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Common icons

CONTRACT TILES



Standard contract tile



Non-standard contract tile



Any contract tile



Standard contract tile with at least 1 of the indicated market icons (can have others)



Remote contract tile



Solar contract tile



Standard contract tile from the zone or sector indicated



Linked contract tile (always standard)



Any contract tile type with two market icons



Fulfill the indicated contract tile type (standard in this case)



The rightmost indicated contract tile type on your grid board (standard in this case)



Any lucrative contract (at least one double arrow market icon)

SCORING



First scoring (multiplier)



Second scoring (majorities)



Third scoring (end game)

ACTION & SCORING CARDS



Basic action card



Gain a specialist card



Specialist action card



Specialist scoring card

MISCELLANEOUS



Bank/venture capital slot



Tower bonus tile



Move turn order disc to bottom row

MARKET ICONS AND INCOME

Market icons



Advance income marker (once for each ▶)



Any

Collect income from marker



Residential



Resort



Industrial



Commercial



Remote



Income marker matching a market icon on any of your foreign market cards



Flip income marker

FOREIGN MARKET CARDS



Foreign market card



Sell to a foreign market card

ENERGY



Gain



Spend



Gain



Spend

BATTERIES

STRUCTURES



Build a wind farm



Build an electrical tower



Transformer level



Electrical tower level



Transformer level



Build a second wind farm where you already have one, and gain energy. 1 energy for zone A, 2 energy for zone B, 4 energy for zone C.

BULLDOZERS

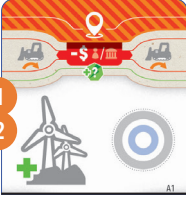


Gain a bulldozer



Move a bulldozer

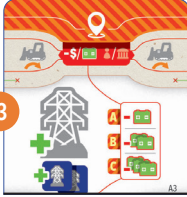
Basic action cards



A1


A2

Frame Requirements
Bulldozer: Pay *zone value* to owner or bank (if yours). Gain *zone energy*.
Effect
 Build *windfarm*.
Optional: Play 1 available *connection tile*.



A3


Frame Requirements
Bulldozer: Pay *zone value* to owner or bank (if yours).
Optional: Pay *batteries* instead of *zone value*.
Effect
 Build *electrical tower*. Claim 2 adjacent *tower bonus tiles* / printed effects.



A4

Frame Requirements
Electrical tower: Pay *zone value* to owner or bank (if yours).
Effect - Fulfill standard contract tile
 Claim unlocked *standard contract tile*. Pay *energy cost*. Replace with unlocked *transformer*. Advance *income markers*.
Check: Income thresholds / Network requirements / Grid board bonuses / Connection tokens.


OR **Effect - Sell to a foreign market**
Only Available in zone B
 Spend *batteries* shown on card. Claim *income* shown on card. Flip card.



A5


Frame Requirements
Electrical tower: Pay *zone value* to owner or bank (if yours).
Effect - Fulfill standard contract tile
 Claim unlocked *standard contract tile*. Pay *energy cost*. Replace with unlocked *transformer*. Advance *income markers*.
Check: Income thresholds / Network requirements / Grid board bonuses / Connection tokens.

OR **Effect - Fulfill remote contract tile**
 As left, but possibly pay *batteries* as shown on *remote contract tile*.




A6

Frame Requirements
Receive the *zone value*.
Effect
 Place *venture capital tile* in available space on *grid board*.



A7

Frame Requirements
 Dependent on effect chosen.
Effect
 Build *windfarm** **OR**
 Build *electrical tower*** **OR**
 Fulfill *standard contract tile* (replicate effects and requirements above)



A8

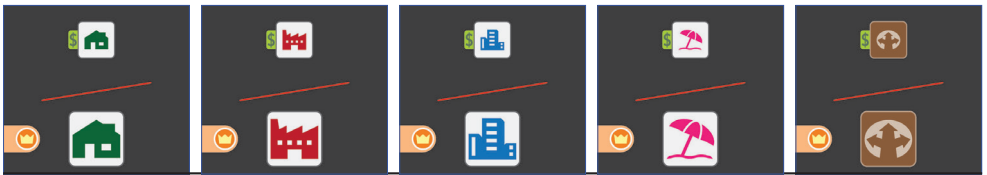
Frame Requirements
 Pay *zone value*.
Effect
 Pay 1 *battery* to either move 1 *bulldozer* twice **OR** move 2 *bulldozers* once each. Move *turn order disc* to bottom row.

