

BARRAGE

THE COLORADO CONNECTION

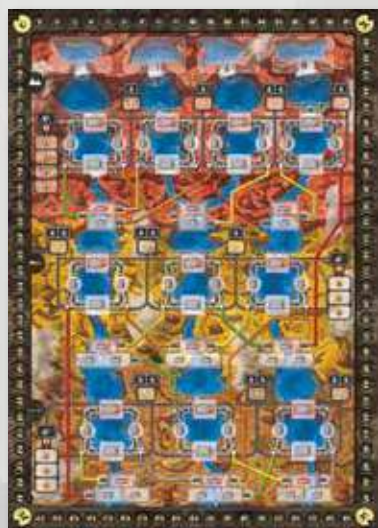
This expansion is compatible with 2- to 4-player games to be played with or without The Leeghwater Project expansion.

Black Canyon, 16 May 1927.

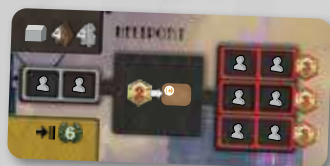
Marguerite Grant couldn't have asked for a better day for that helicopter trip. While acknowledging the usefulness of those modern means, she did not like to fly, particularly on an experimental prototype; she preferred to keep her feet firmly on the ground and got on an aircraft only when it was strictly necessary, such as that day. It was a too important matter to think of delegating anyone, not even her trusted Executive Officer, who had offered to go in her place. Marguerite had been following this project for years and was convinced that its approval was now near, especially after talking to Herbert Hoover, the Secretary of Commerce, with whom she had lunch the previous week.

When she was in sight of the Colorado River, she motioned for the pilot to fly over it. From above, she could enjoy a spectacle without equal; fascinated by the power and colors of that river that crept between the rocks, her mind projected the image of a concrete giant that overlapped what her eyes were transmitting to her. Where there was nothing now, a dam would have arisen that would have no equal in all the United States. It would also have been possible to build roads that, using that giant as a bridge, would have joined the river banks from side to side. It was a vision that lasted barely an instant but gave her the certainty of what the future of the Black Canyon would be.

COMPONENTS



1 New Map



1 New Private Building Heliport



3 New Private Contract Tiles



10 Bridge Tiles



1 Objective Tile



24 Productive Settlement Tiles
(8 tiles A, 8 tiles B, 8 tiles C)



1 Bonus Tile



3 New External Work Tiles



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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

CC558B0823



The Colorado Connection 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 specific map set on the Colorado area providing a new mechanic: the Bridges.

The Colorado Map includes some new elements: the Construction Sites for Bridges and the Areas for Productive Settlements.

The rivers represented on the Map flow along deep canyons creating clear physical separations between the delimited regions: the presence of bridges built on the crest of the Dams will allow an easier connection between the Productive Settlements of each region; on the other

hand, a Dam with a Bridge cannot be further elevated for the rest of the game. Choose carefully when to build them!

The Productive Settlements are new action spaces (4 in the Mountains Area, 3 in the Hills Area, 3 in the Plains Area) that can be activated by placing the required number of Engineers. Activating a Productive Settlement has a cost in Credits that depends on the presence or absence of Bridges along the route from the Construction Site (located on the left edge in the Mountains and Plains Areas and right in the Hills Area) to the Productive Settlement you intend to activate.

To play Barrage with The Colorado Connection you must use the base game rules plus the extra rules and modifications you will find explained in this rulebook.

SETUP

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

- 1 Use the new **Colorado Map** in place of the base standard map.
- 2 Shuffle the three **new Private Contracts** in the corresponding pile.
- 3 Add the **new Bonus tile** to those of the basic game and then randomly draw the 5 tiles you will use. Put the remaining tiles back in the box.
- 4 Add the **new Objective tile** to those of the basic game before to randomly select the one to be used in the current game. Put the remaining tiles back in the box.

