

BARRAGE

RULEBOOK

THE NILE AFFAIR EXPANSION

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

Il Cairo, 8 July 1924

Joseph Fontaine was looking at the shimmering surface of the Nile, from a dune far away.

Despite the shadows cast by the oasis palm trees, the heat was unbearable, and the folding fan was useless.

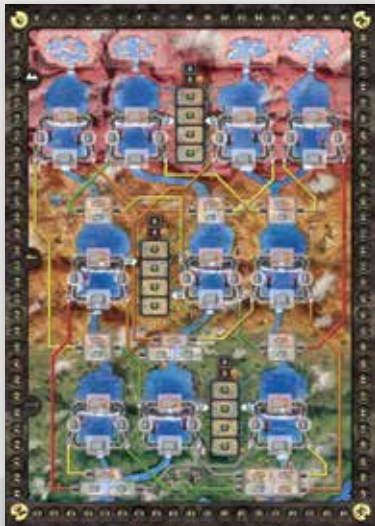
In addition, mosquitos were biting him alive. His grandfather depicted Egypt as a magical place, telling tales about Napoleon's Campaign, but Joseph thought that all the stories had been magnified.

What Monsieur Fontaine was looking for wasn't glory or adventure, but money. The "clink" made by the ice in the glass brought him back to the past, at the moment where this insane journey started.

The energy crisis forced companies to dig and make holes in the mountains, modifying and creating new river courses. Dams were built, leaving less and less space for arable lands. People had the power to light up a bulb, but no food to fill their bellies. That was when the run to purchase lands near lakes and rivers started. And what better place to purchase if not next to the Nile, where human beings have been farming the land for thousands of years?

Suddenly Joseph smashed his hand on the table, to then rise and look at it, revealing a dead mosquito. Monsieur Fontaine smiled thinking about his competitors.

COMPONENTS



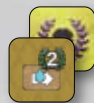
1 New Map



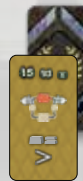
3 New Private Contract Tiles



24 Irrigation tiles
8 Mountains, 8 Hills, 8 Plains



1 Bonus Tile



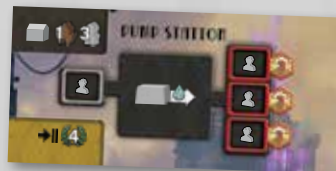
1 Objective Tile



8 Headstream Tiles



5 Irrigation Scoring Tiles



1 New Private Building Pump Station



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.



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The Nile Affair 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 Nile area providing a new mechanic: Irrigation.

The Nile map includes two new elements: the Nile itself and the Irrigation areas.

The Nile river is fed by a special headstream that provides more water than a standard headstream; therefore the basins crossed by the Nile will receive a greater amount of water; on the other hand, the power of the available conduits on the Nile basins is lower than an equivalent basin at the same level.

The Irrigation areas are 3 special zones (*one for each horizontal area*) located in the middle of a pair of basins. Each Irrigation area is directly connected to the basin on his left and the basin on his right. You can interact with the Irrigation areas using the action spaces depicted on the map moving water from your dam in the adjacent basins and gaining one of the available Irrigation tiles. Irrigation tiles provide you Irrigation points and various one-shot extra actions that you can combine with your main action during your turn.

