



BARRAGE DUEL

This expansion is for 2-player games only, to be played with or without The Leeghwater Project.

Mont Blanc, 17 July 1926.

Since childhood, Joseph Fontaine had learned about the French mountains; however, no mountain had ever fascinated him as much as the King of the Alps. As a young man, he had even climbed it, earning among friends and relatives the nickname of Joseph du Mont Blanc, but too many years had passed since then to even think of repeating that incredible feat. He has therefore had to settle for reaching the refuge located at more than 3000 meters above sea level aboard a hot air balloon; this had allowed him to enjoy the splendid panorama of the glaciers on the border between France and Italy from above.

Immediately, his mind went to Enrico Olivi, and a mocking smile was drawn on his face almost automatically. That boorish man would have remained dry-mouthed, and nothing made Fontaine happier than knowing that he had been the one who knocked him out. He had been ahead of the game, signed contracts, and secured exclusive tenders. This time, no one would stand in his way, and he could have run his business without worrying about competition. Near the refuge, he was surprised to see the work had already begun; evidently, his Executive Officer had not wanted to waste time and had burned the stages.

"It's better this way! The sooner we start, the sooner we finish!" he thought. Arriving at his destination, he made his way to the refuge, when an unmistakable voice behind him called his attention: "Bonjour Monsieur! Have you come to admire the efficiency of my men?"

Fontaine turned around and saw Olivi sitting at a table, blissfully sipping what looked like an excellent grappa. Taken aback, at that moment he did not understand the meaning of those words, but as soon as the other raised his glass in the direction of the construction sites, he understood the situation, and blood rose to his brain.

"What story is this?" he growled out of himself as he reached for him.

"Well, mon cher du Mont Blanc, did you believe that I would let you exploit the wonderful resources of this place alone?" replied the Italian without breaking down, gulping the last sip of liquor.

"There's room for only one of us here!" shouted the French furiously, beating his fist on the table.

"You're right about that," his rival replied sharply, issuing him a blatant challenge.



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Made in China



WARNING!

Not suitable for children under 3 years.
Contains small parts that could be swallowed or inhaled.
Please keep this information for further reference.

ENVIRONMENTAL
PACKAGING
PET 1 - PLASTIC

Please recycle
use the proper
container

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Duel is an expansion for Barrage. You need the base game to be able to use it. You can also use the Leeghwater Project expansion in combination with this expansion.

This expansion includes a new map specifically designed for 2-player games and the Duel board, which provides a new mechanic that enhances the 2-player games experience.

Barrage Duel can be played in two ways: you can simply use the new map to have more competition in 2-player challenges, or you can use the Duel board along with the other additional components. This last option changes the rules of the game!

The new map has fewer basins, and some building spaces will cost more. These spaces will change from game to game, always creating variety in this map.

The Duel board adds three conditions on which to compete with your opponent, different in each game. At the end of each round, the player who best satisfies a condition will move the relative marker to their side. Mark the opponent tightly on each condition; otherwise, they will get decisive advantages!

COMPONENTS



1 new Map



1 Duel Board



5 Company Tiles



6 Condition Tiles



8 Award Tiles I



6 Award Tiles II

Front:



Back:



