

BARRAGE

THE CHINA CHALLENGE

RULEBOOK

Henan Province, China, 3 April 1926.

From the wooden terrace of the pavilion, Wanghui Lin watched the murky waters of the Yellow River flowing slowly beneath her. The silt-laden waters mirrored the milky sky above, while further upstream, a few natural lakes interrupted the river's course like forced pauses before its descent into the plains.

Wanghui took a deep breath. Officials in Beijing spoke of progress, modernity and electricity for coastal cities. But every new project required sacrifices: villages had to be moved, embankments torn down and hills dug up to clear the way for projects that would alter the region's landscape forever.

In recent years, foreign companies had brought with them machinery, funds, and promises. In return, they demanded

control – not only over the water, but over the land itself. Where there had once been paths and fields, there were now construction sites. Where the river had once flowed freely, new interventions were redrawing its course and revealing opportunities that only the most daring would be able to exploit.

Wanghui clutched the file under her arm. Every decision would open up new possibilities... or new conflicts.

The Yellow River was not easy to tame, but whoever managed to control it would shape the future of the region.



COMPONENTS

COMMON COMPONENTS



1 Map board



18 Reward tiles



2 Neutral Powerhouses



3 Advanced Technology tiles



4 "Landscape" Technology tiles



1 Bonus tile



18 Landscape tiles



3 External Work tiles



1 Private Building tile
Winch

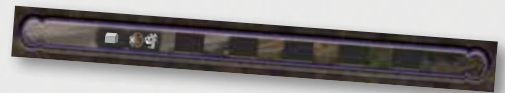


1 Objective tile

COMPANY COMPONENTS CHINA



1 Company board
+ 1 Player Aid



1 Board extension



5 Basic Technology Tiles



4 Powerhouses



5 Buildings



1 Turn Order marker



12 Engineers



1 Company tile



5 Bases



5 Elevations



5 Conduits



1 Energy marker



1 Victory Point marker

INTRODUCTION

The China Challenge is an expansion for Barrage that includes the new Yellow River map. You need the base game to play it. You can also use the Leeghwater Project expansion in combination with this expansion.

The China Challenge introduces a few innovations:

Landscapes

A **new type of structure** is added to the basic ones (and to Private Buildings, when playing with the Leeghwater Project expansion). These “structures” are already depicted on the board, but at the beginning of the game they are covered by specific tiles showing them under construction. Building a Landscape means to **remove the corresponding tile from the board** and revealing the structure underneath. Building a Landscape allows you to gain a reward of the corresponding color (green, yellow or red), taken from the area of the map where the Landscape has been built (Mountains, Hills, or Plains). There are different types of Landscapes, each with a different effect: they can modify the board (e.g., by adding new Headstreams, new river sections, new spaces for placing Dams, Conduits and Powerhouses, etc.), add new action spaces, or get you permanent bonuses. Each player will also start the game with a new “Landscape” Basic Technology tile, which works in all respects like any other Technology tile.

Natural Lakes

The new Map board features two natural lakes. When a Water Drop reaches one of these lakes, it stops at that lake, filling an empty Water Drop space. If there are no available spaces, the Water Drop continues to flow downhill as usual.



Three Water Drops reach the displayed basin, where there is a red level 1 Dam. This Dam can hold only 1 Water Drop, so the other two continue to flow downhill, reaching the natural lake. The lake can hold up to 3 Water Drops: as it already holds 2, only 1 of the 2 Drops flowing is retained, while the other continues along its course

Deviation Chambers

Due to the effect of some Landscapes’ constructions, some Conduits can feature branches. This means that a Conduit can lead to different Powerhouses: during production, you can decide which Powerhouse you activate, taking the Water Drops from the connected Dam (remember you always activate only one Powerhouse with every production).