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

GENERAL SETUP

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

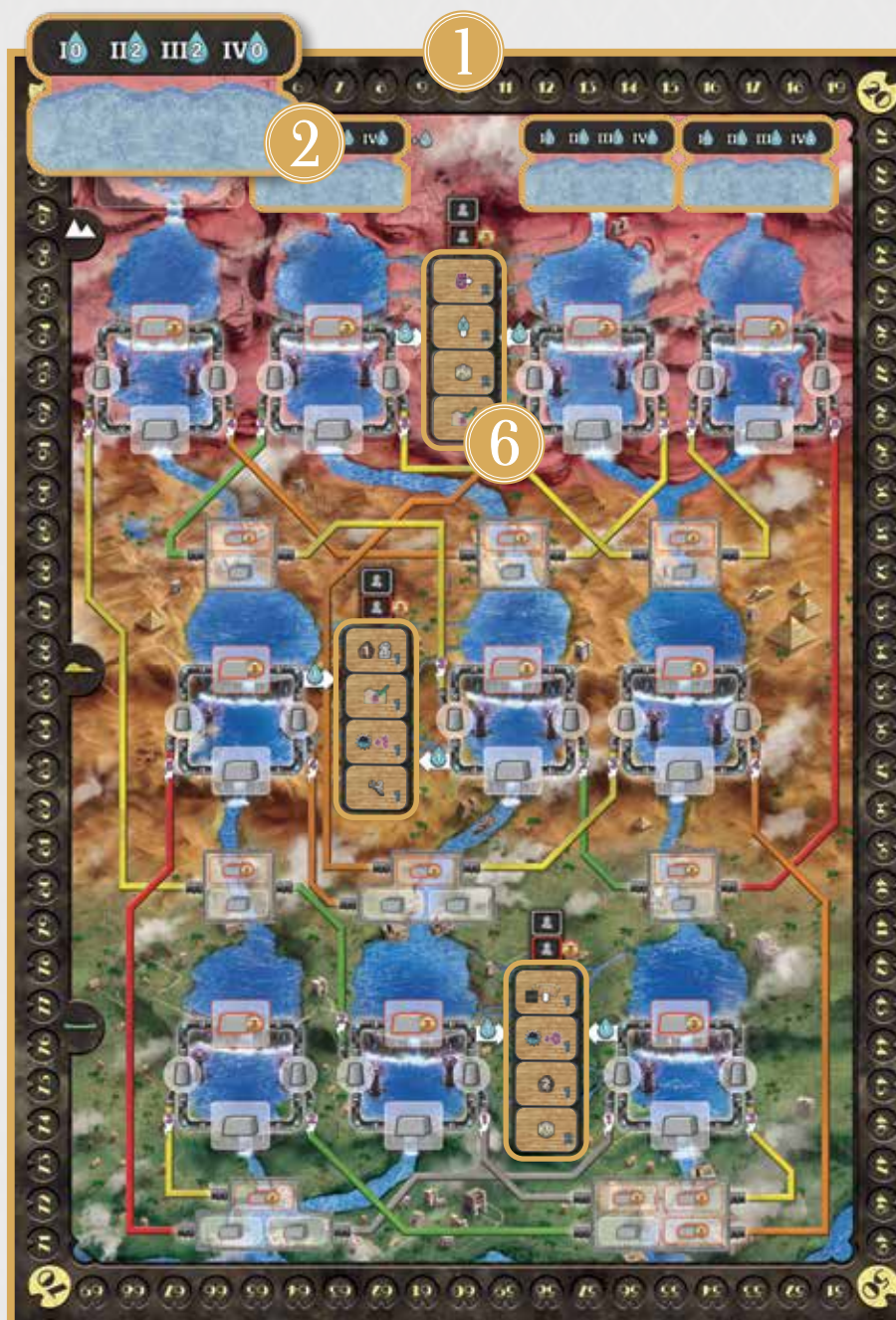
- 1 Use the new **Nile Map** in place of the base standard map.
- 2 Use the special **Headstream tiles** in place of the base Headstream tiles.
- 3 Shuffle the three **new Private Contracts** in the corresponding pile.
- 4 Add the **new Bonus tile** to those of the basic game and then randomly draw the 5 tiles you will use. Put the remaining tiles back in the box.
- 5 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:

- 6 Randomly place four piles of two face up **Irrigation Tiles** on each Irrigation area (*Mountain Irrigation tiles on the Mountain Irrigation area, and so on*).
- 7 Place the five **Irrigation Scoring tiles** face up ordered by round number (*the number on the back*) above the five bonus tiles.