8 Setup Tiles
(1 Neutral Base tile, 1 Neutral Base+Elevation tile,
2 Powerhouse tiles, 2 Base tiles, 2 Conduit tiles)



8 Position Tiles



3 Duel Markers

RULES FOR THE NEW MAP

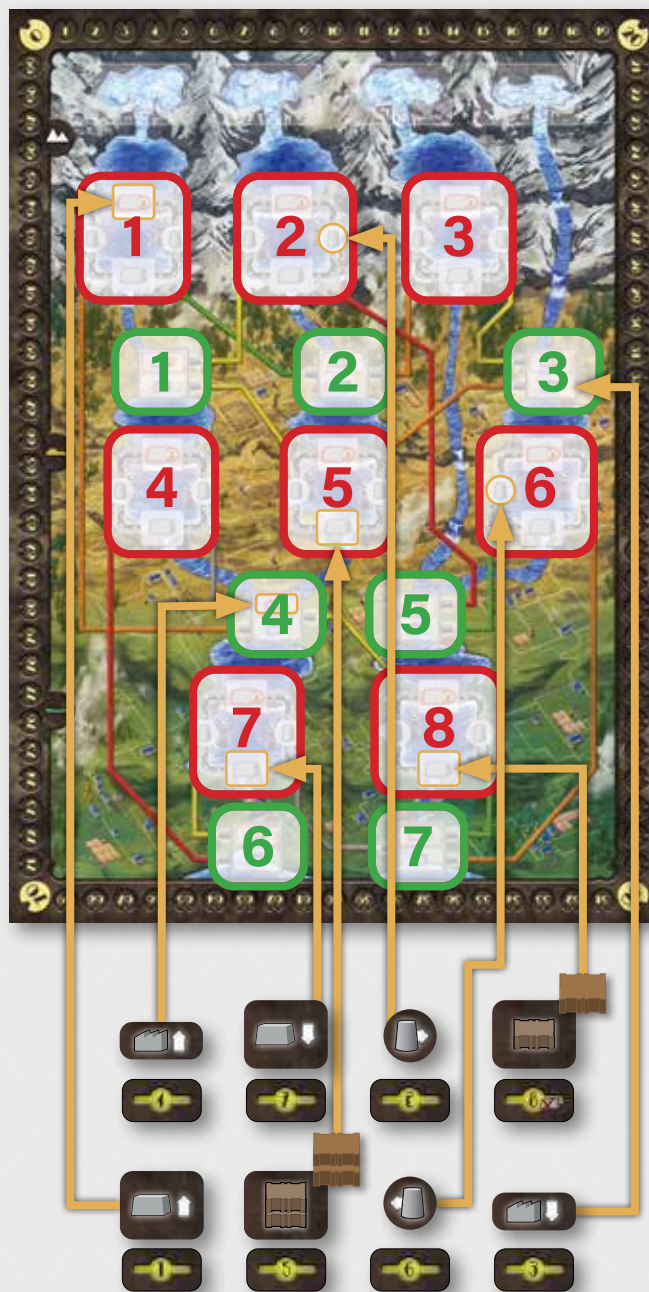
Setup

If you only want to use the new Duel map, use all the rules provided for the setup of the base game with the following changes:

- 1 Use the new **Duel Map** in place of the base standard map.
- 2 Put 1 Neutral Base and 2 Neutral Elevations back in the box. They won't be used in this game.
- 3 Put the **8 Setup tiles** face down (brown background) on the table.
- 4 Shuffle the **8 Position tiles** and randomly place 1 tile next to each Setup tile, face up (visible number).
- 5 Each Position tile shows a number that represent a position on the Map, following the numbers illustrated in the image here on the right. The Dam and Conduit building spaces are grouped in red areas; the Powerhouse building spaces are groupd in green areas.
 - Place a Neutral Base in the bottom Dam building space of the area indicated by the corresponding Position tile. Place a Neutral Base with a Neutral Elevation in the bottom Dam building space of the area indicated by the corresponding Position tile. Place 1 Water Drop on each Neutral Dam, as usual. Then, put the Neutral Setup tiles back in the box.
 - Place the Dam and Conduit Setup tiles face up directly on the map, in the indicated building spaces (top/bottom, left/right) of the area indicated by the corresponding Position tiles.
 - Place the Powerhouse Setup tiles face up directly on the map, in the indicated building spaces (top/bottom) of the area indicated by the corresponding Position tiles.

There is no position 8 for the Powerhouses. In the case you have a Powerhouse Setup tile linked to the Position tile 8, simply don't place it on the Map and put it back in the box.

Example:



Additional Rules

The game is played with exactly the same rules as the base game; the only difference is given by the Setup tiles that have been placed.

Each Setup tile increases the cost to build in that building space. If you want to build in that space you have to pay the cost indicated, as usual. The costs illustrated on the tiles

replace costs they may have covered. The Setup tiles count as building spaces with a red-bordered icon for the game effects.

If you have an effect that allows you to ignore the additional costs related to the red-bordered icons, then you have a discount of 3 Credits in the building spaces with the Setup tiles.

RULES FOR THE DUEL BOARD

Setup

Use all the rules for setting up the base game and the new Map.