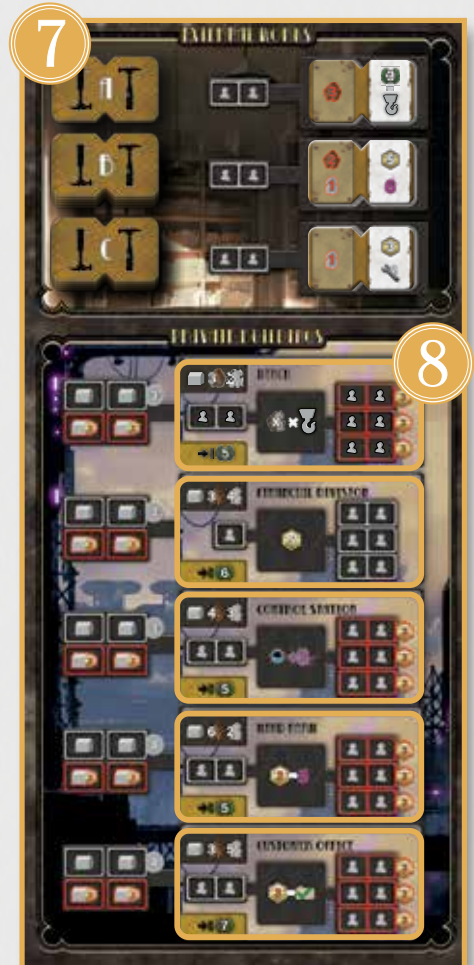
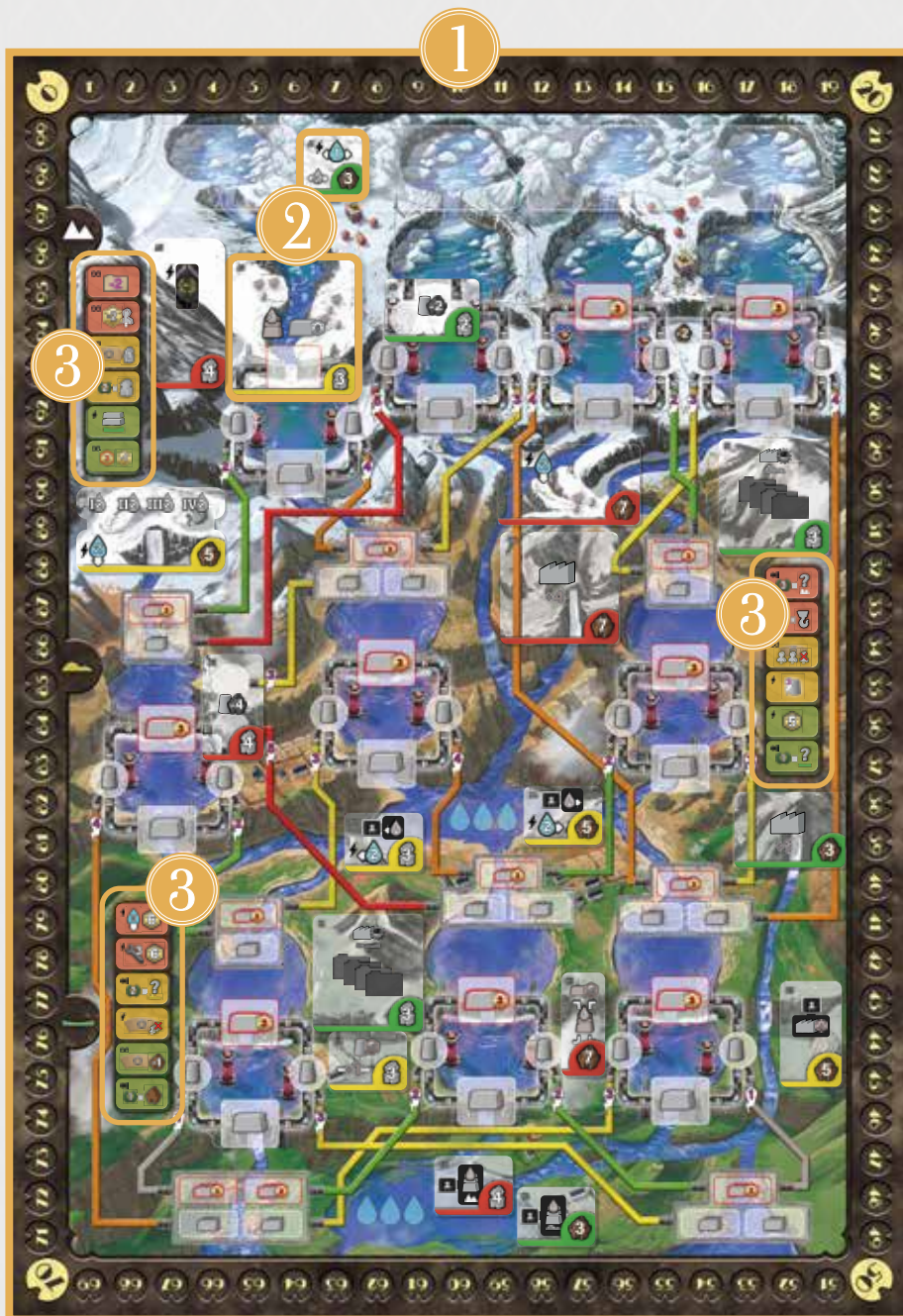
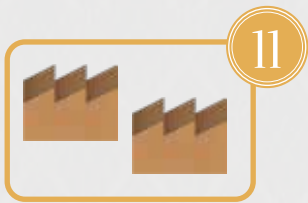
Jade (white) decides to build the Landscape named “New underground powerhouse” (on the left), altering the configuration of the Map. As a result of the Landscape she has built, she also places a Neutral Powerhouse in the space shown (on the right), so that it is now possible to use the Conduits of value 4 and 3 both from the Powerhouses that have been previously connected to them and from the new Neutral Powerhouse (which can be used by all players).