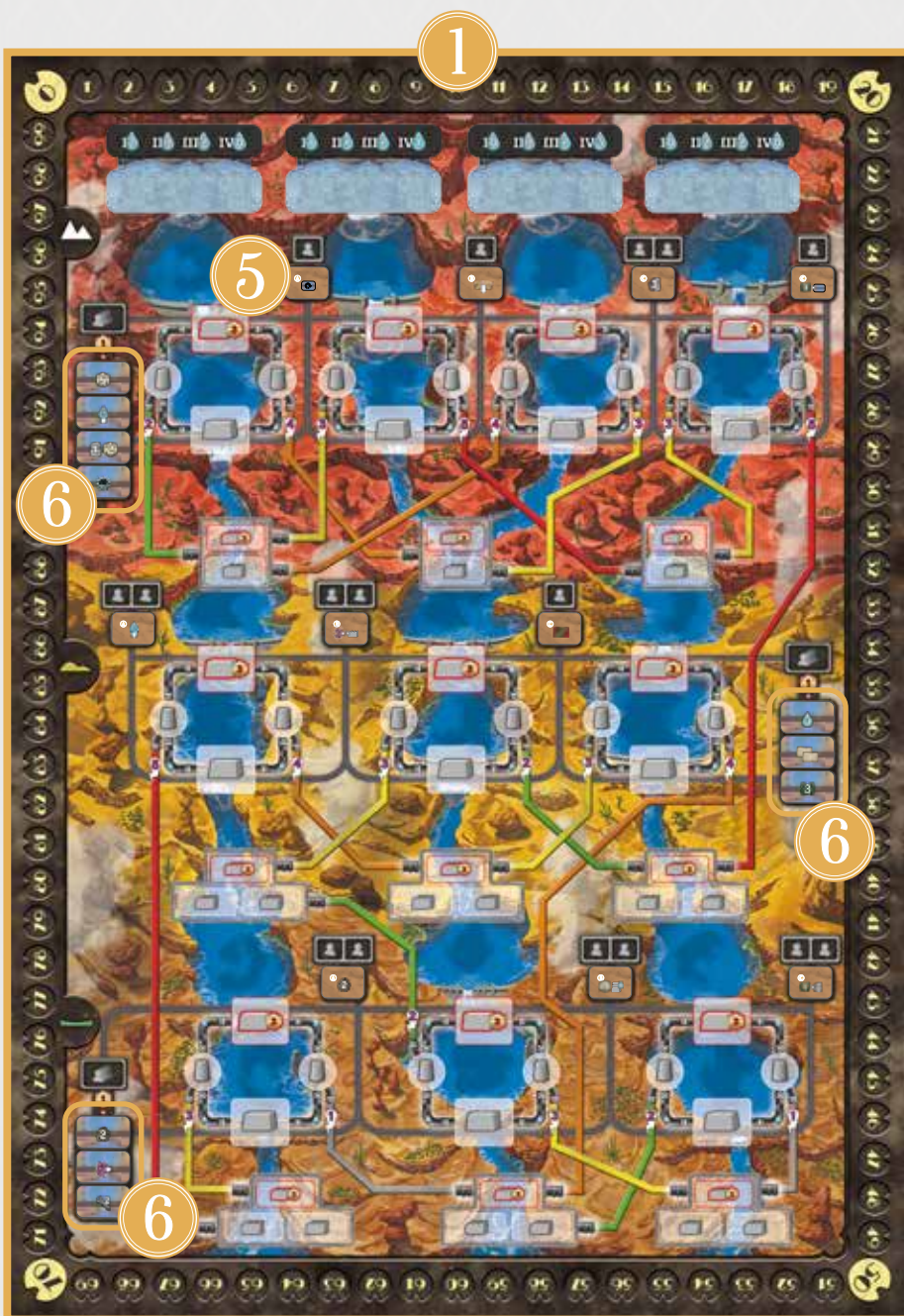
In addition to the base setup:

- 5 Divide the **Production Settlement tiles** according to their type (A, B and C) and randomly place them on the designated spaces on the Map, face up. Put the remaining tiles back in the box.
- 6 Randomly place the 10 **Bridge tiles** in the designated Construction Site spaces on the Map (4 Bridges in the Mountains area, 3 Bridges in the Hills area, 3 Bridges in the Plains area).

If you are playing with the Leeghwater Project:

- 7 Add the **new Private Building tile** to those of the Leeghwater Project before to draw the 5 tiles to be used in the current game.
- 8 Add the **new External Work tiles** to those of the Leeghwater Project. Divide the tiles according to their backs and shuffle the piles separately. Randomly draw one tile from each pile and put these tiles back in the box (this way you will have a different set up of External Work tiles in every game you play).





