

PAMPERO

GAME RULES

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Introduction

With no natural resources, and not wanting to rely heavily on importing energy from its neighboring countries, the government of Uruguay has set forth incentives to improve the generation and distribution of power throughout the nation. The first priority is to improve the power supply for the rural areas that make up most of the country. Next: Improve power delivery in general, both to metropolitan and remote areas.

Fortunately for you and your company, the strong winter wind called Pampero blows across Uruguay, making it prime territory to generate power via wind turbines. Some of the rural areas could even supplement their power supply with solar energy.

You must expand your power grid and fulfill energy requirements throughout the country to become the most profitable player!

Rules Structure

This rulebook contains the core rules for playing Pampero. However, it does not detail how every card and tile in the game works. This information has been organized in your *Reference Book* for easy access during play.

Alternate Rules

Throughout this rulebook, you will find some alternative rules, denoted like this.

These are not intended to represent an "advanced" game, but to provide players with a means to vary their experience.

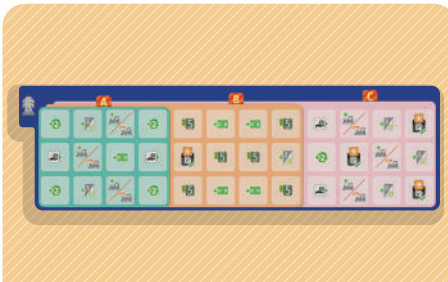
The alternate rules may be used in any combination, and are all summarized on page 23.



Common Components



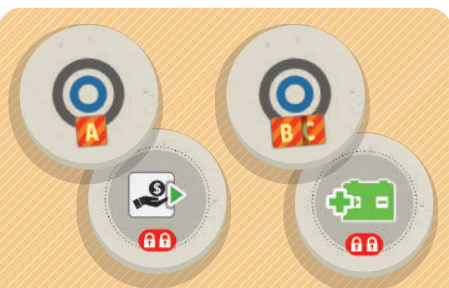
1× game board (double-sided)



1× tower bonus board



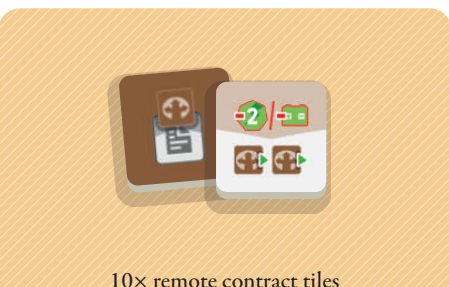
36× tower bonus tiles
12× zone A • 12× zone B • 12× zone C



12× connection tiles
6× zone A • 6× zone B–C



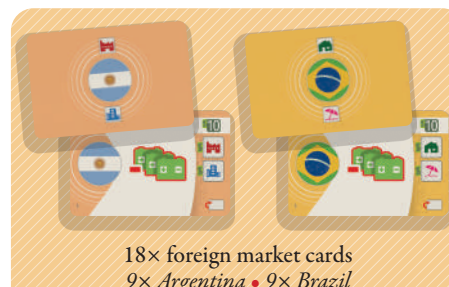
31× standard contract tiles
15× A tiles • 10× B tiles • 6× C tiles



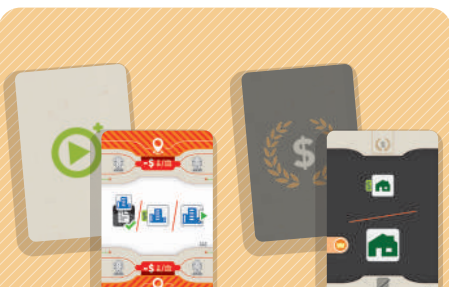
10× remote contract tiles



31× solar contract tiles



18× foreign market cards
9× Argentina • 9× Brazil



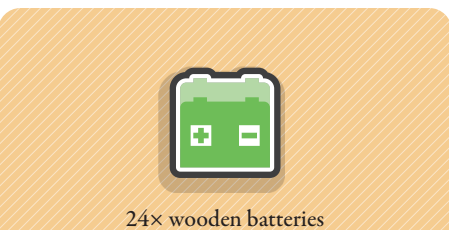
36× specialist cards:
18× action • 18× scoring



18× scoring tiles
9× stack I • 9× stack II



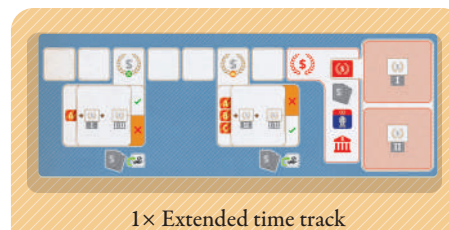
2× Introductory scoring tiles



24× wooden batteries



16× venture capital tiles



1× Extended time track



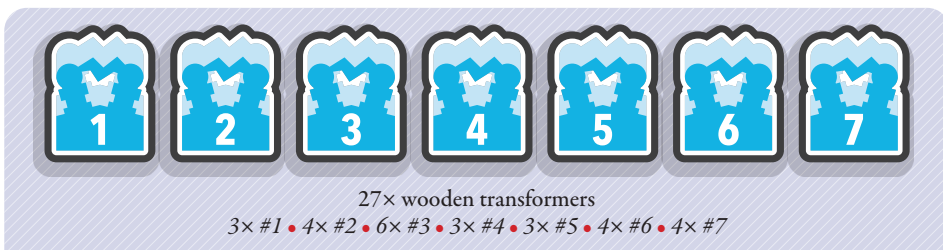
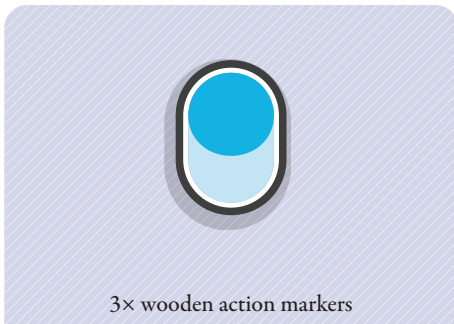
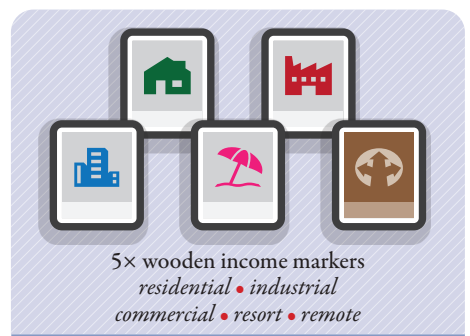
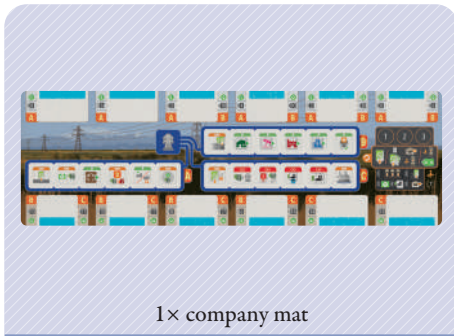
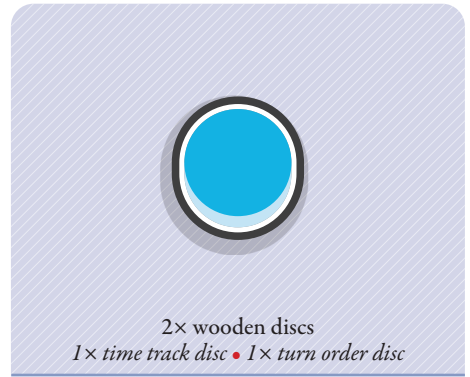
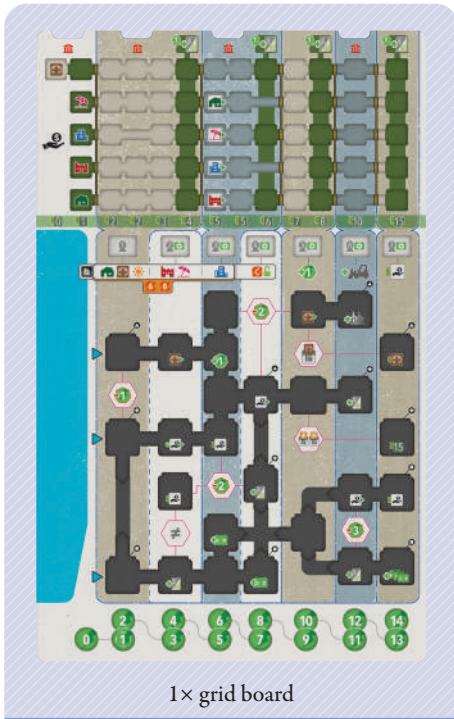
70× Money tokens
20× \$1 • 20× \$5 • 20× \$10 • 10× \$20



2× zone B discount overlays

Player Components

(IN FOUR PLAYER COLORS)



PLAYER COMPONENTS (GENERIC COLOR)



SOLO COMPONENTS (SEE SOLO RULEBOOK)

1× solo grid board

6× majority markers

1× solo pass tile

18× solo cards

Game Setup

The following setup instructions are broken into **Common Setup** and **Player Setup** sections. The setup instructions under **Player Setup** (pages 6-7) are carried out **once for each player**.

Common Setup

1 Place the game board in the center of the table. Use the 1–2 players or 3–4 players side of the game board, as appropriate for your player count.



3–4 players



1–2 players

Note that certain components have spaces labeled for specific player counts. For instance, if a space is marked “4P”, ignore it unless you are playing a 4-player game.



2 Place the **tower bonus board** on the table near the game board.

3 Shuffle the **specialist action cards** to form a deck. Create a face-up display of 3 **specialist action cards** near the game board.

4 Shuffle the **specialist scoring cards** to form a deck. Create a face-up display of 3 **specialist scoring cards** near the game board.

5 For each neighboring foreign country (**Argentina** and **Brazil**):

- Shuffle that country’s **foreign market cards** and place them face down on the board to form a deck. Each country’s cards are identified by the flag on their backs.
- Deal 3 cards face up in the indicated spaces next to the deck.

6 Shuffle the **solar contract tiles**, and randomly place 1 face up on each space on the solar contract display on the game board. Return the rest to the box.

7 Separate the **connection tiles** by their backs and shuffle each set separately. One set for **zone A** and a second for **zones B/C**.

Place each set of **connection tiles** in the matching zones on the game board, (dividing the B/C stack randomly between zones B and C) in the indicated circular spaces. Turn the tiles face up, and return any unplaced tiles to the box.

Scoring tile setup

8 Longer Game

For a longer game, place the **extended time track** over the **time track** printed on the game board. The longer game will decrease the emphasis on scoring phases to earn money. **It is recommended that you use the printed time track for your first game.**

Zones and Sectors

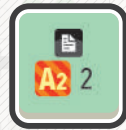
The terms “**zone**” and “**sector**” are used throughout these rules. The board has **zones A, B, and C**. **zones A and B** each have sectors. **zone A** encompasses **sectors A1, A2, and A3** while **zone B** encompasses **sectors B1 and B2**. **zone C** is not divided into sectors.

Uruguay is bisected by Río Negro, the Black River. North of the river, Uruguay is primarily rural (**zone A**), while the land to the south has more varied uses: industry (**sector B1**), resort (**sector B2**), and urban (**zone C**).

Zone B has borders with large neighboring countries: **Argentina** and **Brazil**.

Location Numbers

Aside from **remote** and **solar contract tiles**, which are not tied to specific locations on the game board, every **contract tile** has a **Location number**. **Location numbers** are **ONLY** used to match the tile with the correct space on the game board during setup.



This **contract tile** is placed on **Location 2** in sector **A2** (which is in **zone A**).

Remote contract tiles are not specific to zones, they are placed randomly in the indicated spaces.