SETUP

Use all the rules for setting up the base game with the following modifications:

- 1 Use the new **Yellow River map** instead of the standard map.
- 2 Place all 18 **Landscape tiles** on the corresponding outlined spaces on the board. Each tile and space has a code to ease their placement.
- 3 Place all 18 **Reward tiles** randomly in the three areas next to each area of the map, according to their color (*red, yellow or green*). In a 3-player game, don't place any tile on the space depicting the number 4. In a 2-player game, don't place any tile on the space depicting the numbers 4 and 3+.
- 4 Add the **new Bonus tile** to the set from which you will draw the 5 tiles used for this game. (*If you wish, you can choose to always include this map's Bonus tile in the game.*)
- 5 Add the **new Objective tile** to the set from which you will draw the tile used for this game. (*If you wish, you can choose to always include this map's Objective tile in the game.*)
- 6 Add the **new Advanced Technology tiles** to those of the base game. Sort them according to the symbol on the back, then shuffle each pile separately face down. Draw one tile at random from each pile and return it to the box (*if you're playing with the Leeghwater Project expansion, remember that each pile must have 5 tiles*).
- 7 If you are playing with the Leeghwater Project expansion, add the **new External Work tiles** to the set from which you will draw the 5 tiles used for this game, sorting them according to their letter (A, B or C). (*If you wish, you can choose to always include this map's External Work tiles in the game.*)
- 8 If you are playing with the Leeghwater Project expansion, add the **new Private Building tile** to the set from which you will draw the 5 tiles used for this game. (*If you wish, you can choose to always include this map's Private Building tile in the game.*)
- 9 Place 3 random Objective tiles taken from the remaining ones next to the board, near the A2 Landscape tile. Return any unused tiles to the box as usual.
- 10 Give each player a "Landscape" **Base Technology tile**.
- 11 Place the two **Neutral Powerhouses** next to the board.





BUILDING LANDSCAPES

To build a Landscape, apart from using the corresponding Technology tile and paying the required costs on your Construction Wheel, **you must already have built** at least one of your own structures (Base, Elevation, Conduit or Powerhouse) **in the area of the map** where you want to build it.

