli  
 ADDITIONAL DEVELOPMENT: Carola Corti  
 HORRIBLE GUILD TEAM: Davide Amici, Federico Corbetta Caci, Ylenia D'Abundo, Federico Dossi, Andrea Lugli, Giulia Monte, Camilla Muschio, Laura Severino



If you have any issues with this product, please contact us at: [horribleguild.com/cc](http://horribleguild.com/cc)

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# COUNTRYSIDE TILES



**Countryside tiles** (identified by the presence of **Barns** and sometimes also **Fences**) 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 **Barns**—acting as “Pinpoints” to place Animal pawns (see below). When playing with this expansion, you also create **Pastures**—the areas with a green background surrounding Highways and Railroads. A Pasture can span multiple tiles, but it is interrupted by Highways, Railroads, Town tiles, and Fences (see example below).

Some Countryside tiles also feature blue buildings similar to Town tiles (in addition to a Barn); these are **Village tiles**: they count as Town tiles when building Cities, but unlike Town tiles **they do not interrupt Pastures**.

## ANIMAL PLACEMENT



Each Animal pawn you get each round must be placed on an **empty Barn** during **that same round** (you can't keep them for later).

When you place an Animal pawn, you immediately score **1 point + 1 point** for each other Animal pawn of the **same type** in the **same Pasture**.

## SCORING EXAMPLE



# PLAYING WITH OBJECTIVES

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

When playing with the Countryside expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Countryside 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



### WINDMILL

The Windmill must be part of a Pasture that spans at least 10 tiles.



### VINEYARD

The Vineyard must be part of a Pasture that spans at least 5 tiles and contains no Animal pawns.



### HILLS

The Hills must have at least 3 Animal pawns on the tiles that surround it.

# SOLO MODE CHALLENGES

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

CHALLENGE	MISSION	1★	2★	3★
THE GREAT PRAIRIES	Have all your Animals in the same Pasture.	45	55	65
ORGANIC FARMING	No Animal in your play area is orthogonally adjacent to any Town tile.	45	55	65
ISOLATED HERDS	No Animal in your play area is orthogonally adjacent to any other Animal.	40	50	60

*Daisy* has 6 Pastures; note that the 2 Town tiles in the middle separate Pasture E from D and F, but Pasture E also contains 2 Village tiles that create a City together with those 2 Town tiles but do not separate Pasture E into 2 different Pastures.

*Daisy* obtained a cow with her last pick of tiles, and she has a few empty Barns where she can place it. If placed on Barns A, B, or C, she'll only score **1 point** since those pastures have no other Cows.

Pasture D contains a Cow, but it has no empty Barns, so she cannot place the new Cow there to benefit from that other Cow pawn and score additional points.

In Pasture E, on the other hand, any of the 3 empty Barns are good options since *Daisy* would score **1 point + 1 point** for the other Cow who is already in that Pasture.