(See following pages for player setup)

Match back of contract tile to space on board, then flip over and place into space.

INTRODUCTORY SCORING TILE SETUP EXAMPLE



STANDARD SCORING TILE SETUP EXAMPLE



- 9** Place the two *Introductory scoring tiles* aside for now. Separate the *scoring tiles* by their backs into two face down stacks, **I** and **II**. Draw a random tile from each stack, and place them face up on the **I** and **II** spaces at the end of the *time track* on the game board.

10 First game?

It is recommended that you use the two *introductory scoring tiles*. Place the first *introductory scoring tile* (showing **I** on its reverse) face up below the first scoring space on the *time track*. Make sure the tile is shifted to the right of the space so the **A** printed on the board is showing. Similarly, place the second *introductory scoring tile* (showing **II** on its reverse) face up below the second scoring space. Make sure the **ABC** printed on the board is showing.

If you are not using the *Introductory scoring tiles* (showing two ★ on their backs), shuffle the remaining regular **I** and **II** *scoring tiles* together. Draw two random tiles, placing one of them on the first scoring space and the other on the second scoring space along the *time track*. Shift both of these tiles to the left so that the green ✓ and red ✗ printed on the board are visible next to both tiles.

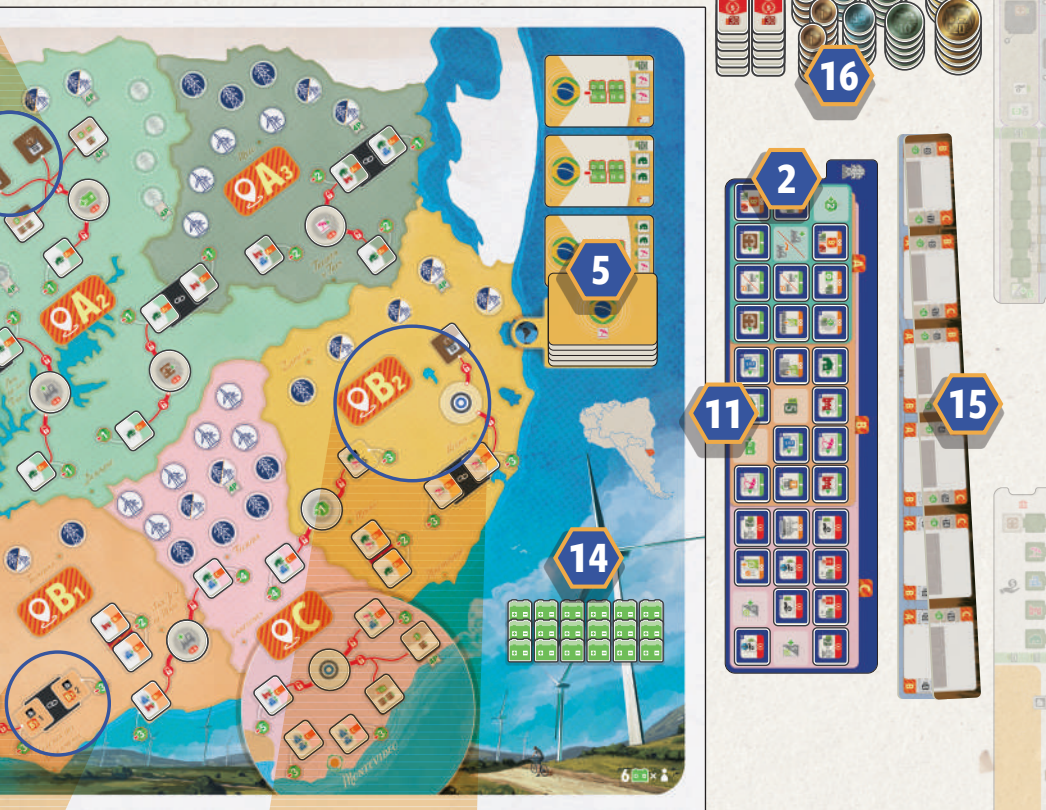
Return the rest of the *scoring tiles* to the box. They will not be used in this game.

- 11** Separate the *tower bonus tiles* by their backs into three stacks, **A**, **B**, and **C**. Randomly place a face down tile in each space of the *tower bonus board*. Tiles showing zone **A** are placed in the green **A** section, tiles showing zone **B** are placed in the orange **B** section, and tiles showing zone **C** are placed in the pink **C** section. Flip the *tower bonus tiles* face up, remove all tiles with an **X**, and return them to the box.

Preset Tower Bonus Tiles

There is an alternate preset setup for a different play experience - see page 23.

- 12** Place each standard *contract tile* face up on the game board space with the zone, sector, and location number that matches the value on the back of the *contract tile*. Return unused tiles to the box.
- 13** Shuffle the *remote contract tiles*, and randomly place 1 face up on each matching space on the game board. Return unused tiles to the box.
- 14** Count out 6 *batteries* per player and set them on the illustration in the bottom right of the game board. Return the rest of the *batteries* to the box; they will not be used in this game.
- 15** Place the 2 *zone B discount overlays* near the *tower bonus board*.
- 16** Place the *money tokens* and *venture capital tiles* within easy reach.



B/C tiles are divided randomly over zones B and C.



Player Setup

Choose a player color (yellow, white, blue, or purple) and take the following:

Player Color Components

- 1 **company mat**. Place this in your play area, leaving space above and below to place cards.
- 3 **action marker discs**. Set these near the right-hand side of your **company mat**.
- 2 wooden discs: one is your **turn order disc**, and one is your **time track disc**. Place these in your play area for now.
- 1 two-layer **grid board**. Place this in your play area near the action planning mat.
- 27 wooden **transformers**. Place these on the dark gray spaces on your **grid board** such that their number matches the column number printed in the electrical tower spaces directly above each column, from 1 to 7, left to right. Place them standing up and pushed to the top of the indented space, so any icons printed inside the space are still visible.

Note: The numbers on the transformers are only used when certain scoring tiles are in effect, so they are not relevant in every game.

- 7 wooden **electrical towers**. Use these to cover the spaces numbered 1–7 above each column of **transformers** you placed in the previous step. Take the left-most **electrical tower** and place it on an empty starting (**gray**) **electrical tower** space in **sector A2** of the game board. It does not matter which space.
- 5 wooden **bulldozers**. Place one **bulldozer** next to a **combo space** (showing both a **wind farm** and an **electrical tower**) in **sector A2**. Do not place it directly on the space. Keep the rest in an empty space in your play area.
- 11 wooden **wind farms**. Place 1 **wind farm** on an empty starting (**gray**) **wind farm** spaces in **sector A2** of the game board. It does not matter which space. Keep the rest in an empty space in your play area.
- 1 wooden **energy marker**. Place this on space 1 of the **energy track** on the bottom of your **grid board**.
- 5 wooden **income markers**. Place these face up in the matching leftmost starting spaces at the top of the **grid board**.
- Set of 8 **basic action cards**. These form your starting hand of cards.

Construction Sites

Circular spaces on the game board that show either a **wind farm**, an **electrical tower**, or both are called **construction sites**. Each **wind farm** or **electrical tower** must be built on an unoccupied **construction site** showing the appropriate icon:



WIND FARM CONSTRUCTION SITE

Only wind farms may be built here



TOWER CONSTRUCTION SITE

Only electrical towers may be built here

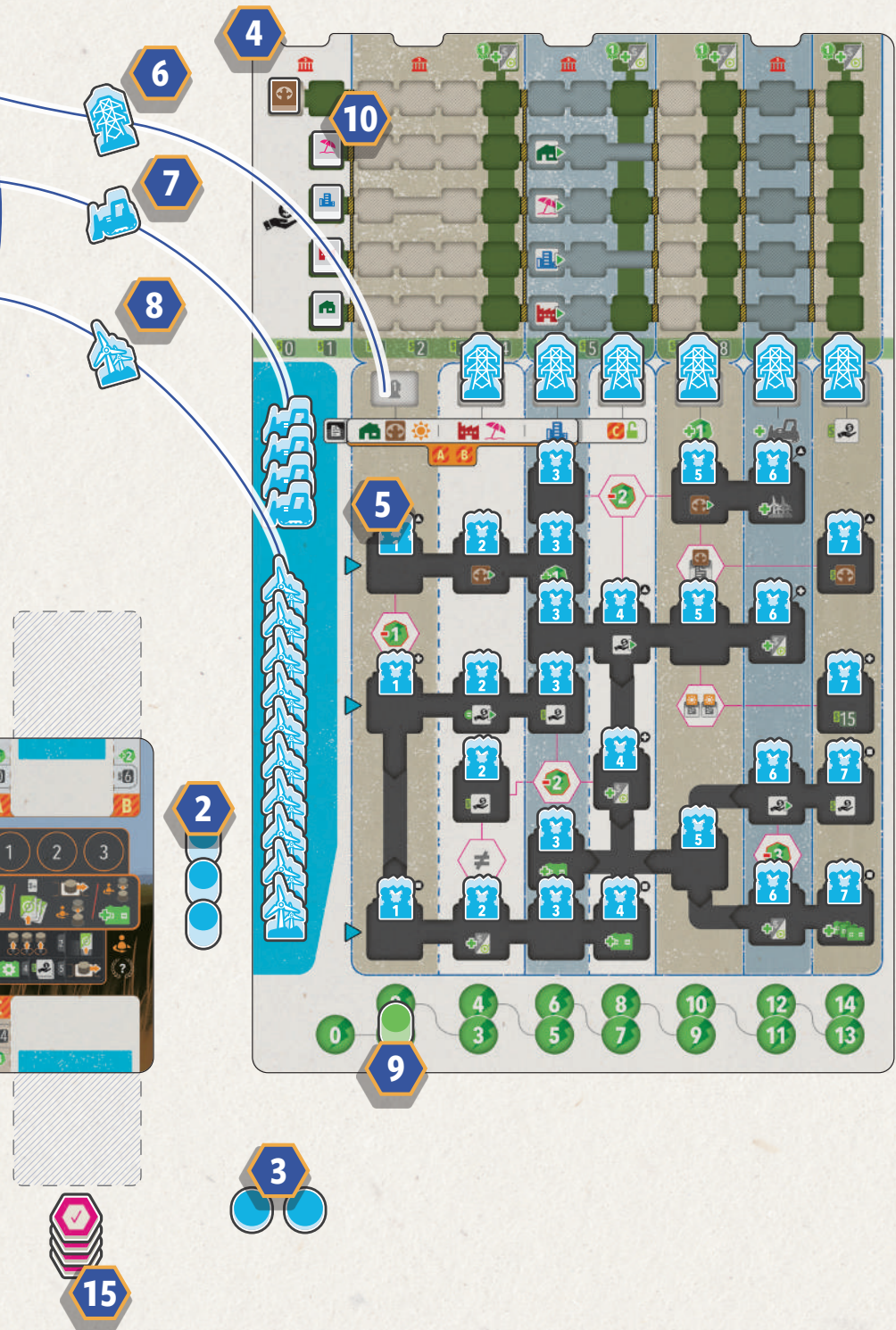
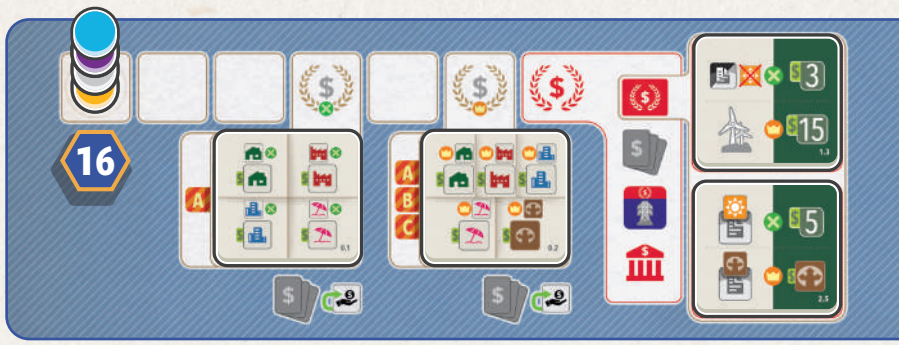


MIXED CONSTRUCTION SITE

Either wind farms or electrical towers may be built here

Relevant sections of this are repeated later alongside rules relating to this concept, so no need to remember it all now!





