

RAILROAD TILES

LAKES EXPANSION

COMPONENTS



41 LAKE ROUTE TILES



12 LAKE OBJECTIVE TILES



3 FERRY
PLACEMENT
TOKENS



14 FERRY PAWNS



38 PORT TOKENS



1 BAG

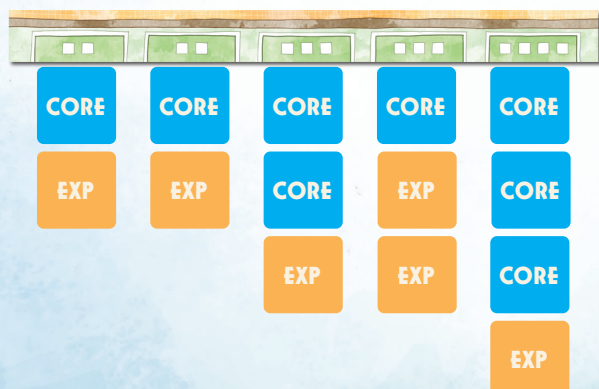
ADDITIONAL SETUP

- Shuffle all the **Lake Route tiles** inside the Expansion bag.
- Add the **Ferry pawns** and the **Port tokens** to the general pool.
- Remove the 3 Placement tokens with Car, Train, and Traveler (the ones without the Objective flag) from the game, and add the **3 Ferry 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.

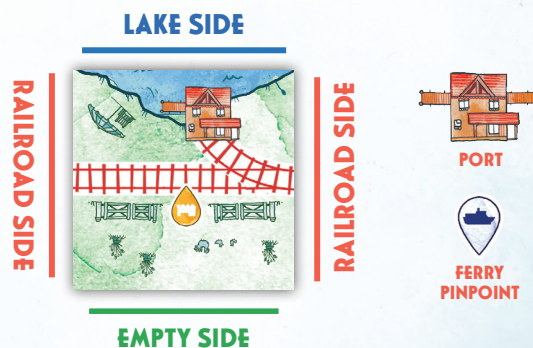


ROUND SETUP

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.

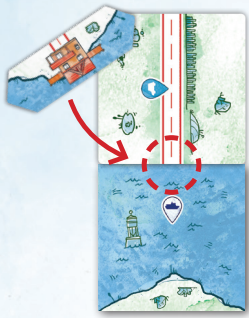


LAKE TILES



Lake tiles (identified by the presence of **water**) 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 **Lake sides**: these can be connected to **other Lake sides** or to a **Railroad/Highway side** (see **Port Placement** on the next page).

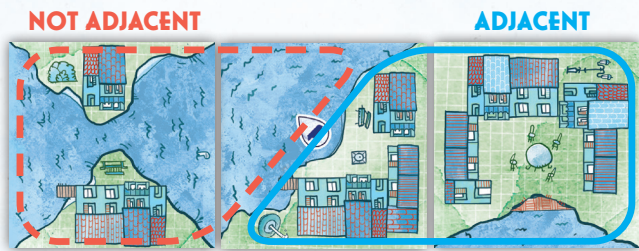
PORT PLACEMENT



If you connect a Lake side to a Railroad or Highway, you must **immediately place a Port token**. This indicates that the network is now connected to the Lake through a **Port**.

All networks connected to the same Lake through Ports are considered connected to each other, as if **the Lake acts as a big Station**.

TOWN LAKE TILES



Some **Lake tiles** have a **Town background**. For the purpose of creating a City, Town Lake tiles are not considered adjacent if they are connected only through their Lake sides.

FERRY PLACEMENT



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

When you place a Ferry, you immediately score **1 point + 1 point for each other Ferry on the same Lake**, up to a maximum of 5 Prestige points. *Each Ferry on the same Lake beyond the 5th is still worth 5 Prestige points.*

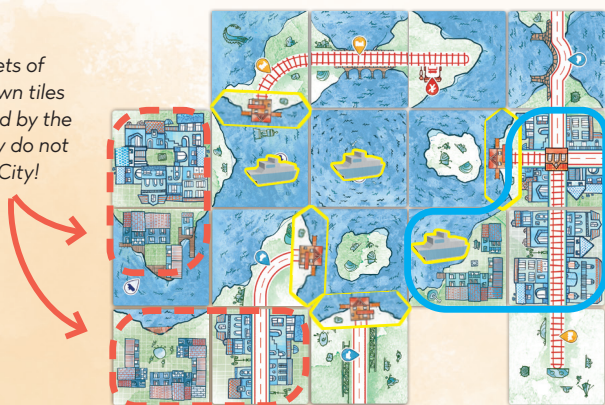
Note: Star pawns can also be used to place Ferry pawns.

END OF GAME SCORING

Lakes are not routes. So, open sides of Lakes don't count for Opening Penalties.

Lakes also don't provide any extra points. Their function is to provide network connections through Ports and Pinpoints to place Ferries.

These 2 sets of adjacent Town tiles are separated by the Lake, so they do not create a City!

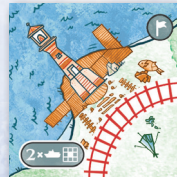


PLAYING WITH OBJECTIVES

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

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



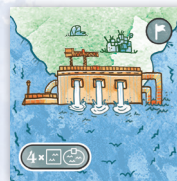
LIGHTHOUSE

The Lighthouse must have at least 2 Ferry pawns on the tiles that surround it.



FISHER ISLAND

The Fisher Island must be part of a Lake with at least 6 Ports.



HYDROELECTRIC PLANT

The Hydroelectric Plant must be part of an enclosed Lake spanning at least 4 tiles.

SOLO MODE CHALLENGES

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

CHALLENGE	MISSION	1★	2★	3★
SAFE SHORES	None of your Lakes have any open Lake sides.	30	40	50
OPEN SEA	Have at least 1 Lake with 8 or more open Lake sides.	40	50	60
DANGEROUS WATERS	Don't place any Ports in your play area.	30	40	50

CREDITS

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