* When choosing to build a *windfarm* with this card, you may **not** play a *connection tile*, as you could with *action cards* A1 & A2.

** When choosing to build an *electrical tower* with this card, you may **not** pay *batteries* instead of the *zone value*, as you could with *action card* A3.

Specialist scoring cards

SS1
SS2
SS3
SS4
SS5



Collect the *income* depicted **OR** gain the *market icon* depicted to count toward the current majority scoring.

SS6
SS7
SS8
SS9
SS10
SS11

Contract tiles from zone A

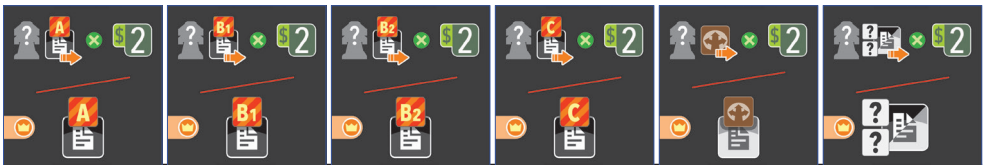
Contract tiles from sector B1

Contract tiles from sector B2

Contract tiles from zone C

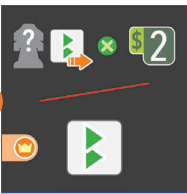
Remote contract tiles

Contract tiles with two icons



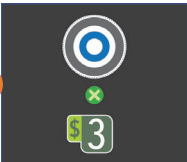
Receive money equal to twice the *level* (the number in the electrical tower space at the top of the column) of your rightmost *contract tile* of the type shown **OR** gain a virtual *contract tile* of the type shown to count toward the current majority scoring.

SS12



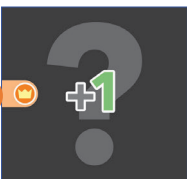
Receive money equal to twice the *level* (the number in the *electrical tower* space at the top of the column) of your rightmost *lucrative contract tile* **OR** gain a virtual *lucrative market icon* to count toward the current majority scoring.

SS14



Receive \$3 for every *connection token* you have. Count all *connection tokens*, including any placed on *action cards* on your *company mat*.

SS16



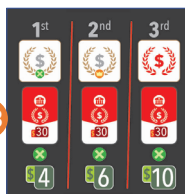
This card provides any one virtual component in order to break a tie during scoring, e.g., a virtual *market icon*, *contract tile*, *battery*, *energy*, etc.

SS17



Choose an effect: Gain 2 *batteries* **OR** gain a *specialist card* **OR** gain 3 *energy* **OR** collect *income* from any *income marker* on your *grid board*, then flip that *income marker* face down.

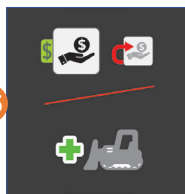
SS13



Receive money equal to the value indicated multiplied by the number of *venture capital tiles* you have. The value depends on which scoring you play this card during:

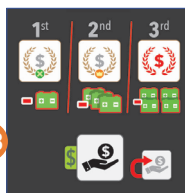
1st scoring: \$4
2nd scoring: \$6
3rd scoring: \$10

SS15



Collect *income* from any *income marker* on your *grid board*, then flip that *income marker* face down **OR** gain a *bulldozer* to any unoccupied *construction site*, to the *utility area*, or to the *parking grid*.