Generic Color Components

- 12** Place 1 starting *connection tile* (1 *energy* / \$3) in your play area.
- 13** Place 1 *battery* in your play area.
- 14** Place \$25 in your play area.
- 15** Place seven *network tiles* in your play area.

Set Up Turn Order

- 16** Take each player's *time track disc*, and stack them in a random order on the leftmost space of the *time track* on the game board.
- 17** Take each player's *turn order disc*, and arrange these left to right on the *turn order track* (upper-left corner of the game board), matching the top-to-bottom disc order from the *time track*. In other words, the top disc on the *time track* will be the same color as the leftmost disc on the *turn order track*.



Playing the Game

Objective

The goal of Pampero is to have the most money at the end of the game.

Game Structure

The game lasts a variable number of years. Each year consists of:

1. **The Action Phase**
(divided into 3 action rounds)
2. **The Consolidation Phase**
3. **The Turn Order Phase**
and possibly:
4. **The Scoring Phase**

The *scoring phase* does not occur during every year, but there will always be three *scoring phases* during the game, and the third will signal the end of the game.

Some player actions will influence when these *scoring phases* occur (see *The Scoring Phase* - page 20).

The Action Phase

The *action phase* includes 3 *action rounds*. During an *action round*, each player takes 1 turn.

Action Rounds 1 – 3

On your turn, place an *action marker disc* on the next available number (starting with 1) on your *company mat* to mark the current *action round*.



Then perform one of the following:

1. **Play an Action Card,**
2. **Retrieve All Action Cards, or**
3. **Take a Battery.**

Most of the rules for Pampero are concerned with Action 1: Play an Action Card. Hence, there are a lot of rules to cover before getting to Actions 2 and 3.

For your reference, here is where you can find them:

Action 2:
Retrieve all Action Cards - page 18

Action 3:
Take a Battery - page 18

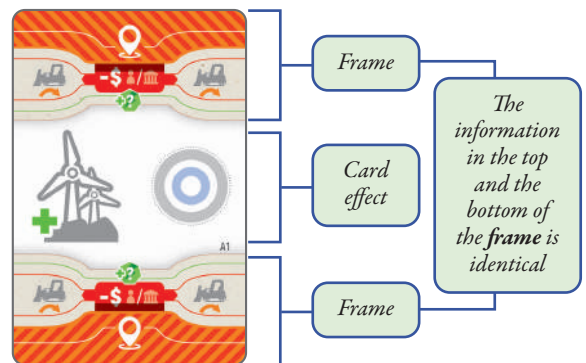
Action 1: Play an Action Card

Below is an overview of the procedure taken to play an Action card. This information will apply to most of the action cards in Pampero. In the next section we will cover some of the common effects that action cards allow you to take, and, finally, each card will be detailed in full in the Reference Book.

Everything you do in Pampero revolves around playing *action cards* from your hand to your *company mat*. *Action cards* may look complicated, but once you understand a few key concepts they will become much easier to grasp.

The middle of the *action card* depicts the card effect, which occurs when you play it.

The top (and mirrored on the bottom) of the *action card* depicts the requirements to play that card, and how it does or doesn't interact with a *zone* on the main board. The top and bottom sections of *action cards* are referred to as the *frame*. The information on the top and bottom of the *frame* is identical; it is repeated because you may play an *action card* to the top or bottom of your *company mat*.

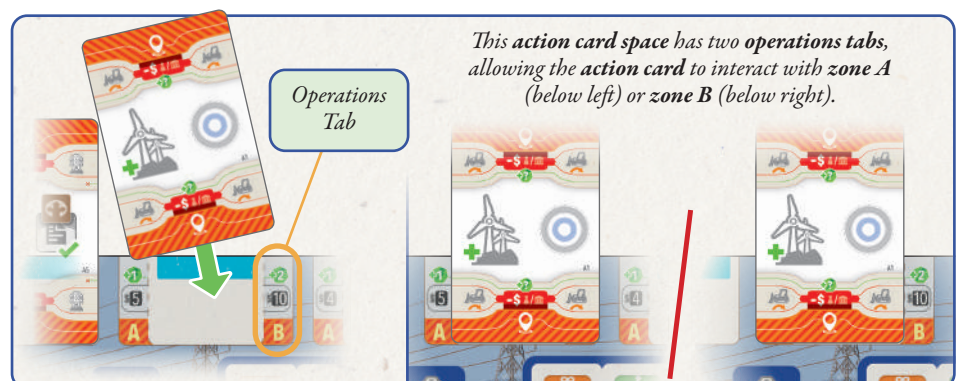


Understanding Action Cards and the Company mat

Your *company mat* features two rows of *action card spaces* - one along the top edge and one along the bottom. Each *action card space* has an *operations tab* on one or both sides. The *operations tab* shows a *zone* (A, B, or C), a value in pesos (\$), and an *energy* value.

When you play an *action card*, you must choose the top or bottom row on your *company mat*, and play the *action card* to the leftmost empty *action card space* (even if that is between two *action cards*). Place it so that only one *operations tab* is showing, as shown below.

When you play an *action card* to your *company mat*, the interaction between the card's *frame* and the *operations tab* will give you the information you need to play that *action card*.



An orange striped area (shown on the lefthand *action card* below) means that the effect must be linked to the *zone* shown in the *operations tab* (A in this case).

A gray striped area (shown on the righthand *action card* below) means that the action does *NOT* pertain to the map at all. However, it must still be played to *action card spaces*, just like the others.



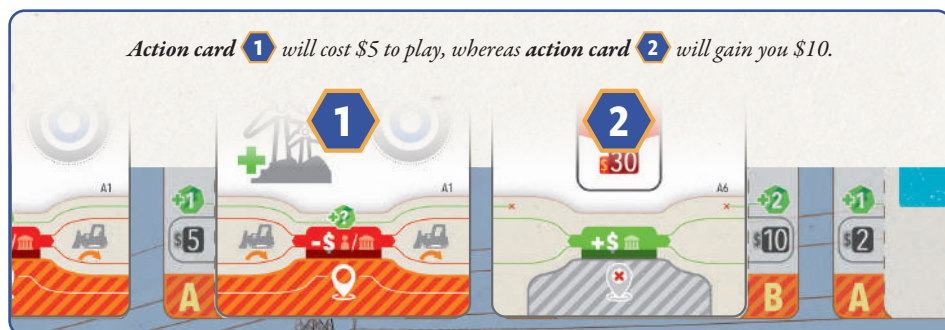
The Zone Value

Each *action card space* on your *company mat* has values in pesos (\$) indicated above each *zone* as part of the *operations tab*. This is called the *zone value*.

Depending on the *action card* that you play, the *zone value* can be either a **cost** to play an *action card* to that space, **OR** a **benefit** that you receive from playing an *action card* to that space. Which it is depends on the *action card* played:

- If the *action card's* frame shows a **-\$** on a **red** background, then the *zone value* is a **cost** and must be paid in order to play the *action card*.
- If the *action card's* frame shows a **+\$** on a **green** background, then you will instead **receive** the *zone value* shown as a benefit for playing the *action card*.

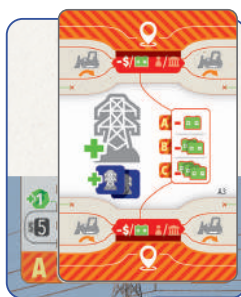
Note: Various game effects may alter the *zone value*.



Alternative Cost

Some *action cards* offer an alternative cost, which you can pay instead of the *zone value* on your *company mat*. These have an alternative cost indicated (see example - right) in the *frame*, with a red line leading to the specifics of that alternative cost.

The *action card* shown right allows the player to pay in *batteries* instead of paying the *zone value* in Uruguayan pesos (\$). In this case, the alternative cost is 1 *battery*, as the *operations tab* shows *zone A*.



Energy

If an *action card* shows an *energy* icon in its *frame*, it means that, upon playing this *action card*, you will receive the amount of *energy* shown in the corresponding *operations tab*. Record this by moving your *energy marker* right on your *energy track* (located at the bottom of your *grid board*) a number of spaces equal to the amount of *energy* gained. Most *action cards* show a small **X** that ends the line connected to the *operations tab*. This indicates that no *energy* is gained by playing this *action card*.



Card Requirements

Some *action cards* have additional requirements to play them, shown in the spaces that connect to the *zone value* when the *action card* is played to the *company mat*. Usually these requirements need a certain component to be present on the map before you can play the *action card*, such as a *bulldozer* or an *electrical tower*. If you cannot meet the requirements, you cannot play the *action card*.

If the *action card* you are playing requires a cost to be paid (see *The Zone Value and Alternative Cost - left*) then the owner of the components that meet the card's requirements determines to whom you pay that cost:

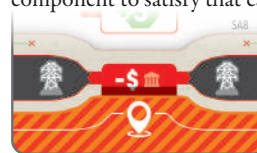
- If you are the owner of the component that meets the card's requirements, then any cost is paid directly to the bank.
- If another player is the owner of the component that meets the card's requirements, then any cost is paid directly to that player.

Which player's pieces are eligible to meet requirements is indicated on each *action card*:

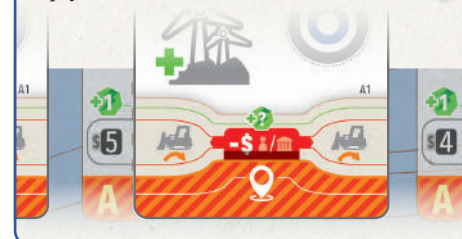
- - this indicates that **any other player's component** may be used to satisfy the *action card's* requirements, paying any costs to that player.

Note: This also applies if you choose to pay an alternative cost, such as *batteries* (see *Alternative Cost - left*).

- - this indicates that you may use **your own component** to satisfy the *action card's* requirements, paying any costs to the bank.
- If both and are shown on the *action card*, it means that either your own **OR** another player's component may be used to satisfy the *action card's* requirements.
- Some *specialist action cards* have a dark background behind their requirement. This is a reminder that you may only use your own component to satisfy that card's requirement.



This *action card* requires a *bulldozer*, but it may belong to any player (indicated by the and icons). If you choose to use an opponent's *bulldozer* to satisfy the requirement, you must pay the owner the *zone cost*, in this case \$5.



Note: If the requirement is a *bulldozer*, the owner of the *bulldozer* must move it after the *action card* effect is complete. (See *Move Bulldozers - page 13*)

Grid Board Overview

Before we start explaining the action card effects, it's important to establish some context by providing a general overview of your grid board.

Your *grid board* is an abstraction of your power network. It is divided into the following areas, from top to bottom:

- **The Income Tracks**
- **The Electrical Tower Row**
- **The Grid**
- **The Energy Track**

Electrical Towers

The key to expanding your capabilities is building *electrical towers*. Throughout the game, you will build *electrical towers* to the main board, starting with the leftmost tower and continuing right. *Electrical towers* are built using various action cards (see *Build an Electrical Tower* - page 12).



The gameplay elements (wooden pieces, tracks, etc.) on the *grid board* are divided into tan, white, and blue vertical bands of irregular shape. In order to gain access to the gameplay elements within each band, you must first build the corresponding *electrical tower*.