If you are playing with the Leeghwater Project:

- 8 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.
- 9 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.

INCOME AND HEADSTREAMS PHASE



At the beginning of Round 1 on the second Headstream tile there should be 0+2 Water Drops.

After placing Water Drops on the Headstream tiles according to the number indicated on the tile for the current round, **add 2 additional Water Drops** on the Headstream tile corresponding to the beginning of the Nile river (the second Headstream from the left).

ACTION PHASE

New Action: Irrigation

There are six new action spaces depicted on the map (2 action spaces for each Irrigation Area). These action spaces allow you to perform an Irrigation action. In order to perform an Irrigation action you must follow these steps:

- 1 **Place an Engineer** in the available action space of the Irrigation area you want to irrigate; if you place your Engineer in the red action space you must pay an additional fee of 3 Credits.
- 2 **Remove 1 Water Drop from a Dam owned by you** placed on the basin connected to the Irrigation area chosen; return the Water Drop removed on the general supply. You can't perform this action if you haven't an owned Dam with at least 1 Water Drop on a basin connected to the Irrigation area chosen. (NB: you cannot use a Neutral Dam to perform this action).
- 3 Choose and **take one of the visible Irrigation tiles** from the area you irrigated and place the chosen Irrigation tile face up on your personal supply. You can't perform this action in an Irrigation area with no more Irrigation tiles available.



Alex (red) performs an Irrigation action. He places 1 Engineer in the Irrigation action space, discards 1 Water Drop from his Dam on the left basin to take the depicted Irrigation tile.

New Bonus Action: Activating an Irrigation tile

In addition to your main action, **once per turn**, you can also receive a bonus action activating one of your collected Irrigation tiles. You can activate an Irrigation tile before or after your main standard action (*not in between*). **Flip on the other side the Irrigation tile you activated and resolve the corresponding effect.** An Irrigation tile face down can't be activated again. You can activate only one Irrigation tile per turn.



By flipping this Irrigation tile you can perform the corresponding Action: rotate the Construction Wheel by 1 segment.

There are 8 kind of Irrigation tile effects:

Plains tiles	Hills tiles	Mountains tiles
Receive 2 Excavators	Receive 1 Excavator and 1 Concrete Mixer	Receive 2 Concrete Mixers
Receive 3 Credits	Receive 4 Credits	Receive 5 Credits
Place 2 Water Drops on one or more Headstream tiles. These drops flow down immediately.	Place 2 Water Drops on one or more Headstream tiles. These drops flow down immediately.	Place 3 Water Drops on one or more Headstream tiles. These drops flow down immediately.
Rotate your Construction Wheel by 1 segment.	Rotate your Construction Wheel by 2 segments.	Rotate your Construction Wheel by 2 segments.
Fulfill one face up Contract in your personal supply requiring 4 Energy Units (or less). You don't need to produce energy to get the reward.	Fulfill one face up Contract in your personal supply requiring 6 Energy Units (or less). You don't need to produce energy to get the reward.	Fulfill one face up Contract in your personal supply requiring 8 Energy Units (or less). You don't need to produce energy to get the reward.
Perform a production action	Perform a production action with a bonus of +1	Perform a production action with a bonus of +2
Perform a construction action without placing Engineers. You can build only a Structure to be placed on the Plains area.	Perform a construction action without placing Engineers. You can build only a Structure to be placed on the Plains or Hills area.	Perform a construction action without placing Engineers. You can build only a Structure to be placed on the Plains, Hills or Mountains area.
Move your Energy Marker on the Energy Track by 3 steps. You cannot use this amount of Energy Units to fulfill Contracts.	Move your Energy Marker on the Energy Track by 4 steps. You cannot use this amount of Energy Units to fulfill Contracts.	Move your Energy Marker on the Energy Track by 5 steps. You cannot use this amount of Energy Units to fulfill Contracts.