SS18

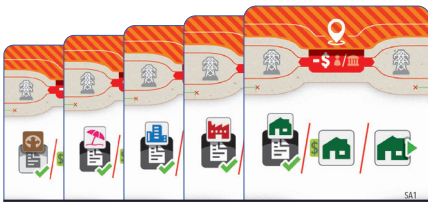


Pay *batteries* equal to the amount indicated to collect *income* from any *income marker* on your *grid board*, then flip that *income marker* face down. The cost depends on which scoring you play this card during:

1st scoring: 1 *battery*
2nd scoring: 3 *batteries*
3rd scoring: 4 *batteries*

Specialist action cards

SA1
SA2
SA3
SA4
SA5



Frame Requirements

Electrical tower: Pay *zone value* to owner or bank (if yours).

Effect - Fulfill contract tile

Fulfill a *contract tile* showing the depicted *market icon*. May show other *market icons*. Otherwise identical to the *basic action card* effect (A5)

OR

Effect - Gain income

Collect *income* from the depicted *income marker*.

OR

Effect - Advance income marker

Advance the depicted *income marker* 1 space.

SA6



Frame Requirements

Electrical tower:

Pay *zone value* to owner or bank (if yours).

Effect - Sell to a foreign market

Only Available in zone B

Spend *batteries* shown on card. Claim *income* shown on card. Flip card.

OR

Effect - Gain income

Collect *income* from an *income marker* matching a *market icon* shown on one of your *foreign market cards*.

OR

Effect - Advance income marker

Advance an *income marker* matching a *market icon* shown on one of your *foreign market cards* 1 space.

SA7



Frame Requirements

Electrical tower:

Pay *zone value* to bank (tower must be yours).

Effect

Gain a number of *batteries* according to the *zone* as depicted.

SA8



Frame Requirements

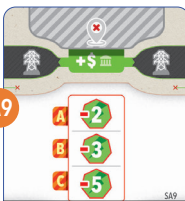
Electrical tower:

Pay *zone value* to bank (tower must be yours).

Effect

Gain *energy* according to the *zone* as depicted.

SA9



Frame Requirements

Electrical tower:

Receive zone value (tower must be yours).

Effect

Spent *energy* according to the *zone* as depicted.

SA10



Frame Requirements

Bulldozer:

Pay *zone value* to bank (Bulldozer must be yours).

Effect

Build *windfarm*, and gain 1 *energy*.

SA11



Frame Requirements

Bulldozer:

Pay *zone value* to bank (Bulldozer must be yours).

Effect

Build *windfarm*, and gain \$3.

SA12



Frame Requirements

Pay *zone value* to bank.

Effect

Discard 2 of any mix of *basic action cards*, *specialist action cards*, or *specialist scoring cards*, to gain a *specialist card*.

SA13

Frame Requirements
Pay *zone value* to bank.

Effect
Fulfill a *solar contract tile*. If the tile shows 1 *income arrow*, pay 3 *energy*. If the tile shows 2 or more *income arrows*, pay 2 *batteries* instead.

SA14

Frame Requirements
Dependent on effect chosen.

Effect
Replicate the effect and requirements of any 1 *basic action card**.

SA15

Frame Requirements
Dependent on effect chosen.

Effect
Replicate the effect and requirements of any 1 *action card* on any player's *company mat**.

SA16

Frame Requirements
Pay *zone value* to bank.

Effect
Gain a *bulldozer* to any unoccupied *construction site*, to the *utility area*, or to the *parking grid*. **OR** move your *turn order disc* to the bottom row.

SA17

Frame Requirements
Pay *zone value* to bank.

Effect
You may play up to 2 *connection tiles* on this card.

SA18

Frame Requirements
Pay *zone value* to bank.

Effect
Activate a bonus on the *bulldozer parking grid* previously covered by any of your *bulldozers*.

* When choosing to build a *windfarm* with this card, you may **not** play a *connection tile*, as you could with *action cards* A1 & A2. When choosing to build an *electrical tower* with this card, you may **not** pay *batteries* instead of the *zone value*, as you could with *action card* A3.

Connection tiles



Advance any income marker 1 space

Advance the income marker depicted 1 space



Gain 1 battery

Gain 2 energy

Gain a bulldozer

2× Advance any income marker 1 space (can be same)

Receive \$7

Gain a specialist card

Tower bonus tiles



ONGOING

Consolidation phase: you may retrieve **ANY** 1 **action card** to your hand. Cards do not slide to fill gaps.