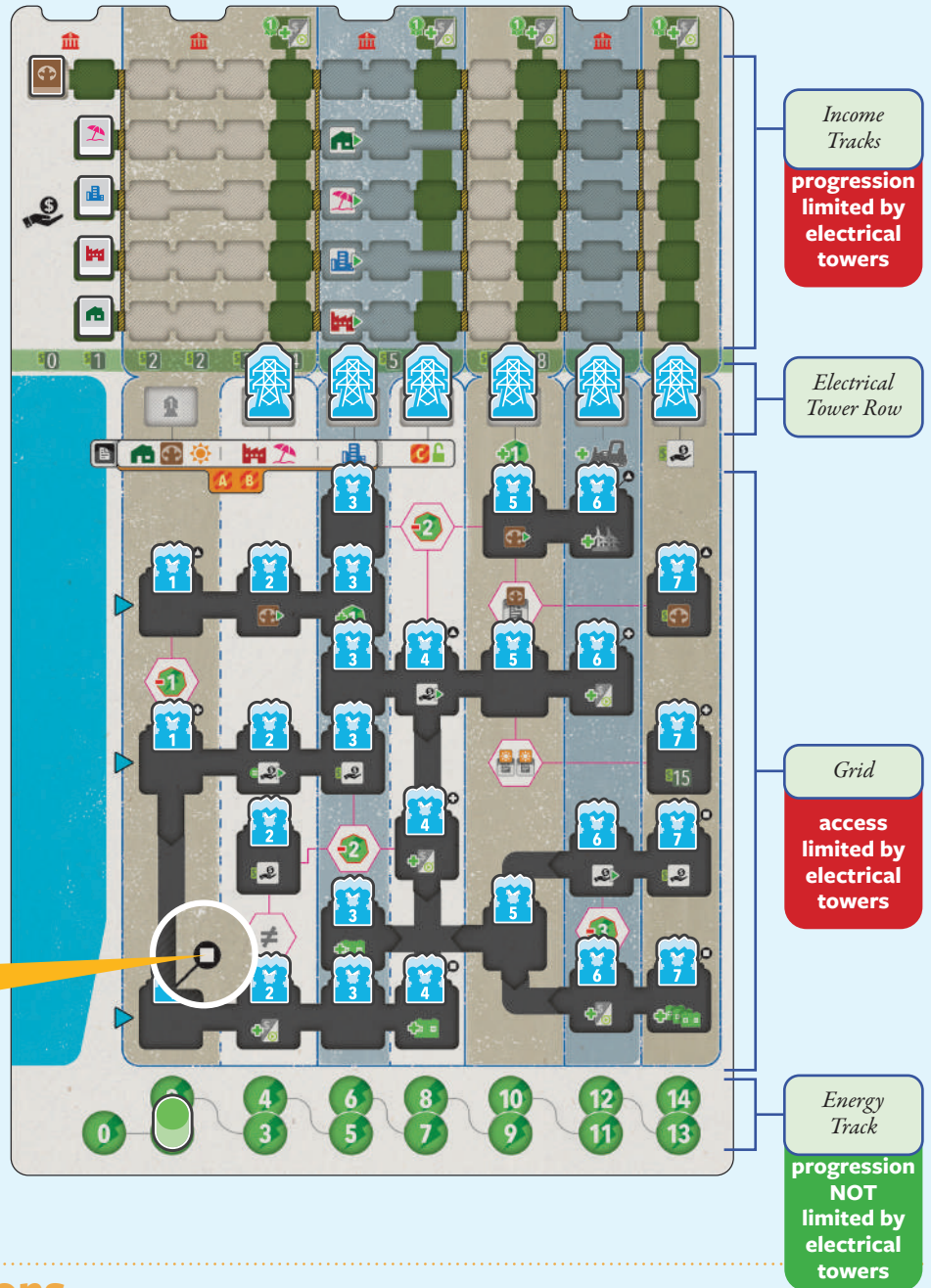
The exception to this is the *energy track*, which does not exist within a vertical band and thus does NOT require *electrical towers* to be built.

More detailed explanations of the effects of building *electrical towers*, as well as the *income tracks*, *grid*, and *energy track*, will be seen in later sections.



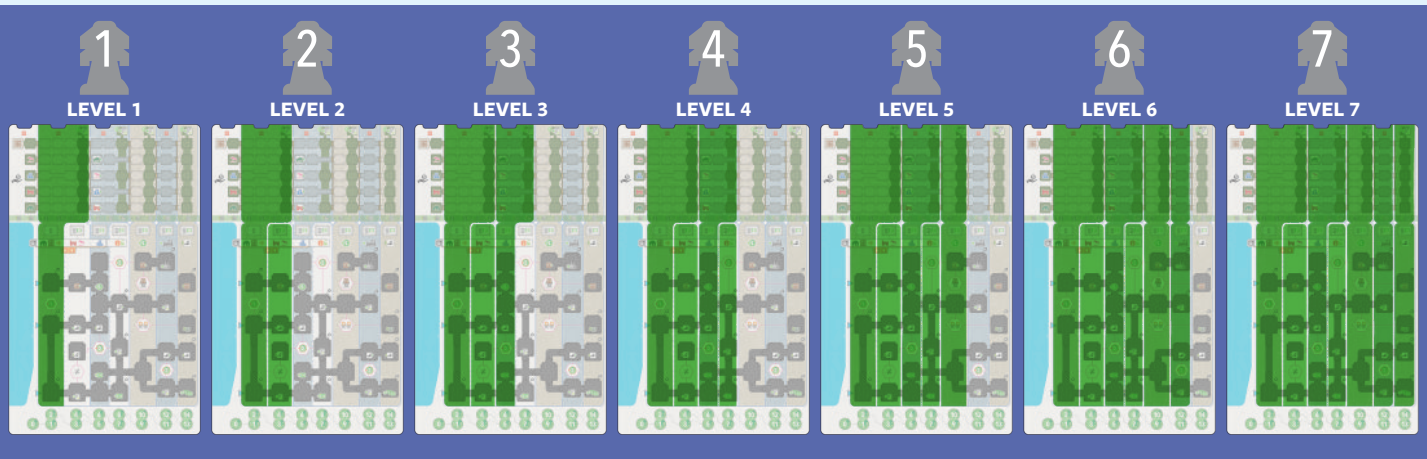
What do these icons mean?

Don't worry! These icons are only used when a specific *scoring tile* is in play (2.3). Otherwise, you can ignore them.



Electrical Tower Sections

This progression shows how the *grid board* is unlocked, from left to right, as *electrical towers* are built. The green highlighted areas are unlocked.

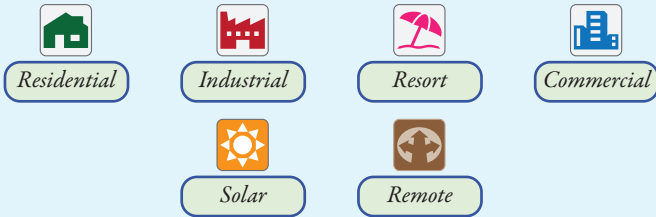


Contract Tiles Overview

The following few effects also deal with fulfilling contract tiles, so now is a good time to give an overview of the various types and terminology used in Pampero.

A **contract tile** will have one or more icons printed on it. These are called **market icons**, and they represent the various markets to which you can provide green energy. Each market will give you an **income** throughout the game, which is recorded on the **income tracks** of your **grid board**.

The **market icons** are:

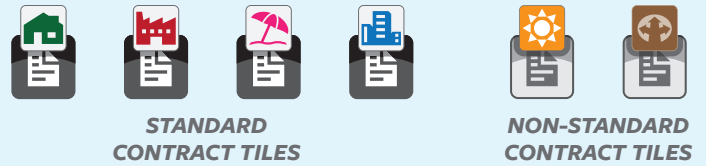


There are two main types of **contract tiles**: standard, and non-standard. This distinction is made because some **action cards** will allow you to fulfill ANY standard **contract tile**, but NOT a non-standard one.



Only **standard contract tiles** are specifically related to a **zone**. **Remote contract tiles** are placed randomly on the main board, and **solar contract tiles** aren't placed in a **zone** at all.

Specific types of **contract tiles** are denoted with a **market icon** like this:



Note that a **residential contract tile** (with a house icon), may feature other **market icons**, but still counts as a **residential contract tile** as long as there is at least one **residential market icon** printed on it. These are all considered to be **residential contract tiles**:



The second **contract tile** shown here is also considered to be an **industrial contract tile**, and the third is also considered to be a **commercial contract tile**, due to the second **market icon** on each.

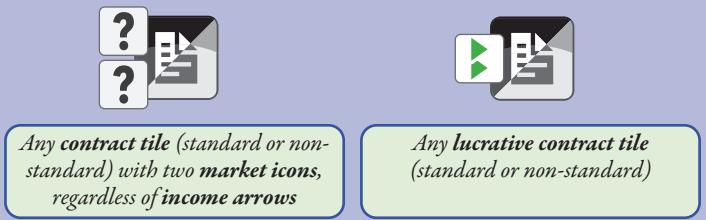


When reading icons, pay particular attention to the **contract icon**, and if it denotes **standard**, or **non-standard contract tiles only**, or perhaps it includes **all contract tiles**, regardless of type.



Income Arrows

Many **market icons** will feature 1 or 2 green **income arrows**. These indicate that the corresponding **income marker** should be advanced 1 or 2 steps on its **income track** (at the top of the **grid board**) when the **contract tile** is fulfilled. A **contract tile** with 1 or more **market icons** with 2 **income arrows** is called a **lucrative contract tile**. Some useful iconography conventions to understand regarding this are shown on the right.



Examples: Each **contract tile** below qualifies for all of the icons shown next to it.



Action Card Effects

Now that you understand how an action card's frame interacts with the company mat, as well as the basics of the grid board and contract tiles, let's take a look at the effects themselves and how to carry them out.

Your starting 8 *basic action cards* provide the core of the effects you may perform in Pampero, and these are detailed below. You may increase your available effects by collecting *specialist action cards* throughout the game (see *Specialist Cards* - page 17).

Note: Specialist *action cards* may offer further effects and/or alternative costs. This section just describes the core of how each type of effect works. Specific detail of each *action card* can be found in your *Reference Book*.



Build an Electrical Tower

Build one of your *electrical towers* to expand your grid's capabilities and gain 2 *tower bonus tiles*.

1. Place the leftmost *electrical tower* from your *grid board* onto an unoccupied *tower construction site* or a *mixed construction site* on the main board (There must be a *bulldozer* at the construction site).



Tower construction site



Mixed construction site

2. If the *electrical tower* you placed has a bonus effect printed beneath it on the *grid board*, resolve it immediately.
3. On the *tower bonus board*, select 2 orthogonally adjacent spaces, with or without *tower bonus tiles*.

The spaces that are available for selection depend on the *zone* into which you placed the *electrical tower*:

- If the *electrical tower* was placed in *zone A*, both spaces must be within the *zone A* portion of the *tower bonus board*.
 - If the *electrical tower* was placed in *zone B*, the spaces can be within *zone A* or *zone B* on the *tower bonus board*, or one from each (though they must still be orthogonally adjacent).
 - If the *electrical tower* was placed in *zone C*, the spaces can be anywhere on the *tower bonus board* (though they must still be orthogonally adjacent).
4. For each space you selected:
 - If the space does not have a *tower bonus tile* on it, apply the printed effect immediately.
 - If the space has a *tower bonus tile* on it, take the tile and place it onto your *company mat*, onto the slot matching the tile.
 - If that slot is already covered by an identical *tower bonus tile*, then place the new tile on an empty slot as close as possible to the matching space. Doing this will cover a slot meant for another *tower bonus tile*.
 - If, instead, the matching slot on your *company mat* is already covered with a *tower bonus tile* of a *different* type, then the newly-acquired tile is discarded.