Each time you build a Landscape, **remove the corresponding tile**, revealing a new map configuration. Take the tile in front of you.

If the removed tile shows an immediate bonus, the player who built the Landscape immediately gets the bonus.

The tile showing the Landscape under construction also indicates its cost in Excavators (3 / 5 / 7) or Concrete Mixers (2 / 3 / 4). This cost must be paid by placing the appropriate Machineries on the Construction Wheel, as usual.

Building a Landscape in an area of the map allows you to take a **Reward tile of the same color** as the Landscape

tile built (green, yellow or red) from those available in the area of the map.

Reward tiles provide immediate effects, permanent bonuses, and Victory Points (VP) at the end of the game, as indicated in the Appendix.



A Landscape CANNOT be built if there are no Reward tiles of the appropriate color, (therefore, in games with fewer than 4 players, not all Landscapes can be built).

The **action spaces** revealed by some Landscapes are **available to all players**, not just those who built them.

For all purposes of the game, built Landscapes count as structures built in the respective area of the map. The area of the map in which a Landscape tile is built can be identified by the code on the tile (A = Mountains, B = Hills, C = Plains).



Juliet (green) has already built a Powerhouse in the Hills and a Conduit in the Mountains. She can therefore build a Landscape in these two areas of the map. She wants to build a yellow-type Landscape, but there are no more yellow Reward tiles available in the Mountains (as this is a 3-player game in which a yellow-type Landscape has already been built in the Mountains). She therefore builds the highlighted yellow-type Landscape in the Hills, which costs her 3 Concrete Mixers: she performs a construction action, placing the "Landscape" Technology tile and the 3 Concrete Mixers in her Construction Wheel. She takes the Landscape tile from the board and chooses a yellow Reward tile from those available in the Hills. The selected Landscape tile has an immediate effect (make 2 Drops flow from the adjacent lake), while the selected Reward tile has a scoring effect (2 VP for each Landscape built in the Hills)

APPENDIX



Appendix 1: Landscape Tiles

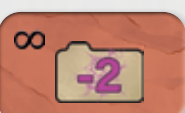
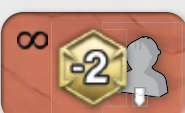
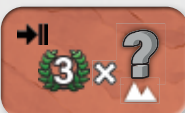
Code	Name	Zone	Cost & Color	Description
A1	High-altitude channels			The two targeted Headstreams receive an additional Water Drop immediately and at the beginning of all subsequent rounds. As soon as you build this Landscape, you can place 1 Water Drop on each of the indicated Headstreams, which start falling downhill immediately.
A2	High-altitude conduits			Two new spaces for building Conduits are now available, one of value 2 and one of value 3. The construction cost of these Conduits is reduced by 2 Excavators.
A3	High-altitude basements			A new space for building a Dam in the Mountains is now available. The Dam built in this space can hold 1 more Water Drop than normal, however building a Base in this new space costs 3 additional Credits (in addition to the normal cost of red-bordered spaces).
A4	New headstream			A new Headstream is now available. As soon as you build this Landscape, you can place up to 2 Water Drops on any Headstreams, which start falling downhill immediately. As usual, the new Headstream is filled with the indicated number of Water Drops at the beginning of each turn.
A5	High-altitude operational center			At the beginning of the game, place three unused Objective tiles next to the board, near this space. When you build this Landscape, choose one of the three Objectives and place it on the freed space. When scoring the Objectives at the end of the game, also score this one, awarding 15 VP to the first-placed player, 10 VP to the second-placed player, and 5 VP to the third-placed player (ties are resolved as usual).
A6	River diversion			The morphology of the rivers is modified as shown. As soon as you build this Landscape, you can place up to 2 Water Drops on any Headstreams, which start falling downhill immediately.
B1	Mountain management center			Once built, stack on this space, in order, from bottom to top, a National Contract (taken from the unused ones), a Red Contract (taken from the general supply), a Yellow Contract (taken from the general supply), and a Green Contract (taken from the general supply). When a player uses a Powerhouse in the Hills, they may fulfill the face-up Contract directly from this space if they meet its requirements. If a Contract is fulfilled in this way, take the corresponding tile and reveal the next one.
B2	New surface powerhouse			Place a Neutral Powerhouse in the indicated space. This Neutral Powerhouse is now available to all players. When used, production gets an additional +1 bonus, which can be combined with other bonuses. The Powerhouse is connected to Conduits of value 3 and 4, as shown on the board.

