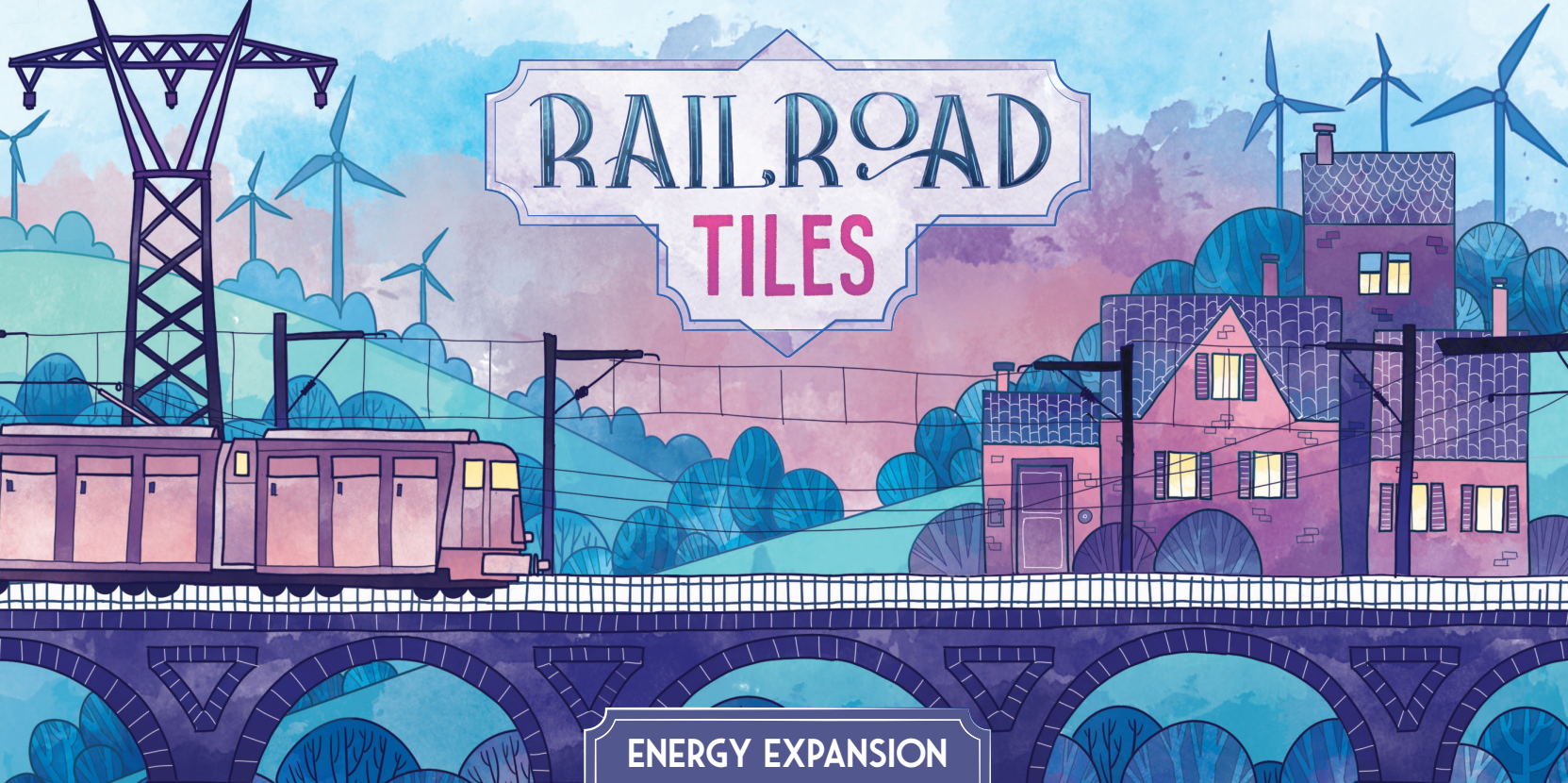


RAILROAD TILES



ENERGY EXPANSION

COMPONENTS



42 ENERGY
ROUTE TILES



12 ENERGY
OBJECTIVE TILES



3 WIND TURBINE
PLACEMENT TOKENS



15 WIND TURBINE
PAWNS



1 BAG

ADDITIONAL SETUP

- Shuffle all the **Energy Route tiles** inside the Expansion bag.
- Add the **Wind Turbine pawns** to the general pool of pawns.
- Remove the 3 Placement tokens with Car, Train, and Traveler (the ones without the Objective flag) from the game, and add the **3 Wind Turbine Placement tokens** in their place. Shuffle them with the other Placement tokens before you create the stack on the Clock space of the Station board.