Some *tower bonus tiles* have an immediate effect, while others will improve your *action card* effects or provide additional scoring at the end of the game. The effect of every *tower bonus tile* is detailed in your *Reference Book*.



Example: Blue plays their *action card* to allow them to build an *electrical tower* in *zone B* ①. This costs \$10 ② (Blue could also pay with 2 *batteries*, but chooses not to). They take the leftmost *electrical tower* from their *grid board* (this gains them 1 *energy* immediately, as indicated below that space ③) and add it to a *tower construction site* on the main board next to their *bulldozer* ④. They must then move their *bulldozer* as indicated on the *action card*'s frame. They may then choose any two adjacent *tower bonus tiles* from within the *zone A* and *zone B* areas. They choose the tiles indicated ⑤ and add them to their *company mat*, allowing them to advance their *commercial* and *remote income* markers.

2 PLAYER GAME

After selecting your *tower bonus tiles*, discard any 1 additional *tower bonus tile* from within the areas of the *tower bonus tile board* that you were allowed to select spaces. It does not need to be adjacent to spaces you selected.

ALTERNATE RAHDO RULE

This alternate rule creates a less confrontational play style in a 2 player game.

When deciding which *tower bonus tile* to discard in a 2 player game, select one adjacent to the two you selected. If you selected two *tower bonus tiles* in the same row, then discard an adjacent one in the same row. If you selected two *tower bonus tiles* in the same column, discard the other bonus tile in the same column.

It may be that it is not possible to discard any *tower bonus tile*.



Build a Wind Farm

Build one of your *wind farms* and gain *energy*.

1. Place a *wind farm* from your supply onto an unoccupied *wind farm construction site* or a *mixed construction site* on the main board (There must be a *bulldozer* at the construction site).



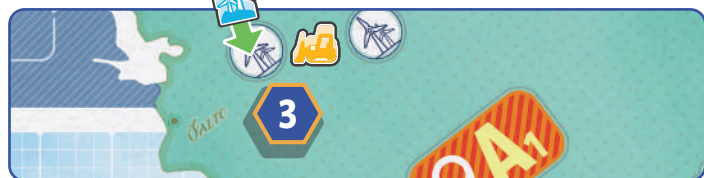
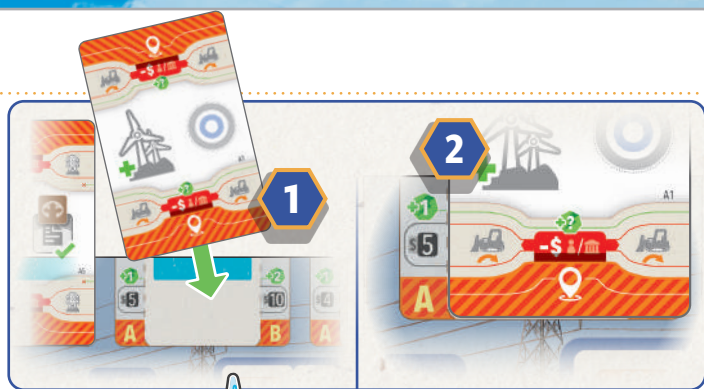
Windfarm construction site



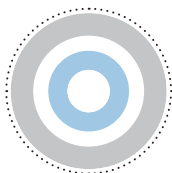
Mixed construction site

Note: The purpose of building *wind farms* in Pampero is to gain *energy*. Thus, the frame of an *action card* that allows you to build a *wind farm* will always allow you to gain *energy*.

You cannot advance your *energy marker* beyond 14, and it cannot go below 0. Your *energy marker* is not limited by anything else (such as how many *electrical towers* you have built).



Example: Blue plays their *wind farm action card* in a slot that allows them to operate in *zone A* **1**. This costs \$5, and gains Blue 1 *energy*, as shown on the *action card's frame* and the *operations tab* **2**. Because Blue doesn't have a *bulldozer* in *zone A*, he has chosen to use Yellow's *bulldozer* to fulfill the *action card's requirements*. Thus, the \$5 cost is paid to the Yellow player. Blue then places their *wind farm* on a *wind farm construction site* **3** next to Yellow's *bulldozer* (Yellow must now move their *bulldozer*).

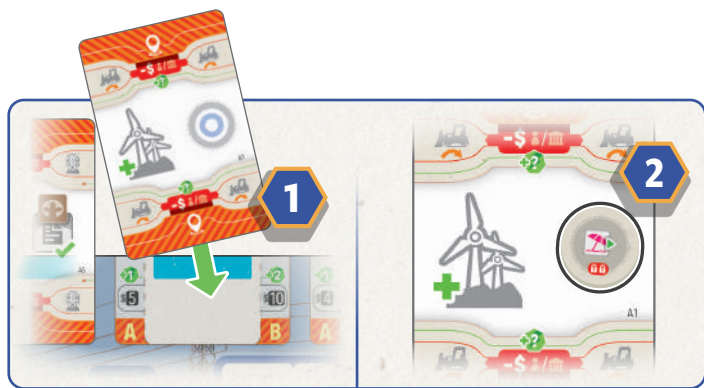


Play a Connection tile

Activate one of your *connection tiles*.

1. Place one of your *connection tiles* onto the *action card* and carry out its effect immediately.
2. Whenever an *action card* with a *connection tile* is retrieved from the *company mat*, the *connection tile* is placed back in your play area, and is ready for use again.

Note: *Connection tiles* are gained by fulfilling certain *contract tiles* throughout the game (see *Fulfill a Standard Contract Tile* - page 14). Players begin the game with a *connection tile* that gains them \$3 OR 1 *energy* when played.



Example: Blue plays an *action card* that allows them to play a *connection tile* **1**, so they play a tile that allows them to advance their *resort income marker* 1 space **2**.



Move Bulldozers

Move your *bulldozers* into more advantageous positions to prepare for future building.

1. Choose to either:
 - Move one of your *bulldozers* already in a *sector* to an unoccupied *construction site* either in the same *sector* or in an adjacent *sector*, or
 - Move one of your *bulldozers* already in a *sector* to the *utility area* on the game board (see right), where spaces are unlimited, or
 - Move one of your *bulldozers* already in the *utility area* to an unoccupied *construction site* anywhere on the game board, or
 - Move one of your *bulldozers* already in the *utility area* or in a *sector* to one of the spots on the *parking grid*, claiming the bonus printed on the space. *Bulldozers* may not be moved from the *parking grid*, and will remain there for the rest of the game.
2. A *construction site* is unoccupied if there is no *wind farm* or *electrical tower* on it, and no *bulldozer* already placed next to it.
3. If a single *bulldozer* icon has more than 1 arrow next to it, choose 1 *bulldozer* and move it (choosing 1 of the options above) once for each arrow. You do not have to perform all moves if you wish not to. The movement cannot be split over multiple *bulldozers* unless more than 1 *bulldozer* icon is shown as such:



Example: Yellow wants to move their *bulldozer* **1** so they can build an *electrical tower* on a future turn. They can't move it to the *mixed construction site* **2**, as it is already occupied by Blue's *bulldozer*. Yellow could choose to move their *bulldozer* into the *utility area* **3** (where space is unlimited), and move it out on a later turn, or to place in permanently into the *parking grid* **4** to claim a bonus. Instead Yellow chooses to move it to an unoccupied *tower construction site* **5** in an adjacent *sector*.

Action Card Effects (cont'd)



Fulfill a Standard Contract Tile

Spend Energy to fulfill a standard contract tile, increasing your income and scoring opportunities.

1. Choose an unlocked *standard contract tile* (not a *remote* or *solar contract tile*) on the game board. A *contract tile* is unlocked if your *grid board* has been improved enough (through building *electrical towers*) to grant you access to both the *zone* that the *contract tile* is in, AND the type of *market icon(s)* on the *contract tile*. (There must be an *electrical tower* in the sector.)

Unlocking Zones

A *zone* is unlocked if your *grid board* has been improved enough (through building *electrical towers*) to operate in that *zone*.

Zones are unlocked on the *grid board* in this order:

- Level 1 unlocks *zones A* and *B*.
- Level 4 unlocks *zone C*.

Unlocking Market Icons

A *market icon* is unlocked if your *grid board* has been improved enough (through building *electrical towers*) to grant access to it.

EXCEPTION: SOLAR CONTRACT TILES

Solar contract tiles are an exception. At the start of the game *solar contract tiles* are ALL unlocked, regardless of which *market icons* appear on them.

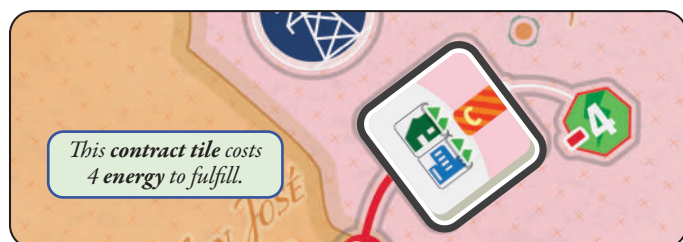
Market icons are unlocked in this order:

- Level 1 unlocks *contract tiles* that feature *residential* and *remote* *market icons*, as well as ALL *solar* *contract tiles* (regardless of which *market icons* appear on them).
- Level 2 unlocks *contract tiles* that feature *industrial* and *resort* *market icons*.
- Level 3 unlocks *contract tiles* that feature *commercial* *market icons*.

This guide on the *grid board* lets you know which *zones* and *market icons* are unlocked by which *electrical towers*:



2. Spend the *energy* required by the *contract tile* (shown on the game board next to the tile space) by moving your *energy marker* to the left on the *energy track* on your *grid board*. The *contract tile* is now fulfilled.



3. Take the fulfilled *contract tile* from the board. Move an available *transformer* from your *grid board* to cover the space on the main board from which you took the *contract tile*. Then place the *contract tile* into the space vacated by the *transformer* on your *grid board*.



- The *transformer* you choose must be unlocked. A *transformer* is unlocked if the *electrical tower* at the top of its column has been built.
- If it is your first *contract tile*, it must be placed into one of the three leftmost spaces, each marked by an arrow.
- Otherwise, it must be placed into an unlocked *transformer* space that is connected to a previously placed *contract tile* on your *grid board* (no “skipping” *transformers*). *Transformer* spaces are connected via thick gray lines, or via thin magenta *network* lines. *Network* lines have requirements that must be met in order to utilize them.

Contract Tile Restrictions

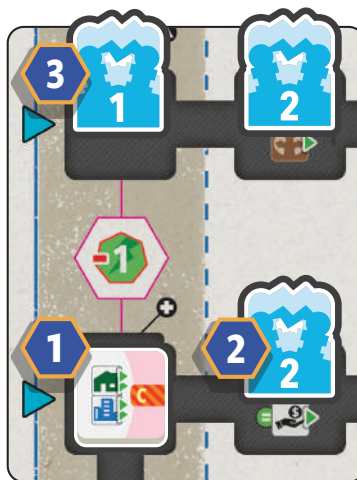
For a tighter game experience, you can place limits on where certain *contract tiles* can be placed. See page 23.

Network Requirements

If the *transformer* space you wish to access is connected via a thin magenta *network* line, you must first fulfill its *network requirement* before you access the *transformer* there.

Whenever you fulfill a *network requirement*, cover the requirement on your *grid board* with a *network tile* to indicate that it doesn't need to be paid again, even if using the same *network* line again to access a different *transformer* space.

(See your *Reference Book* for details on *network requirements*.)



Example: Blue has placed their first *contract tile* on *transformer space 1* on a previous turn, and now wishes to access a second *transformer* space to place a second *contract tile*. *Transformer space 2* is only an option if the *electrical tower* above that column is already built. If not, the only option is *transformer space 3*, connected via a magenta *network* line. In order to access this *transformer* space, Blue must pay the *network requirement*, in this case 1 *energy*.