ADDITIONAL RULES

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

ACTION PHASE

New Action: Building a Bridge

The Map shows 3 new **non-exclusive** Construction Site action spaces (1 space for each Area). These action spaces allow you to perform the new action: Building a Bridge. To perform this action you need to follow these steps:

- 1 **Place 1 Engineer** in the Construction Site action space of the area where you want to build (you can place an Engineer in this space even if there are already other Engineers, yours or other players').
- 2 Pay a number of Credits equal to the basic cost indicated (1 Credit), plus any additional cost that may be revealed (2 Credits for each Bridge previously built in this Construction Site).
- 3 **Choose a Bridge tile** from the Construction Site where you have placed your Engineer and place it over one of your own Dams in the same area (the Dam can be made of a Base alone or it can have any number of Elevations. It is not possible to build a Bridge:
 - on a Neutral Dam or a Dam of an opponent;
 - on a Dam where there is already a Bridge tile;in a basin where there is already a Bridge tile (there can only be one Bridge in each basin)).
- 4 **Immediately take the bonus** indicated on the Bridge tile (for a detailed description of bonuses, see page 5).



Tommaso (green) decides to build a Bridge in the Mountains area, over a Base he had already built. He places 1 Engineer on the Construction Site action space and pays 3 Credits (the basic cost of 1 Credit + 2 Credits for the Bridge already built by the red player). He places the Bridge tile over his Base and gains 3 VPs. He won't be able to build Elevations over this Base.



You cannot build an Elevation over a Dam with a Bridge tile.

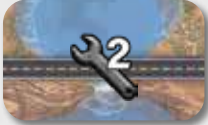
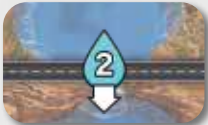
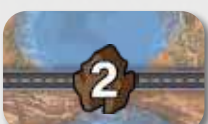
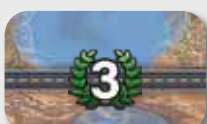
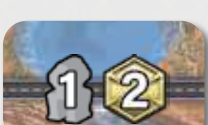
New Action: Activating a Productive Settlement

The Map shows 10 new **exclusive** Productive Settlement action spaces (4 in the Mountains area, 3 in the Hills area, and 3 in the Plains area). These action spaces allow you to perform the new action: Activating a Productive Settlement. To perform this action you need to follow these steps:

- 1 **Place the requested number of Engineers** (1 or 2) in the action space of the Productive Settlement you want to activate.
- 2 **Pay a number of Credits** for each basin you cross to reach the action space starting from the Construction Site of the same area (all the action spaces are connected by roads, from left to right in the Mountains and Plains area, from right to left in the Hills). The cost is calculated as follows:



The **Bridge** tiles effects are explained in details in the following table:

	<i>Rotate your Construction Wheel by 2 segments.</i>		<i>Move your Energy marker on the Energy track by 5 steps.</i>
	<i>Gain 5 Credits.</i>		<i>Place up to 3 Water Drops on one or more Headstream tiles of your choice.</i>
	<i>Place up to 2 Water Drops on one or more Headstream tiles of your choice. These Water Drops flow immediately.</i>		<i>Take 2 available Private Contract tiles of your choice.</i>
	<i>Receive 2 Excavators.</i>		<i>Score 3 Victory Points.</i>
	<i>Receive 1 Concrete Mixer and gain 2 Credits.</i>		<i>Activate a production.</i>

- pay 3 Credits to the general supply for each basin you cross without a Bridge tile;
- pay 0 Credits for each basin you cross where you have a Dam with a Bridge tile;
- pay Credits to other players for each basin you cross where they have a Dam with a Bridge tile: pay 1 Credit if the Bridge is in the first basin you cross

starting from the Construction Site, 2 Credits if it's in the second basin, 3 Credits if it's in the third basin, 4 Credits if it's in the fourth basin. That player also scores 1 VP.

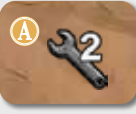
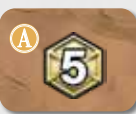
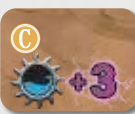
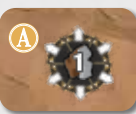
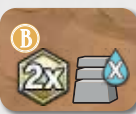
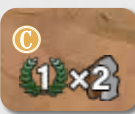
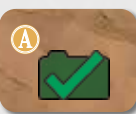
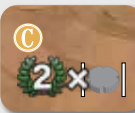
- 3** Get immediately the bonus shown on the Productive Settlement you have activated (for a detailed description of all the effects, see page 6).



the third basin because there are no Bridge tiles. Tommaso gets the bonus of the Productive Settlement and Simone scores 1 Victory Point.