Code	Name	Zone	Construction Cost	Description
B3	Western barrier			New action space unlocked: place an Engineer to remove up to 2 Water Drops from the adjacent lake and move it to the left river branch (there must be at least 1 Water Drop in the lake to perform this action). As soon as you build this Landscape, you can remove up to 2 Water Drops from the adjacent lake and move it to the left river: they flow immediately.
B4	Eastern barrier			New action space unlocked: place an Engineer to remove up to 2 Water Drops from the adjacent lake and move it to the right river branch (there must be at least 1 Water Drop in the lake to perform this action). As soon as you build this Landscape, you can remove up to 2 Water Drops from the adjacent lake and move it to the right river: they flow immediately.
B5	Intake structures			Two new spaces for building Conduits are now available, one of value 3 and one of value 5. The construction cost of these Conduits is reduced by 4 Excavators.
B6	New underground powerhouse			Place a Neutral Powerhouse in the indicated space. This Neutral Powerhouse is now available to all players. When used, production gets an additional +4 bonus, which can be combined with other bonuses. The Powerhouse is connected to Conduits of value 3 and 5, as shown on the board.
C1	Valley management center			Once built, stack on this space, in order, from bottom to top, a face-down National Contract (taken from the unused ones), a face-down Red Contract (taken from the general supply), a face-down Yellow Contract (taken from the general supply), and a face-up Green Contract (taken from the general supply). When a player uses a Powerhouse in the Plains, they may fulfill the face-up Contract directly from this space if they meet its requirements. If a Contract is fulfilled in this way, reveal the next one.
C2	Wetlands restoration works			New action space unlocked: place an Engineer to remove 1 Water Drop from the adjacent lake and move it to one of your Dams in the Hills (you cannot perform this action if there is not at least 1 Water Drop in the lake).
C3	Booster turbines			New action space unlocked: place an Engineer and pay 9 Credits to immediately place one of your Powerhouses on the board (don't pay for any other Engineer, Machineries or Technology tiles). The cost of placing a structure on red-bordered spaces remains unchanged.
C4	Penstocks			The two adjacent Conduits work as Conduits of 1 additional level. The cost of building these Conduits is increased by 3 Credits (this does not apply to Conduits that have already been placed). For all other purposes, these Conduits are considered Conduits of value 2 and 3 Conduits, even when the effect is activated.
C5	Expanded basins			The capacity of the 4 Dams in the adjacent basins on the right and left is increased by 1. The cost of building a Base in these basins is increased by 3 Credits (this does not apply to Bases or Elevations that have already been placed).
C6	Water pumping station			New action space unlocked: place an Engineer to remove exactly 2 Water Drops from the adjacent lake and move it to one of your Dams in the Mountains (you cannot perform this action if there aren't at least 2 Water Drops in the lake).

Appendix 2: Reward Tiles

There are three types of rewards you can earn:

- ∞ - **Permanent bonuses**
- ⚡ - **Immediate effects**
- →|| - **VP at the end of the game for specific conditions**

