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When you play with an Expansion ★, you must roll **the respective Expansion dice** along with the 4 Route dice at the beginning of each round. In addition, the Expansion may change the **number of rounds** you must play and give you **new ways to score points**. During the game, follow the **same rules** as the regular game with a few **changes**, as described on the following pages. At the end of the game, when you **add up your score**, remember to count the points you earned from the **Expansion ★** you're using, and mark them in the designated space of your scoring table.

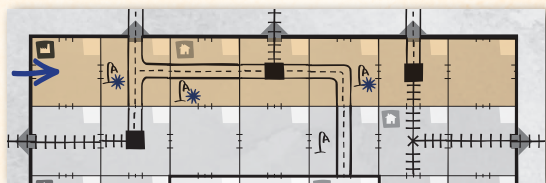


STREET LAMPS DICE

DIFFICULTY: EASY  : 6 ROUNDS

Shine a spotlight on your Longest Highways with the Street Lamps Expansion. Draw additional Highways accompanied by Street Lamps but remember that you also have to turn them on to gain bonus points. With the addition of two dice containing only Highways, you will reach unprecedented Longest Highways, and you will also gain points for your activated lights. When playing with the **Street Lamps Expansion ★**, apply these **changes** to the regular game rules:

- ◇ The game only lasts **6 rounds**.
- ◇ When you draw Routes, you **may** draw the result of the **Street Lamp dice**, following the **normal placement rules**.
- ◇ **Every time** you use a **Special Route** (also when activating your third University), you must choose a row or a column and put an asterisk on **all spaces containing Street Lamps** in that row or column. These lamps are now **activated**. You don't have to choose the same row or column where you put the Special Route. Every Street Lamp can only be activated **once** (only one asterisk per space).
- ◇ At the end of the game, you gain **1 point** for each Street Lamp that you activated.



Example:

Lizanne used a Special Route and had to choose a row to activate. By choosing the top row, she had the chance to activate 3 Street Lamps.



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POWER GRID DICE

DIFFICULTY: HARD ⌚ : 7 ROUNDS

Manage an infrastructure of **Power Lines** on top of your Route Networks and connect your cities to the **Accumulator** to ensure a constant supply of energy. **Charge** the Accumulator at the center of your board and build Power Lines connecting to your Exits. The Power Grid dice indicate the **direction** in which you will be able to electrify your Routes: at the end of the round you will electrify all of your **adjacent Routes** in the given direction, starting from an **Exit** or an **electrified Route**. When you electrify your Accumulator, it will **charge up**. At the end of the game, you will gain points equal to the number of **Exits** connected to the **Accumulator**, multiplied by the number of **charges** on the Accumulator itself. When playing with the **Power Grid Expansion** ★, apply these **changes** to the regular game rules:

- ◇ At the start of the game **draw an Accumulator** in the **center** of your board (Fig. 1).
- ◇ At the end of each round, you **may** use the Power Grid dice to electrify your Routes. Start from an **Exit** or from an **already electrified space** and move in the direction indicated by the Power Grid die (the curved line on the dice always represents the bottom). You may electrify **as many spaces** as you desire as long as you are moving in a **straight line** and electrifying every consecutive space. When you electrify a space, mark it by drawing a little **lightning** in the bottom right of the space. Follow these rules for electrification:
 - ◇ You **can** only electrify spaces that contain a Route.
 - ◇ You **can't** electrify an already electrified space.
 - ◇ You **can't** electrify the Accumulator.
- ◇ When electrifying, if you **start** from an **already electrified space** next to the Accumulator and you move on top of the accumulator you will **charge** the accumulator by **1 point** (out of a maximum of 3). Mark it by filling one of the three circles on your Accumulator. After charging your Accumulator, this electrification ends.
- ◇ The Power Grid dice also have a result with a **question mark**. This can be used to electrify only **one space**, wherever you want. You may also choose to use this result to **charge** your Accumulator by 1 point, **instead** of electrifying a space.
- ◇ At the end of the game, you will gain points equal to the **number of charges** on your Accumulator **multiplied by** the number of **Exits** connected to the Accumulator itself (through consecutive orthogonally adjacent electrified spaces).
- ◇ Routes connected to your Accumulator **do not count** as Errors at the end of the game.

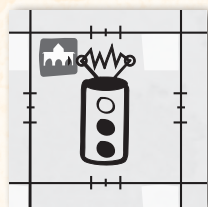
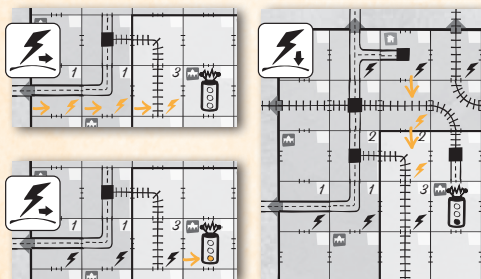


Fig. 1
The Accumulator and its charging process.

Example 1: Three examples of electrification:



Example 2: Suzanne has connected 5 Exits to her Accumulator and has charged it 2 times. She will gain 10 points (5 Exits x 2 Charges).