SCORING PHASE

After the Scoring Phase as for the base rules, the Irrigation scoring takes place.

Each player counts the total value of Irrigation points depicted on the collected Irrigation tiles (*no matter if the Irrigation tiles have been activated or not*) and previously collected Irrigation Scoring tiles.

1° > The player with the higher Irrigation points takes the Irrigation Scoring tile corresponding to the current round and receives 3 VP plus the total number of VP currently visible on the three Irrigation areas. In case of a tie, all the involved players get the VP for the second place and the Irrigation Scoring tile is discarded.

2° > The player(s) with the second higher Irrigation points count receives half (*rounded down*) the total number of VP currently visible on the three Irrigation areas.

< The player with the lowest count of Irrigation points loses 2 VP (if 2 or more players share the lowest count, all those players lose 2 VP).

In case all the players have the same Irrigation points nobody receives VP and the Irrigation Scoring tile is discarded.

The Irrigation Scoring tiles collected provide a malus on the Irrigation point count for the following rounds (-1 for the Irrigation Scoring tiles of the 1st and 2nd round and -2 for the 3rd and 4th round).

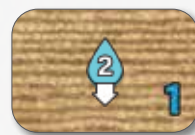
1



Alex



Susan



John

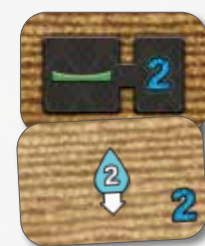
Sarah

At the end of the first round, Alex has two Irrigation tiles for a total value of 3, Susan has 1 Irrigation tile for a total value of 2, John has 1 Irrigation tile for a total value of 1, Sarah has no Irrigation tiles. There are no empty Irrigation spaces on the Map, so there are no VP visible on the Map. Alex scores 3 VP, John and Susan don't score VP, Sarah loses 2 VP. Then, Alex takes the Irrigation Scoring tile and flips it: he will have a -1 Irrigation value on the next scoring.

2



Alex



Susan



John



Sarah

At the end of the second round, players have the following total Irrigation value: Alex has 2 (3 for the Irrigation tiles -1 for the Scoring tile), John and Sarah have 3, Susan has 4.

There are 2 empty Irrigation spaces on the Map showing a total of 2 VP, so Susan scores 5 VP (3 + 2 VP), John and Sarah score 1 VP (half the visible VP), Alex loses 2 VP.



NEW TILES

New Contracts

There are 3 new Contracts (1 per level):



Take a Plains Irrigation tile (*without placing the Engineer nor discarding the Water Drop*) or receive 3 VP.



Take a Plains or Hills Irrigation tile (*without placing the Engineer nor discarding the Water Drop*) or receive 5 VP.



Take any kind of Irrigation tile (*without placing the Engineer nor discarding the Water Drop*) or receive 7 VP.

New External Works

There are 3 new External Works (1 per level):



Place up to 2 Water Drops on one or more Headstream: those Water Drops flow immediately. Gain a permanent bonus of +2 on all the Irrigation point counts.



Flip back up to two used Irrigation tiles and move your Energy Marker on the Energy Track by 4 steps.



Immediately receive the total current number of visible VPs on the three irrigation areas.

New Private Building



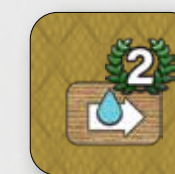
Activating this building allows you to perform an Irrigation action from any of your Dams (*as for the standard action; you don't have to place 1 Engineer in the action space on the map*). If you have enough Water Drops on the chosen Dam, you can also perform a second Irrigation action from the same Dam, removing a second Water Drop and taking a second Irrigation tile.

New Scoring Tile



All the Bases and Elevations you have built in the basins connected to Irrigation spaces.

New Bonus Tile



Score 2 VP for each Irrigation tile you have taken.



CREDITI



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