Then:

- 1 Place the **Duel board** next to the Energy Track. (You can place it in a different position, it must be visible to both players.)
- 2 Shuffle the Condition tiles and place 1 Condition tile in each of the dedicated spaces on the Duel board, face up. If you are playing without The Leeghwater Project, remove the Condition tile related to the External Works. Put the remaining Condition tiles back into the box.
- 3 Shuffle the Award tiles "I" and place 1 Award tile "I" in each of the dedicated spaces "I" on the Duel board, face up. Put the remaining Award tiles "I" back into the box.
- 4 Place 1 Award tile "II" in each of the dedicated spaces "II" on the Duel board, face up.
- 5 Place 1 Duel marker in each of the central space on the tracks of the Duel board.
- 6 After choosing the Company you are playing with, place the corresponding Company tile on your side of the Duel board.



Additional Rules

The game flow is the same as the basic game with the following modifications:

A new Phase is played after the Water Flow Phase and before the Scoring Phase: the Check Phase.

During this phase, the player who better satisfies the conditions indicated by the Condition tiles on the Duel board, can get important bonuses.

Check Phase

Check each of the three tracks of the Duel board, in order from top to bottom.

To check a track, look at the condition indicated by the Condition tile in the middle of the track.

Each player calculates the number of times they satisfy that condition. The player with the highest value advances the Duel marker toward their Company tile a number of spaces equal to the difference between their value and that of the opponent.

In the event of a tie, the marker is not moved.

If the marker reaches an Award tile "I" or "II", the player who has advanced the marker immediately gets the bonus indicated by the Award tile, then removes the tile from the game.

If a marker reaches the end of a track, ignore any additional steps.



Example of a Check Phase during the game. Duel markers have been moved before.

Check the first track: Tommaso has 5 Credits, while Simone has 10. Tommaso satisfies the condition 1 time, while Simone 3 times. Then Simone moves the marker 2 steps ($3 - 1 = 2$) in his direction. With this movement, Simone moves the marker on the Award tile that gives 2 Machineries, adds them to his supply, and removes the tile. Check the second track:

Simone has (thanks also to the newly obtained award) 3 Excavators and 2 Concrete Mixers, then 2 pairs. Tommaso has only 1 Concrete Mixer, so no pair. Simone moves the second marker by 2 spaces ($2 - 0 = 2$). Check the third track: Simone fulfilled only the Starting Contract (white), which is worth 1 point, while Tommaso fulfilled a Yellow and a Red Contract for a total of 5 points! Tommaso moves the marker by 4 spaces in his own direction ($5 - 1 = 4$) and reaches the Award tile that gets him 5 Credits.

End of the game

At the end of the game, if players have a Duel marker in their side of the Duel board, they score the Victory Points indicated on the step reached by the marker. If the marker is in the middle of a Track, no one scores VPs for that track.



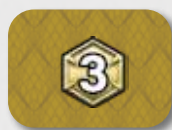
Example of the end of the game Duel scoring.

Tommaso, who controls Italy, has the Duel marker of the first track on his side. Unfortunately, it is only on the second space, so he scores 2 VPs.

The Duel marker of the second track is in the middle and no one scores VPs.

The third marker, however, is on the side of Simone, who controls France. It is in the last space of the track and then Simone scores 15 Victory Points!

Condition Tiles



Every 3 Credits you possess.



Every 4 steps made by your Energy marker on the Energy Track.



Every Water Drop present in your Dams.



Every pair made of 1 Excavator and 1 Concrete Mixer you have out of your Construction Wheel.



The value of Contracts fulfilled in the current round. Starting and Green Contracts are worth 1 point, Yellow Contracts are worth 2 points, Red Contracts are worth 3 points, and National Contracts are worth 4 points. If this Condition tile is in play, you can remember the Contracts fulfilled in the round by placing them next to your Company tile. Take them back after the Check Phase.



Each Machinery spent to fulfill an External Work tile in the current round. If this Condition tile is in play, you can remember the External Works fulfilled in the round by placing them next to your Company tile. Take them back after the Check Phase.

Award Tiles I



Move your Energy marker on the Energy Track by 2 steps and receive 1 Concrete Mixer.



Score 3 Victory Points and receive 1 Excavator.



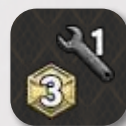
Receive 1 Excavator and 1 Concrete Mixer.



Move your Energy marker on the Energy Track by 4 steps.



Rotate your Construction Wheel by 2 segments.



Gain 3 Credits and rotate your Construction Wheel by 1 segment



Place 2 Water Drops on Headstream tiles of your choice. These Water Drops flow immediately.



Gain 5 Credits.

CREDITS



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