Tommaso (green) decides to perform the action "Activating a Productive Settlement" in the Mountains area, on the third action space starting from the Construction Site and he places the 2 Engineers requested. He pays 0 Credits for the first basin because there is a Bridge tile on his own Dam, he pays 2 Credits to Simone (red) for the second basin because there is a Bridge tile on Simone's Dam, then he pays 3 Credits to the general supply for

The **Productive Settlement** tiles effects are explained in details in the following table:

Type A tiles	Type B tiles	Type C tiles
 Rotate your Construction Wheel by 2 segments.	 Receive 2 Machineries of your choice.	 Score 1 Victory Point for every 2 Credits in your personal supply.
 Receive 2 Excavators.	 Perform a Construction action without placing Engineers.	 Receive 3 Machineries of your choice.
 Gain 5 Credits.	 You can place 1 Water Drop in each of your Dams that can hold it.	 Perform a production action with a bonus of +3.
 Move your Energy marker on the Energy Track by 5 steps.	 Move your Energy marker on the Energy track by X steps. X is equal to the sum of the production value of all the Conduits you have built. (Ex. Tommaso has built 3 Conduits of value 2, 4, and 5 so he moves his marker by 11 steps.)	 Build a Conduit with a production value of 4 (or less). You don't have to place Engineers or insert Technology tiles or Machineries in your Construction Wheel.
 Take 1 Machinery back from each segment of your Construction Wheel (put them back in your personal supply).	 Gains 2X Credits. X is equal to the number of Water Drops currently held by your Dams. (Ex. Simone has 3 Water Drops held by his Dams and gains 6 Credits.)	 Score 1 Victory Point for every 2 Machineries in your personal supply (the Machineries in your Construction Wheel don't count).
 Get the effect of one Bridge tile built on one of your Dams.	 Score 1 Victory Point for each Contract you have fulfilled.	 Score 3 Victory Points for each Bridge tile you have built.
 Fulfill 1 green Private Contract in your personal supply. You don't need to produce Energy to get the bonus.	 Fulfill 1 yellow Private Contract in your personal supply. You don't need to produce Energy to get the bonus.	 Fulfill 1 red Private Contract in your personal supply. You don't need to produce Energy to get the bonus.
 Place up to 2 Water Drops on one or more Headstream tiles of your choice. These Water Drops flow immediately.	 Move your Energy marker on the Energy Track by 3 steps for each Powerhouse you have built. You can use this amount of Energy Units to fulfill Contracts. (Ex. Tommaso has built 2 Powerhouses and moves his marker on the Energy Track by 6 steps. He has a Private Contract in his personal supply that requires 5 Energy Units to be fulfilled, so he decides to fulfill it.)	 Score 2 Victory Points for each section of the Energy Track you have reached with your Energy marker. (Ex. Simone has his marker on the step 14 of the Energy Track, so he reached the second section. He scores 4 VPs).

NEW TILES

New Private Contracts

There are 3 new Private Contract tiles (*1 per level*):



Build a Bridge for free.



Get the effect of two different Bridge tiles built on your Dams.



Get the bonus of a Productive Settlement of type C of your choice for free. You don't need to place Engineers or pay the Credits for the crossed basins.

New External Works

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



Build a Base and a Bridge over it. You don't have to place Engineers or insert Technology tiles or Machineries in your Construction Wheel.

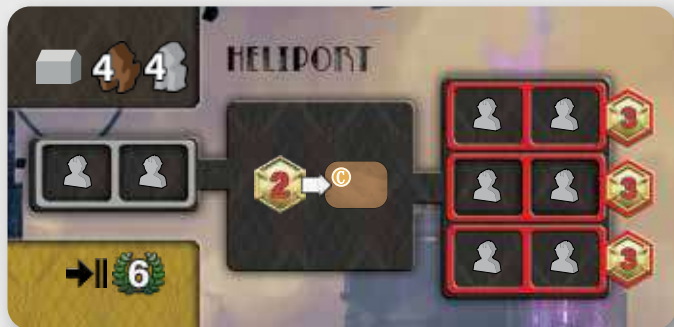


Gain 6 Credits and get the bonus of a Productive Site of type B of your choice. You don't need to place Engineers or pay the Credits for the crossed basins.



Score 7 VPs and build an Elevation. You can build this Elevation in a Dam with a Bridge tile (move the Bridge tile above the Elevation). You don't have to place Engineers or insert Technology tiles or Machineries in your Construction Wheel.

New Private Building



Pay 2 Credits to get the bonus of a Productive Site of type C of your choice. You don't need to place Engineers or pay the Credits for the crossed basins.

New Scoring tile



All the Bases and Elevations that make up your Dams with a Bridge.

New Bonus tile



Score 5 VPs for each Bridge you have built.



CREDITS



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