Note: Certain *transformer spaces* have bonus effects printed inside the space. Whenever you place a *contract tile* into one of these spaces, immediately carry out the bonus effect (for more details, see your *Reference Book*).

- For each *income arrow* (▶) on the *contract tile* you have taken, advance your *income marker* matching the *market icon* 1 space. If a *market icon* on the *contract tile* has two *income arrows*, advance that *income marker* 2 spaces. *Market icons* without *income arrows* have no immediate effect, but may be relevant for scoring or other card effects.

Income Thresholds

An *income marker* may not cross an *income threshold* that has not been unlocked. *Income thresholds* are the striped vertical bands that divide the *income tracks*, and are unlocked by building the corresponding *electrical tower*. Any advancements that would cause the *income marker* to move past a locked threshold are wasted, so plan carefully! It is valid to take *contract tiles* even when the *income marker* cannot advance the full amount (or at all).



Example (above): The residential *income marker* 1 can only move one more space before it will reach the *income threshold* 2. It will then not be able to move any further until the next *electrical tower* 3 is built.

- The first time any of your *income markers* reaches or passes a dark green space, you immediately gain a *specialist card* (see page 17).

Example: Yellow's *remote income marker* 1 moves forward 1 space. Since it is Yellow's first *income marker* to reach the dark green band, Yellow gains a *specialist card*, as noted by the icon at the top of the column 2. If, on a later turn, Yellow's *resort income marker* 3 reaches the same dark green band, it will have no effect.



- If your *income marker* reached or passed a printed *market icon* with an *income arrow*, then also advance that *income marker* one space.

Example: Purple's *commercial income marker* 1 moves into a space containing a *resort market icon* with an *income arrow* 2. Purple immediately advances their *resort income marker* 3 1 space.



Linked Contract Tiles

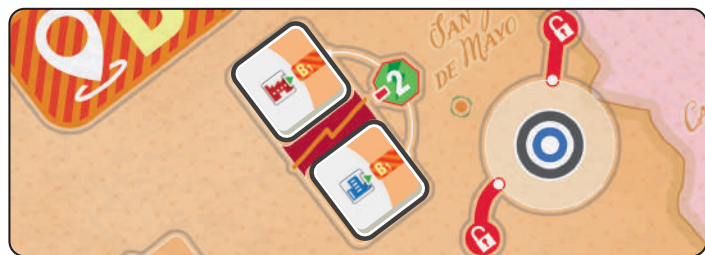


Normally, you can fulfill 1 *contract tile* each time you use this effect; however, if the *contract tile space* on the main board is linked to another (see left), you can also fulfill the linked *contract tile* in the same action.

You do NOT need to pay the *zone cost* for your *action card* a second time. However, fulfilling the second *contract tile* is otherwise treated as a completely separate effect, so all other requirements (*electrical towers*, *energy*, etc.) must be met separately. This means that, for links that bridge two *sectors*, there must be an *electrical tower* in each one. In this case, both *electrical towers* must be the same color.

Contract Tile Pairs

Some *contract tiles* are arranged in pairs as shown below. Only one of the pair may be fulfilled during the game, so when either *contract tile* is fulfilled, the other is removed from the game immediately.



Connection Tiles

On the main board you will see round *connection tiles* with red *connection lines* (with a lock icon) connecting to 2 or more *contract tile spaces*. Each time one of these *contract tiles* is fulfilled, the *connection* is considered to be unlocked.

If you fulfill one of these *contract tiles*, check to see if there are 2 unlocked *connections*. If so, you can immediately gain the *connection tile*. Sometimes a single *connection* line might split, and have multiple *contract tile spaces* connected to it. In this case only 1 of the connected *contract tiles* needs to be fulfilled for that *connection* to be considered unlocked. *Connection tiles* may be activated for their effects by various *action cards* (see page 13).



Example: Yellow wants to claim the *connection tile* 1. Purple has previously fulfilled a connected *contract tile*, unlocking one of the two *connections* needed 2. Fulfilling any 1 of the 4 connected *remote contract tiles* 3 will allow Yellow to claim the *connection tile*.

Action Card Effects (cont'd)

Standard Contract Tile Checklist

Here is a recap of the requirements you need to meet to be able to fulfill a *standard contract tile* successfully.

- You must be able to pay the *zone cost* of the *action card*.

An *electrical tower* must be already built in the *sector*.

Your chosen *transformer* must be unlocked.
- The *zone* your chosen *contract tile* is in must be unlocked.

The *market icons* featured on your chosen *contract tile* must be unlocked.

The *transformer space* must be connected to a previously fulfilled *contract tile* on your *grid board* (if it is not your first).
- You must pay the *energy* to fulfill the *contract tile*.

You must be able to satisfy the *network requirement* on your *grid board*, if necessary.

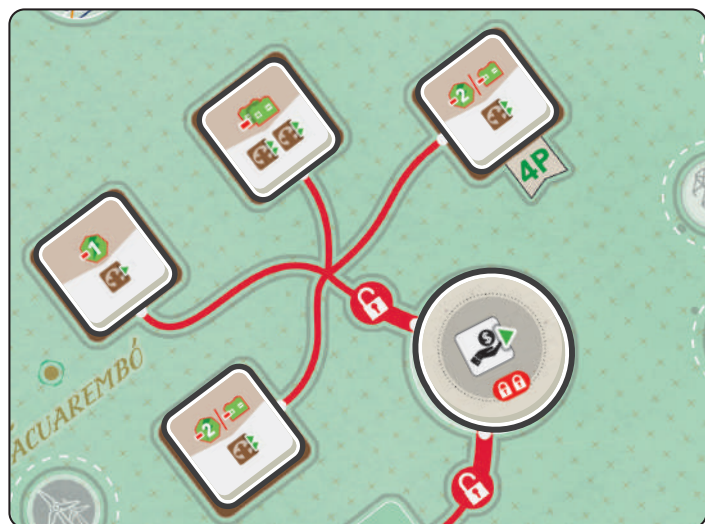


Fulfill a Remote Contract Tile

Spend Energy and Batteries to fulfill a remote contract tile, increasing your remote income and scoring opportunities.

Remote contract tiles are fulfilled in the same way as standard contract tiles, with the following distinction:

Remote contract tiles do not have a fixed energy cost printed on the main board. Instead, they have a cost in energy and/or batteries that is printed at the top of the remote contract tile itself. This cost must be paid in order to fulfill the remote contract tile. For example, the remote contract tile shown on the right costs 2 energy OR 1 battery to fulfill.



Example: Remote contract tiles have various energy and/or battery costs.



Sell to a Foreign Market

Send Batteries to neighboring countries to advance your income and scoring opportunities.

1. Foreign market cards can only be accessed by playing an action card to a zone B action card space on your company mat.
2. Spend the batteries indicated on your chosen foreign market card from your supply.
3. Take the chosen foreign market card and add it to your player area.
4. Take income from the market icons indicated on the foreign market card (see Collect Income - page 19).
5. Flip the foreign market card over so that the two market icons are visible. These market icons may earn you money during future scoring phases.
6. Refill the foreign market card row on the main board with the top card from the deck.



Example: Blue chooses a foreign market card 1 that requires 5 batteries. They spend 5 batteries from their supply 2. Then, Blue receives income from each of the market icons shown on the right hand side of the foreign market card 3, in this case they receive their residential income twice, and their resort income twice. Each income is determined by the value shown at the bottom of the column of the corresponding income marker 4. Blue earns \$20 (residential: \$5 x2, plus resort: \$5 x2). Finally, Blue flips the foreign market card over 5 and keeps it in their player area.



Take Venture Capital

Gain immediate money from investors, but remember they must be repaid at the end of the game.

1. In order to take venture capital, you must have an empty, unlocked *venture capital slot*. *Venture capital slots* are arranged along the top of the *grid board*. A *venture capital slot* is unlocked if you have built the corresponding *electrical tower* (the *electrical tower* that shares the same vertical color band).
2. Take a *venture capital tile* from the supply and add it to an empty, unlocked *venture capital slot*.
3. You will receive the *zone value* printed on the *action card space*. This is indicated in the usual way in the *action card frame* (see *Zone Value* - page 9).
4. Additionally take *income* from the highest *income marker* in the same *income zone* (area of contiguous color) as the *venture capital tile* you just placed. The income amount is shown at the bottom of each column, above the electrical tower spaces.
5. At the end of the game, you must pay \$30 for each *venture capital tile* you have on your *grid board* (see *End Game Scoring* - page 22).



Example: Blue wants to take venture capital. They have already taken venture capital twice. The next venture capital slot is connected to an electrical tower that has not yet been built, so they cannot take venture capital at this time. The next electrical tower does not unlock the next venture capital slot, so Blue will have to build two electrical towers before being able to take venture capital again.



Fulfill a Solar Contract Tile

Solar contract tiles cannot be fulfilled with the *basic action cards*, but we will cover them here as a special case.

Solar contract tiles are fulfilled in the same way as *standard contract tiles*, with the following distinctions:

Solar contract tiles can **ONLY** be fulfilled by activating the icon shown left. Even though a *solar contract tile* may show other *market icons*, it can **never** be fulfilled using an effect that would fulfill any other type of *contract tile*.

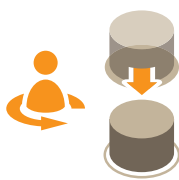
When fulfilling a *solar contract tile*, you must choose a tile that is next in line on the *solar contract display*. Starting with either of the two arrows on the left of the display, and proceeding along that row, you must take the next tile you encounter. If the row forks, you may choose either tile.

When you fulfill a *solar contract tile*, there is no *energy* cost. Instead of placing your *transformer* into a *zone*, place it on the *solar contract display*, covering the space that you took the *contract tile* from.



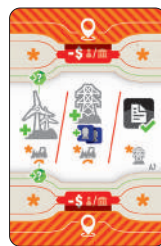
Example: Any 1 of the 3 highlighted solar contract tiles are available to be fulfilled.

Other Effects



Turn order adjustment

Simply move your *turn order disk* to the space directly beneath it on the bottom row of the *turn order track*, keeping the same position. This will help you come earlier in *turn order* when *turn order* is adjusted (see *The Turn Order Phase* - page 19).



Wild Card

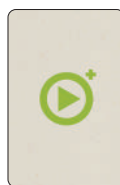
This *action card* allows you to choose which effect you wish to carry out. The ***** in the *frame* refers to the various requirements being denoted beneath each effect. Note that only the *build wind farm* effect gains energy.

Specialist Cards



Gain a Specialist Card

Whenever you may gain a *specialist card*, you may choose which type you take.



Specialist Action Cards

Specialist Action cards are added to your hand and played to the *company mat* just like your *basic action cards*. Once gained, a *specialist action card* is yours for the remainder of the game, and operates exactly as your *basic action cards* do.

For details on the effects of specific *specialist action cards*, see your *Reference Book*.



Specialist Scoring Cards

Specialist scoring cards are kept in your play area, and can be played during any future *scoring phase* (see *The Scoring Phases* - page 20).

Once used, they are discarded.



Action 2: Retrieve All Action Cards

1. You can only choose this option if you have at least two *action cards* on your *company mat* (as the icon suggests).
2. Return all *action cards* from your *company mat* to your hand. Any *connection tiles* on *action cards* are placed into your play area and are ready to be used again.
3. Then move your *time track disc* one space forward on the *time track*, on top of any other discs already in that space. This will help to progress the game toward the next *scoring phase*.
4. Finally, move your *turn order disc* to the space directly beneath it on the bottom row of the *turn order track*, keeping the same position. Ignore this step if your *turn order disc* is already on the bottom row.



Action 3: Take a Battery

1. Take 1 *battery* from the supply. If there are no *batteries* remaining in the supply, nothing happens.
2. Then, move your *turn order disc* to the space directly beneath it on the bottom row of the *turn order track*, keeping the same position. Ignore this step if your *turn order disc* is already on the bottom row.