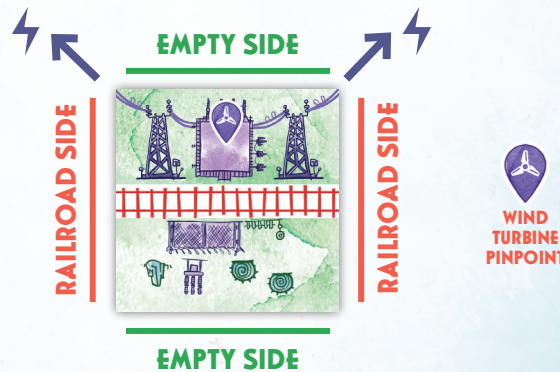


ROUND SETUP

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.

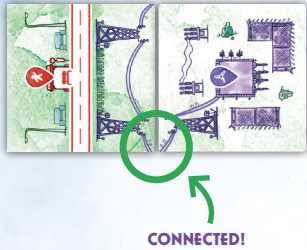


ENERGY TILES



Energy tiles (identified by the presence of **Cables**) 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 **Cable corners** which don't have to be connected with other Cables (see *Cable Connections* on the next page).

CABLE CONNECTIONS



Whenever Energy tiles have touching Cable corners, those Cables are connected to each other.

If a Cable is connected to at least 1 Wind Turbine pawn, it is **Energized**.

Any tile with a corner touching an Energized Cable corner is **also Energized**.

WIND TURBINE PLACEMENT



For each placement token in the Active Area that displays a Wind Turbine icon, you may place **1 Wind Turbine pawn** from the general pool on any tile that has a matching empty Pinpoint.

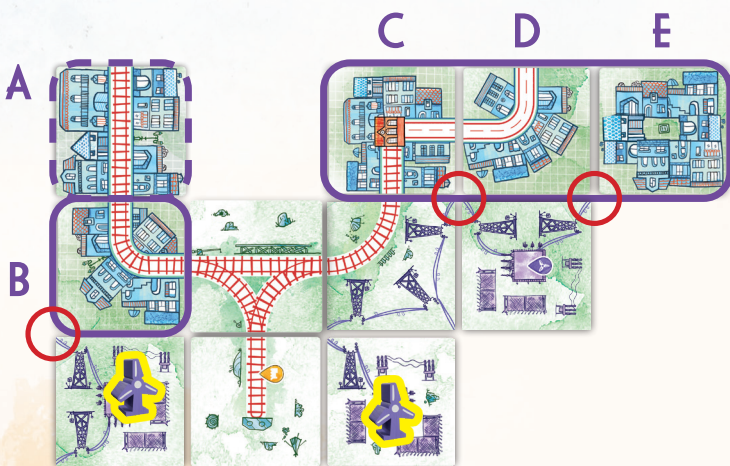
When you place a Wind Turbine, you immediately score **1 point + 1 point for each other Wind Turbine connected to this pawn's Pinpoint through Cables**, up to a maximum of 5 Prestige points. Each connected Wind Turbine beyond the 5th is still worth 5 Prestige points.

Note: Star pawns can also be used to place Wind Turbine pawns.

END OF GAME SCORING

For each **Energized Town tile**, even if it is not part of a City, you score **1 Prestige point**.

In addition, when calculating **City points**, if all of the Town tiles of a City are Energized, you gain **8 points instead of 5** for that City.



Town tile A is not Energized, so it does not score Prestige points.

The lower left corner (○) of Town tile B is connected to a Cable connected to a Wind Turbine, so it is Energized and scores **1 Prestige point** even if it is not part of a City.

Town tiles C, D, and E are all Energized through their lower corners (○), so each of them scores **1 Prestige point**. In addition, these 3 tiles form a City; since this City is composed entirely of Energized Town tiles, it scores **8 Prestige points** instead of 5.

PLAYING WITH OBJECTIVES

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

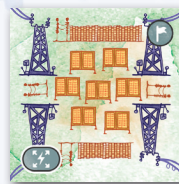
When playing with the Energy expansion, you can use all Objectives from the Core Game, from this expansion, or a combination of both. We recommend including at least 1 Energy Objective. It is not possible to use Objectives from this expansion if you are playing only with the Core Game or with other expansions.

SCORING CONDITIONS



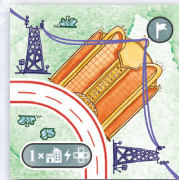
LABORATORY

The Laboratory must have at least 3 connected Wind Turbines in the tiles that surround it.



SOLAR FARM

The Cables in all 4 corners of the Solar Farm must each be connected to at least 1 Wind Turbine.



CASINO

The Casino must be orthogonally adjacent to at least 1 Town tile that is part of a City where all Town tiles are Energized.

SOLO MODE CHALLENGES

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

CHALLENGE	MISSION	1★	2★	3★
NIMBY	Your Biggest Rectangle does not contain any Wind Turbines.	45	55	65
POWER GRID	Your Biggest Rectangle must have at least 3 corners connected to each other through Cables.	40	50	60
SIN CITY	Create a City containing at least 6 Town tiles, all of which are Energized.	40	50	60

CREDITS

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