IMMEDIATE

Fulfill a **solar contract tile**.



ONGOING

Once per round when you play an **action card**, you may play a second **action card**.



ONGOING

Receive \$2 from the bank every time you gain a **battery**, even from another player. These tiles are cumulative.



ONGOING

Consolidation phase: you may retrieve a second rightmost **action card** to your hand (same or different rows).



END GAME

Receive \$2 for each of your **electrical towers** on the game board. These tiles are cumulative.



IMMEDIATE

Advance your **remote income marker** 1 space.



IMMEDIATE

Advance your **residential income marker** 1 space.



END GAME

Collect **income** from an **income marker** matching a **market icon** on one of your **foreign market cards**.



ONGOING

Place the **zone B overlay tile** on either row of your **company mat**. This will lower the **zone values** for that row.



IMMEDIATE

Advance your **industrial income marker** 1 space.



END GAME

Receive \$15 if you have 1 or more **venture capital tiles**. These tiles are cumulative.



IMMEDIATE

Gain 1 **bulldozer** **OR** move 1 **bulldozer** twice.



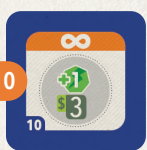
IMMEDIATE

Advance your **commercial income marker** 1 space.



END GAME

Collect **income** from any **income marker**.



ONGOING

Gain the depicted connection tile (1 **energy** / \$3).



IMMEDIATE

Advance your **resort income marker** 1 space.



ONGOING

When you build a **windfarm**, you may build a second **windfarm** on the same **construction site**, gaining twice the **energy**.

Scoring tiles

1.1 Receive \$3 for every **battery** you have. Receive \$15 if you have the most **specialist cards**.

1.2 Receive \$5 for every **electrical tower** you have in **zone A**. Receive \$15 if you have spent the most **batteries** selling to **foreign market cards**.

1.3 Receive \$3 for every contract tile you have excluding **solar contract tiles**. Receive \$15 if you have the most **windfarms**.

1.4 Receive \$1 for every level of every **transformer** you have placed on the main board. Collect **income** from any **income marker** if you have the most **market icons**.

1.5 Receive \$1 for every **energy** you have. Receive \$15 if you have fulfilled the most **contract tiles** from **zone A**.

1.6 Receive \$5 for every set of 2 vertically adjacent **contract tiles**. Each tile can only be counted once. Receive \$15 if you have the most **contract tiles** with 2 **market icons**.

1.7 Receive \$10 for every column on your **grid board** you have filled with **contract tiles**. Receive \$15 if you have the most **lucrative icons**.

1.8 Receive \$3 for every **bulldozer** you have. Receive \$15 if you have the most pairs of linked **contract tiles**.

1.9 Receive \$3 for every **tower bonus tile** you have from **zone B**. Receive \$15 if you have the most **residential market icons**.

2.1 Receive \$4 for every level 3 **transformer** you have on the main board. Receive \$15 if you have fulfilled the most **contract tiles** from **zone C**.

2.2 For each **market icon**, receive \$1 per level of the rightmost **contract tile** showing that **market icon**. Receive \$15 if you have the most **network tiles** on your **grid board**.

2.3 Receive \$20 for each unbroken path of **contract tiles** linking two like icons (○, ●, ⊕), where the rightmost tile is in the rightmost unlocked column. Receive \$15 if you have fulfilled the most **contract tiles** from **sector B1**.

2.4 Receive \$5 for every level 5 or 6 **transformer** you have on the main board. Receive \$15 if you have fulfilled the most **contract tiles** from **sector B2**.

2.5 Receive \$5 for every **solar contract tile** you have fulfilled. Collect **income** from your **remote income marker** if you have fulfilled the most **remote contract tiles**.

2.6 Receive \$5 for every **tower bonus tile** you have from **zone A**. Receive \$15 if you have the most **commercial market icons**.

2.7 Receive \$3 for every **contract tile** on your **grid board** in a space with a printed bonus. Receive \$15 if you have the most **resort market icons**.