 1 Credit discount on all red-bordered spaces (construction spaces for Bases and Powerhouses, action spaces for Engineers)	 1 Excavator discount on structures.
 Build an Elevation for free in the Plains.	 Receive 5 Credits.
 1 VP for each Excavator you own at the end of the game.	 1 VP for each structure you own in the Plains at the end of the game.
 Discount on the third Engineer on construction actions (for both the third and fourth spaces).	 1 Concrete Mixer discount on structures.
 Build a Conduit of value 3 or less for free.	 Immediately perform a construction action without using any Engineer (only use the corresponding Technology tile and the Machineries, as usual).
 2 VP for each Concrete Mixer you own at the end of the game.	 2 VP for each structure you own in the Hills at the end of the game.
 2 Energy Units discount on Contracts' requirements.	 2 Credits discount on the cost of all actions (the cost of placing on red-bordered spaces remains unchanged).
 Place 3 Water Drops on one or more Headstream tiles. These Water Drops start flowing downhill immediately. Moreover, receive 6 Credits.	 Rotate the Construction Wheel by 3 segments and receive 6 Credits.
 3 VP for each Landscape you built during the game.	 3 VP for each structure you own in the Mountains at the end of the game.



Appendix 3: New Tiles

New Advanced Technology Tiles

There are 3 new Advance Technology Tiles (*1 per level*):



Build one Landscape and move forward on the Energy track by the number of steps equal to the Machinery cost of the Landscape you built.



Build a Landscape and immediately perform another construction action without using Engineers (only place the Technology tile and the Machineries on the Construction Wheel as usual).



Build a Landscape, earn 2 VP multiplied by the Machinery cost of the Landscape you built.

New External Works

There are 3 new External Works (*1 per level*):



Build a yellow-type Landscape for free (you still need to have at least one structure in the same area, and you still need to take an available Reward tile of the same color).



Score 3 VP for each Landscape you built.



Build two Landscapes of your choice for free.

New Private Building: Winch



Receive 1 Machinery of your choice for each Landscape you built.

New Objective Tile



For each area of the map (Mountains, Hills, and Plains), count each pair consisting of Base + Landscape, Conduit + Landscape, or Powerhouse + Landscape. Elevations do not count for this Objective.

New Bonus Tile



4 VP for each Landscape you built.



Appendix 4: New Company - CHINA



China
Wanghui
Lin
Purple



A new Company, China, is also introduced, complete with all its components, which can be freely combined with the base game and other expansions, just like any other Company. This new Company has some unique characteristics that distinguish it from the four base Companies:

Your Conduits produce 1 additional Energy Unit.
Your 2nd/3rd/4th Powerhouse have a specific bonus that activates when you use them.

Pressurized Conduits

All Conduits built by this Company provide an **additional +1 bonus** to their normal value. However, their construction cost requires **1 extra Concrete Mixer** in addition to the necessary Excavators, when you build them as an action using a Technology tile; you don't have to pay this extra Concrete Mixer if you build the Conduit for free as an effect of Contracts, External Works, etc. The bonus also applies when the Conduit is used by other players and involves the usual gains (1 Credit paid by the player using it and 1 VP for each Water Drop that passes through the Conduits). After the second Conduit has been built, the cost that other players must pay to use the Conduit is increased by 1 Credit for each Water Drop (for a total of 2 Credits per Water Drop). After the fourth Conduit is built, for each Water Drop that passes through the Conduits when they are used by other players, you earn 1 additional VP (for a total of 2 VP earned per Water Drop).



Cody (purple) has just built his fourth Conduit (paying, as required, 1 Concrete Mixer in addition to the usual construction costs). Juliet (green) wants to use Cody's new Conduit to produce 10 Energy Units, using the 2 Water Drops in the basin. Due to the "Pressurized Conduits" effect of the China Company, she must pay 4 Credits to Cody to use his Conduit, and Cody also earns 4 VP.

Powerhouses

The Company's four Powerhouses have different shapes and powers, and can be built in any order:



- 2 Concrete Mixers = No additional power.



- 3 Concrete Mixers = The production of THIS (and only this) Powerhouse is increased by +2.



- 4 Concrete Mixers = Activating THIS (and only this) Powerhouse provides 1 VP for every 2 Energy Units produced.



- 5 Concrete Mixers = The production of THIS (and only this) Powerhouse counts as if 1 additional Water Drop had been used.



CREDITS



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