The Consolidation Phase

The *Action Phase* ends when all players have taken 3 actions. Each action is tracked with an *action marker* on the player's *company mat* so once all players have placed all 3 of their *action markers* on their *company mat*, move on to the *Consolidation Phase*.

After players have become familiar with the rules, most of the Consolidation Phase can be carried out simultaneously to speed things up. The only steps in which turn order is important are:

3. Produce Batteries (only if the supply runs out), and
5. Advance your Time Track Disc.

In turn order, each player performs their *consolidation* by following the steps outlined on their *company mat*:



1. Retrieve action markers

Retrieve your three *action markers* and place them beside your *company mat*.

2. Retrieve 1 action card

Choose the top or bottom row of *action cards* on your *company mat*, and retrieve the rightmost *action card* to your hand. Any *connection tiles* on that *action card* are placed into your play area and are ready to be used again. Skip this step if there are no *action cards* to retrieve.

3. Produce batteries

Trace a line from your *energy marker* to the *electrical tower* space directly above it. For every *battery production icon* (⚙️) on and to the left of this space, collect 1 *battery* from the supply. Note that ⚙️ icons are uncovered when you build *electrical towers*. **The battery supply is limited, if you run out, take as many as you can and forfeit the rest.**



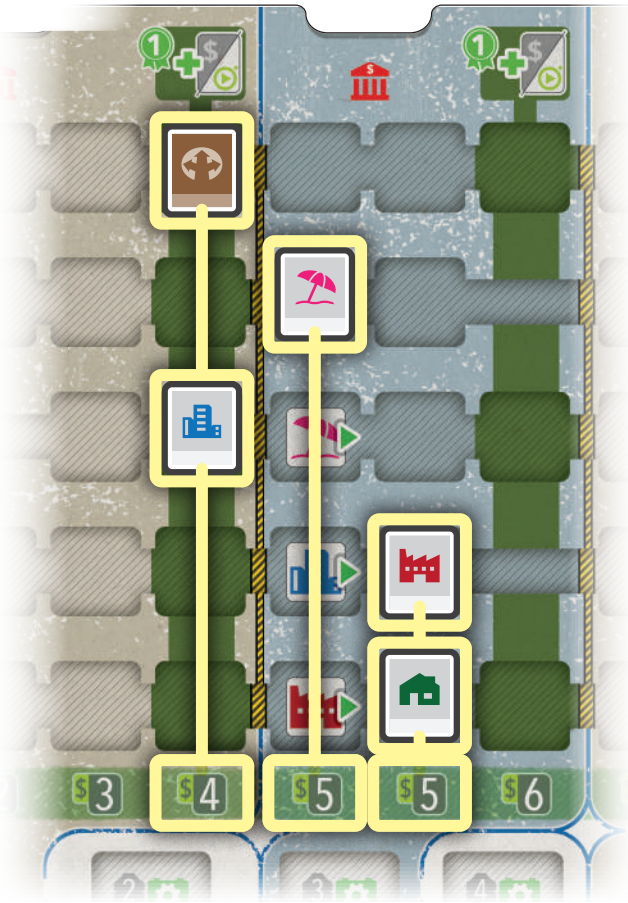
Example: Blue's *energy marker* is on 9. Tracing a line to the top of the column, and then left along the *electrical tower* row, 2 possible *battery* production spaces still have *electrical towers* blocking them, so they do not produce any *batteries*. There are 2 ⚙️ icons visible, so Blue takes 2 *batteries* from the supply.

Limited Battery Storage

For a tighter game experience, following production, you must discard batteries down to the number of vacated *electrical tower* spaces on your *grid board*. Note that while the first *electrical tower* space does not produce a *battery*, it provides storage for 1 *battery* for this purpose. *This is not recommended for your first game.*

4. Collect income

Collect *income* for each of your *income markers* on your *grid board*. The amount collected for each *income marker* is the value indicated at the bottom of its column (directly above the *electrical tower* row).



Example: Yellow's *income markers* (shown above) provide them with the following *income*: *residential income* 🏠 earns \$5, *industrial income* 🏭 earns \$5, *commercial income* 🏢 earns \$4, *resort income* 🌴 earns \$5, and *remote income* 📶 earns \$4.

Yellow earns a total of \$23.

5. Advance your time track disc

Advance your *time track disc* 1 space on the *time track*. If there are other *time track discs* already in that space, stack yours atop them.

The Turn Order Phase

If every player's *time track disc* has NOT reached the last space of the *time track*, follow the instructions below to adjust the turn order. Otherwise, skip to the *scoring phase* (see *End Game Scoring* - page 22).

1. Move all *turn order discs* still on the top row of the *turn order track* aside.
2. Move the *turn order discs* on the bottom row of the *turn order track* to the top row, adjusting their positions based on the *time track*: The further a player's *time track disc* is along the *time track*, the earlier that player's *turn order disc* should be placed on the *turn order track*. If multiple discs on the *time track* are on the same space, the color higher in the stack is considered further along.
3. Finally, add the *turn order discs* that were moved aside to the remaining free spaces of the top row of the *turn order track*, again using the *time track* to determine their relative order, as above.

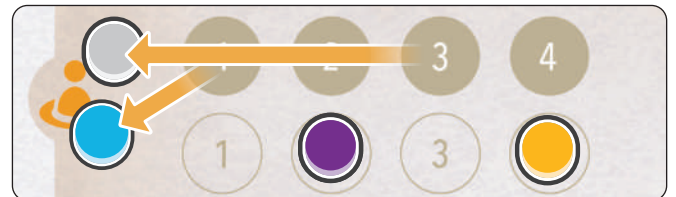
Example: The *time track* positions are as follows:



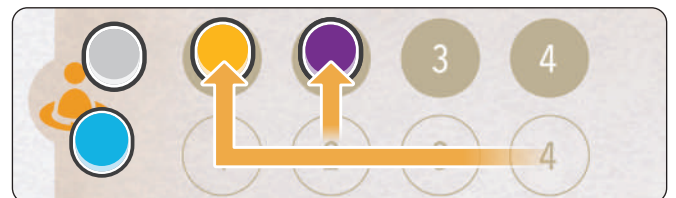
The *turn order track* is arranged thus:



Firstly, the *turn order discs* on the top row are moved aside:



Next, the *turn order discs* from the bottom row are moved up to the top row. Since Yellow's *time track disc* is further along the *time track* than Purple's 1, Yellow's *turn order disc* is moved ahead of Purple's on the top row of the *turn order track*:



Finally, the *turn order discs* that were set aside are added to the end of the *turn order track*. Blue's and White's *time track discs* are on the same space of the *time track* 2, but since Blue's is on top of White's, Blue's *turn order disc* is moved ahead of White's on the *turn order track*:



The Scoring Phase

During the *scoring phase*, check to see if scoring occurs. If scoring does not occur, begin the next year. If scoring does occur, continue the *scoring phase* by carrying out the appropriate scoring as outlined below.

There are 3 scorings in every game. During each scoring, the appropriate *scoring tile* is evaluated.

Each scoring tile is evaluated only once per game.

Spaces on the *time track* are marked with the following icons to indicate when a scoring will be triggered:



Each scoring is triggered when, after the *turn order phase* is complete, all players' *time track discs* have reached or passed the next scoring icon on the *time track*. If this has not occurred, skip the *scoring phase* and begin the next year.

During each scoring, players have the opportunity to play *specialist scoring cards* (see Page 22).

First Scoring

The first scoring occurs after every player's *time track discs* have reached or passed the indicated space on the *time track*.

Carry out the first scoring in the following manner:

1. EVALUATE THE FIRST SCORING TILE

During this scoring, only the TOP half of the first scoring tile is used.

This scoring allows all players to score for having achieved certain things so far in the game. For **each time** a player fulfills the criteria on the **left** of the *scoring tile*, they will receive the reward shown on the **right**. (See your *Reference Book* for details on *scoring tiles*.)

PLAYING WITH THE INTRODUCTORY SCORING TILES

The first *introductory scoring tile* evaluates only *contract tiles* fulfilled from *zone A*. First, each player counts all of the *residential market icons* on their *grid board* from *contract tiles* that came from *zone A*.

Players then multiply their total number of *residential market icons* by the current *income* shown below their *residential income marker*, and take that amount of money from the bank.

Repeat this process for *industrial, resort, and commercial market icons*.

There are no *specialist scoring cards*, or additional tiles that can contribute to the evaluation of this *scoring tile*. Players only count *market icons* from *zone A contract tiles* on their *grid board*.

Then, continue with scoring as outlined below.



The *scoring tile* in the first scoring space will not be evaluated again in this game.

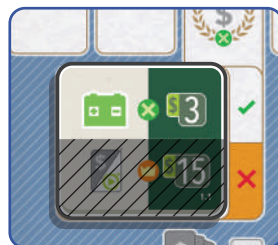
2. PLAY SPECIALIST SCORING CARDS

Players now play any *specialist scoring cards* from their hand (see *Specialist Scoring Cards* - Page 22). (See your *Reference Book* for details on *specialist scoring cards*.)

3. FLIP INCOME MARKERS

Once scoring is complete, flip all *income markers* face up again (*some specialist scoring cards flip income markers face down to avoid repeat scoring*).

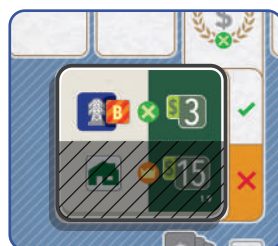
First Scoring Tile Examples



Each player gains \$3 for each *battery* they have.



Each player gains \$3 for each *contract tile* they have of any type except *solar contract tiles*.



Each player gains \$3 for each *zone B tower bonus tile* on their *company mat*.



Each player gains \$5 for each *transformer* of lvl 5 or 6 they have on the main board.



Second Scoring

The second scoring occurs after every player's *time track discs* have reached or passed the indicated space on the *time track*.

Carry out the second scoring in the following manner:

1. EVALUATE THE SECOND SCORING TILE

During this scoring, only the **BOTTOM** half of the second scoring tile is used.

This scoring allows **only one** player to score. The player who has fulfilled the criteria on the **left** of the *scoring tile* the majority of times will receive the reward shown on the **right** (*once only*). If more than one player are tied for the majority, no one gains the reward. (See your *Reference Book* for details on scoring tiles.)

PLAYING WITH THE INTRODUCTORY SCORING TILES

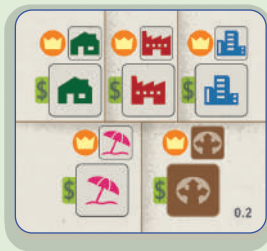
The second *introductory scoring tile* evaluates majorities in each *market icon*. First, each player counts all of their *residential market icons* from the following possible sources:

- *Contract tiles* on their *grid boards* (including *solar and remote contract tiles*).
- *Tower bonus tiles* on their *company mat*.
- *Connection tiles*.
- Played *specialist scoring cards* that add *market icons*.
- *Foreign market cards* (*market icons shown on the back*).

The player with the most *residential market icons* takes the *income* shown below their *residential income marker*. If more than one player are tied for the majority, no one gains the reward.

Repeat this process for *industrial, resort, commercial, and remote market icons*.

Then, continue with scoring as outlined below.



The *scoring tile* in the second scoring space will not be evaluated again in this game.

2. PLAY SPECIALIST SCORING CARDS

Players now play any *specialist scoring cards* from their hand (see *Specialist Scoring Cards - Page 22*). (See your *Reference Book* for details on *specialist scoring cards*.)

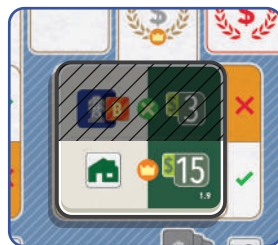
3. FLIP INCOME MARKERS

Once scoring is complete, flip all *income markers* face up again (*some specialist scoring cards flip income markers face down to avoid repeat scoring*).