2.8 Receive \$5 for every **windfarm** you have in **zone A**. Receive \$15 if you have the most **industrial market icons**.

2.9 Receive \$5 for every **income marker** you have in a green column on your **grid board**. Receive \$15 if you have spent the most **energy** fulfilling **contract tiles** (check your **transformers**).

0.1 For each **market icon** shown: Receive money equal to the number of that **market icon** you have multiplied by your **income** for your matching **income marker**.

0.2 The player with the most **market icons** in each type shown collects **income** from their corresponding **income marker**.

How do I get energy?

- Build a **wind farm** (*rule book page 13*).
- Use a **connection tile** that provides energy (*rule book page 13*).
- Build an **electrical tower** and take a +2 **energy** bonus on the **tower bonus board**, or the +1 energy/+**\$3 tower bonus tile** (*rule book page 12*).
- Place a **bulldozer** in the **parking grid** and select the **energy** bonus (*See rule book page 13*).
- Take the +1 **energy** bonus for building the level 5 **electrical tower** (*rule book page 12*).
- A **contract tile space** in column 3 of your **grid board** provides **energy** when filled (*See rule book page 14*).
- A **contract tile space** in column 6 of your **grid board** lets you build a **wind farm**, providing **energy** (*See rule book page 14*).
- **Specialist action card 8**.
- **Specialist scoring card 17**.

How do I get money?

- Fulfilling **contract tiles** increases your **income** (*See rule book page 14*).
- Perform a **take venture capital** action (*See rule book page 17*).
- Use a **connection tile** that provides money (*See rule book page 13*).
- Several spaces on your **grid board** allow you to collect money from **income markers** (*See rule book page 14*).
- Sell to a **foreign market card** (*See rule book page 16*).
- Several **specialist action** and **scoring cards** provide **income** directly or indirectly.
- Build the level 7 **electrical tower**.
- Build an **electrical tower** in **zone B** or **C** and take a \$5 bonus printed on the **tower bonus board** (*rule book page 12*).

How do I get batteries?

- Take a **battery** on your turn instead of playing an **action card** or retrieving **action cards** (*See rule book page 18*).
- Build an **electrical tower** and take a **battery** bonus from the **tower bonus board**.
- Use a **connection tile** that provides a **battery** (*See rule book page 13*).
- **Specialist scoring card 17**.
- **Specialist action card 7**.
- Place a **bulldozer** in the **parking grid** and select the **battery** bonus. (*See rule book page 13*).
- Gain **batteries** during the **consolidation phase** for having sufficient **energy** (*See rule book page 18*).
- Place **contract tiles** in one of the **contract spaces** on your **grid board** that provides a **battery** (*See rule book page 14*).

How do I get specialist cards?

- Build an **electrical tower** and take a **specialist card** bonus from the **tower bonus board** (*rule book page 12*).
- Use a **connection tile** that provides a **specialist card** (*See rule book page 13*).
- **Specialist action card 12**.
- **Specialist scoring card 17**.

How can I place new bulldozers on the board?

- **Specialist action card 16**.
- **Specialist scoring card 15**.
- Build an **electrical tower** and take a **bulldozer** bonus from the **tower bonus board** (*rule book page 12*).
- One of the **connection tiles** provides a **bulldozer** (*See rule book page 13*).
- Receive the **bulldozer** bonus when building the **electrical tower** in column 6 on your **grid board**.

Grid board effects

These effects are specific to the grid board. More commonly found icons are detailed on page 1.



When an income marker crosses this threshold for the first time, gain a specialist card.



Advance an income marker that matches any of the market icons on the contract tile placed here.



Build a second wind farm where you already have one, and gain energy. 1 energy for zone A, 2 energy for zone B, 4 energy for zone C.

Network requirements



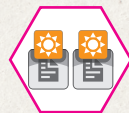
You must spend the energy amount shown.



The contract tiles on either end of this network line must not share the same market icons.



1 of the connected contract tiles must be a remote contract tile.



Both of the connected contract tiles must be solar contract tiles.