Second Scoring Tile Examples



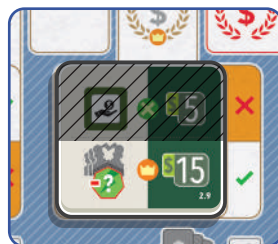
The player with the most *wind farms* on their main board gains \$15.



The player with the most *residential market icons* gains \$15.



The player with the most *network tiles* on their grid board gains \$15.



The player that spent the most *energy* on fulfilling *contract tiles* gains \$15.

Credits

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Game Developer: Vital Lacerda

Main Playtester: Scott Campbell

Solo Version: Julián Pombo

English Rules Writing and Editing: Nathan Morse, Kevin Brusky, & Ian O'Toole

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My most heartfelt thanks to everyone who joined me on this amazing journey that was the development of Pampero.

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Special thanks to Vital Lacerda for his friendship and all the shared time providing me with so much fun and knowledge. Ian O'Toole, for his incredible art. Scott Campbell, for always being there to playtest and discuss ideas. Kevin Brusky, for his trust and respect. Without all of these people, this game would not have been possible.

My heart and soul goes to my children Victoria and Joaquín, and my deepest gratitude and love to my grandpa, "Tata" Garibaldi, for his immense patience and support.

The Scoring Phase (cont'd)

End Game Scoring

End game scoring occurs after every player's *time track discs* have reached or passed the final space on the *time track*.

This triggers the end of the game.

Carry out end game scoring in the following manner:

1. EVALUATE END GAME SCORING TILES

During this scoring, both the top AND bottom halves of both end game scoring tiles are used.

Evaluate the top *scoring tile* first, followed by the second. The *scoring tiles* are evaluated in the same way as during the first and second scoring (*all players score the top criteria, and only the player with majority scores the bottom criteria*). The difference is that **both top and bottom** criteria are scored during end game scoring, for both *scoring tiles*. (See your *Reference Book* for details on *scoring tiles*.)

2. PLAY SPECIALIST SCORING CARDS

Players now play any *specialist scoring cards* remaining in their hand (see right). (See your *Reference Book* for details on *specialist scoring cards*.)

Note: *Time track discs* stop when reaching the end of the *time track*, even if actions would normally cause them to move.

3. SCORE END GAME TOWER BONUS TILES

Players who took *tower bonus tiles* with end game scoring effects evaluate those now. These tiles can be identified by the red banner at the top, as shown below.



Gain \$2 per electrical tower you have on the main board



Take an income matching a market icon on one of your foreign market cards



For one of your venture capital tiles, you may pay \$15 instead of \$30



You may take any one income

(See your *Reference Book* for details on *tower bonus tiles*.)

4. PAY BACK YOUR INVESTORS

Pay \$30 for each of your *venture capital tiles*.


Specialist Scoring Cards


During each scoring, players have the opportunity to play any number of *specialist scoring cards* from their hand. *Specialist scoring cards* are not played to the *company mat*, and have no cost. *Specialist scoring cards* may be kept and not played until subsequent scorings, if the player wishes. Once a *specialist scoring card* is played and its effect is evaluated, it is discarded.

Specialist scoring cards only benefit the player who plays them. Other players may not benefit from their effects.

Most *specialist scoring cards* have two options when played, separated by a red slash. When playing, the player must declare which of the two effects they are using.



Specialist scoring card effects that can have an affect on majorities during scorings are marked with the crown icon .

Some *specialist scoring cards* act as multipliers, denoted with the multiply icon . These grant the player a reward based on how many times, or how highly they have achieved a criteria. Note that these scoring effects may be played during any scoring, not just the first scoring (when the *scoring tile* also provides a multiplier).

(See your *Reference Book* for details on *Specialist scoring cards*.)

Victory!

The player with the most money wins!

If there is a tie for most money, the tied player with the most *wind farms* on the main board wins.

If still tied, the tied players will just need to figure out a joint venture and serve the government as a team!

Alternate Rules

The following alternate rules are intended to be mixed and matched as the players see fit.

Longer Game

For a longer game, place the *Extended time track* over the *time track* printed on the game board during setup.

Gameplay effect

The longer game will decrease the emphasis on *scoring phases* to earn money, meaning that players will earn more money from other means.

Introductory Scoring Tiles

It is recommended that you use the two *Introductory scoring tiles* for your first game.

During setup, place the first *Introductory scoring tile* (showing I on its reverse) face up below the first scoring space on the *time track*. Make sure the tile is shifted to the right of the space so the A printed on the board is showing. Similarly, place the second *Introductory scoring tile* (showing II on its reverse) face up below the second scoring space. Make sure the ABC printed on the game board is showing.

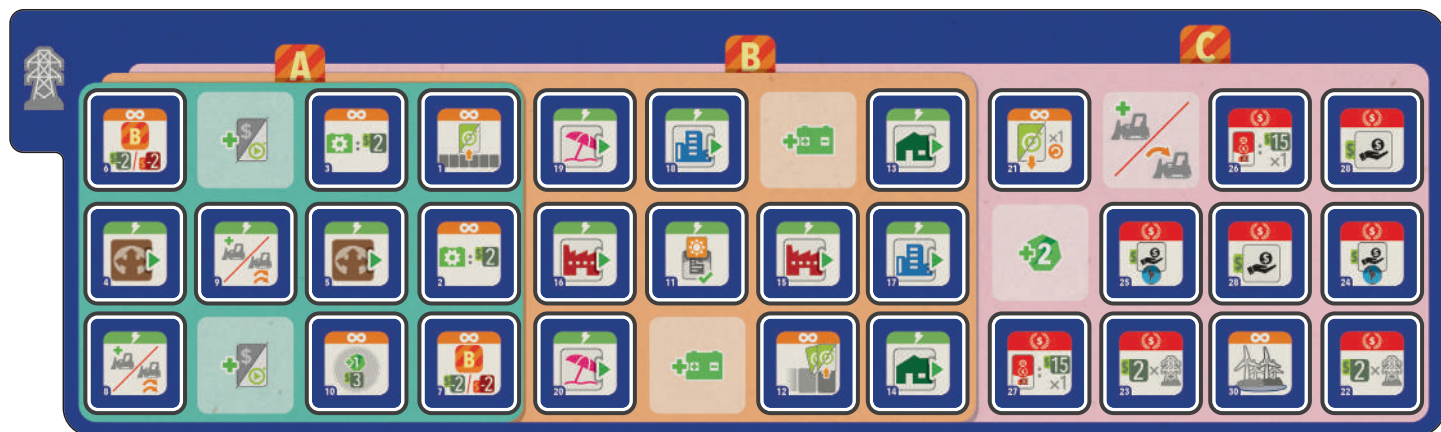
Fill the two end game *scoring tile* spaces as per the usual setup rules.

Gameplay effect

The *introductory scoring tiles* simplify the first and second scoring phases to create an easier learning experience.

Preset Tower Bonus Tile Setup

During setup, arrange the tower bonus tiles as shown below.



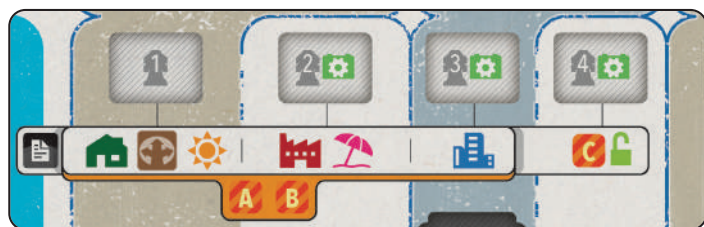
Gameplay effect

The random setup of the *tower bonus tiles* can lead to some powerful combos that can open up some strong and focused strategies for players. This setup balances turn order, but leads to slower growth early in the game.

Contract Tile Restrictions

This alternate rule limits where certain *contract tiles* may be placed on your *grid board*.

A *contract tile* may only be placed into a column located under, or to the right of, the *electrical tower* space that unlocks access to that *contract tile*:



This means that a *contract tile* with an *industrial* or *resort market icon* may only be placed in columns 2 through 7, unless it is from *zone C*, in which case it may only be placed in columns 4 through 7.

Gameplay effect

This places more restrictions on players, so good play requires more long term planning.

Limited Battery Storage

During the *consolidation phase*, immediately following *production*, you must assess your *battery* storage limit. Your *battery* storage limit is equal to the number of vacated *electrical tower* spaces on your *grid board*. Excess *batteries* are discarded. You may store any number of *batteries* between producing; your *battery* storage limit is only enforced during the *consolidation phase*. Note that while the first *electrical tower* space does not produce a *battery*, it provides storage for 1 *battery*.

Gameplay effect

Limited *battery* storage creates a tighter gameplay experience. It is not recommended for your first game.

Game Structure

1. The Action Phase (page 8)

In turn order, take one of the following actions:

• Play an action card

1. Play an action card to an action card space on your company mat.
2. Ensure that you have met all requirements denoted in the action card's frame.
3. Pay or receive money as denoted in the action card's frame and the operations tab on the company mat.
4. Carry out the action card's effects.

• Retrieve all action cards

Only if you already have two or more action cards on your company mat:

1. Take all of your action cards back into your hand.
2. Move your time track disc one space on the time track.
3. Move your turn order disc to the same position in the bottom row.

• Take a battery

1. Take a battery from the supply.
2. Move your turn order disc to the same position in the bottom row.

2. The Consolidation Phase (page 18)


• Retrieve action markers

Retrieve your three *action markers* and place them beside your *company mat*.

• Retrieve 1 action card

Retrieve one of your rightmost *action cards* from your *company mat* to your hand. Any *connection tiles* on that *action card* are placed into your play area and are ready to be used again.

• Produce batteries

Trace a line from your *energy marker* to the *electrical tower* space directly above it. For every *battery production icon* () on and to the left of this space, collect 1 *battery* from the supply.

• Collect income

Collect *income* for each of your *income markers* on your *grid board*. The amount collected for each *income marker* is the value indicated at the bottom of its column (directly above the *electrical tower* row).

• Advance your time track disc

Advance your *time track disc* 1 space on the *time track*. If there are other *time track discs* already in that space, stack yours atop them.

3. The Turn Order Phase (page 19)

If all player's time track discs haven't reached the final space on the time track:

1. Move all *turn order discs* still on the top row of the *turn order track* aside.
2. Move the *turn order discs* on the bottom row of the *turn order track* to the top row, adjusting their positions based on the *time track*: The further a player's *time track disc* is along the *time track*, the earlier that player's *turn order disc* should be placed on the *turn order track*. If multiple discs on the *time track* are on the same space, the color higher in the stack is considered further along.
3. Finally, add the *turn order discs* that were moved aside to the remaining free spaces of the top row of the *turn order track*, again using the *time track* to determine their relative order, as above.

If all player's time track discs have passed the next scoring space on the time track, carry out a scoring phase. Otherwise, begin the next action phase.

First Scoring



Evaluate only the top of the first scoring tile.

1. All players receive the reward on the right of the *scoring tile* for each time they satisfy the criteria on the left.
2. Play *specialist scoring cards*.
3. Flip *income markers*.

Second Scoring



Evaluate only the bottom of the second scoring tile.

1. The player who satisfies the criteria on the left of the *scoring tile* the most times receives the reward shown on the right. If tied, no reward is received.
2. Play *specialist scoring cards*.
3. Flip *income markers*.

End Game Scoring



1. Evaluate *end game scoring tiles*.

During this scoring, both the top AND bottom halves of both end game scoring tiles are used.

2. Play *specialist scoring cards*.
3. Score end game *tower bonus tiles*.
4. Pay \$30 for each of your *venture capital tiles*.