Tile Expansion Pack

This expansion contains a set of varied and diverse tiles, allowing you to create even more original maps than the modular boards already provide, which means you can also create new challenges. You can use some or all of them, and even combine them with other expansions you have. Your only limit is your imagination!

Except where specified otherwise, the rules of the base game apply.

Components

- 2 Rail Switch / Volcano tiles (1×1)
- 2 black discs
- 1 Clinic tile (2×2)
- 2 Volcano tiles (1×1)

- 8 Multicolor Building / Plain tiles (1×1); there are 6 double and 2 quadruple multicolor buildings
- 5 River tiles (four 1×1, one 1×2)

- 5 Lake tiles (four 1×1, one 1×2)
- 6 Forest tiles (four 1×1, two 1×2)
- 6 Mountain tiles (four 1×1, two 1×2)
- 4 Building tiles (1×1)

Setup

Place some or all of the tiles from this expansion on **any spaces** of the board. Each tile completely replaces the space it covers. If a tile covers a parcel, discard the corresponding Parcel card; however, be careful to respect the required number of parcels for the player count. Follow the **Setup** for each tile you are using.

The Tiles

Rail Switch

Setup

Place a black disc on one of the four branches to block passenger movement in that direction.

General Aspects

Rail switches do not belong to anyone.

Game Round
Phase 2: Actions
Build or Upgrade Rails
Build New Rails on a Link

A rail switch counts as an endpoint for connecting links. If you complete a link to the rail switch, the Destination action icon you play will need to be for the other end, because there is no icon for the rail switch. This also means that you cannot complete a link directly between two rail switches.

Upgrade an Existing Link

You can upgrade a link to a rail switch as usual; however, the Destination action icon you play will need to be for the other end, because there is no icon for the rail switch.

Move a Passenger

- The black disc blocks passenger movement through its branch of the switch. In order to move a passenger through that branch, you must pay $5 to the bank to shift it to a different branch on the switch.
- When you move a passenger across a switch, you gain 1 HP. This does not affect the HP the passenger generates for traversing players' links.
- Because the rail switch is not owned by anyone, it does not generate income, but it also has no effect on income generated for traversing players' rail tiles.
- The passenger can enter any of the 3 unblocked branches of the switch, and can exit any of the other 2 unblocked branches.

Clinic

Setup

Place 4 passengers on the clinic.

Game Round

Phase 2: Actions

Build or Upgrade Rails

Build New Rails on a Link

The clinic counts as an endpoint for connecting links. If you complete a link to the clinic, the Destination action icon you play will need to be for the other end, because there is no icon for the clinic.

Upgrade an Existing Link

You can upgrade a link to the clinic as usual; however, the Destination action icon you play will need to be for the other end, because there is no icon for the clinic.

Move a Passenger

When the passenger traverses the clinic, the Destination Bonus step of this action is modified as follows, depending on the destination:

R −2 stress, rather than −1 stress.

C 0 stress, rather than +1 stress, **and** $5, **and** 1 Development card.

I 0 stress, rather than +1 stress (you still get 1 rail worker). In the $ income step, the passenger generates normal income for you, but **none for your opponents**.

L HP costs simply **$3 per 1 HP**.

Multicolor Building

Setup

There are two types of multicolor building: doubles and quadruples. Whether a double or a quadruple, each multicolor building gets 1 passenger, just like a pre-printed building does. To be clear, that's 1 passenger per space, as usual: A double gets 1 passenger; a quadruple gets 1 passenger.

Game Round

Phase 2: Actions

Build or Upgrade Rails

Build New Rails on a Link

The side of the multicolor building to which you connect determines which Destination action icon is required to complete the link (and of course, you are still welcome to use the building on the other end, instead).

Move a Passenger

If the multicolor building is the passenger's destination, the side of the building the passenger enters determines the destination bonus.

End of Round

New passengers arrive: A multicolor building gets a passenger (1 per space, but they're all single-space buildings) if it is empty and **any** of its colors matches the Building Type tile for the current round. Thus, a double is twice as likely to refill, and a quadruple is four times as likely to refill.

Volcano

Setup

It is unwise to place this tile adjacent to a building or parcel.

Game Round

Phase 2: Actions

Build or Upgrade Rails
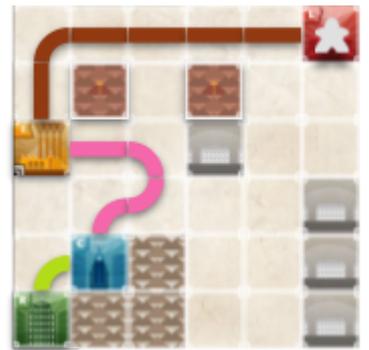
Build New Rails on a Link

You cannot build Rail tiles on a volcano.

For each Rail tile you place orthogonally adjacent to a volcano during this action, you must spend **an additional rail worker**.

Move a Passenger

For each link traversed, each time the passenger passes by an orthogonally adjacent volcano, **you** get **+1 stress** *(Going by an active volcano is scary!)*, and the **link owner** gets **double HP**.

***Example**: **Brown** moves this passenger along these three links to the **R**. The first link passes by volcanoes 3 times (the first one once; the second one twice), so **Brown** gains 3 stress, and gets 8 HP (1 HP ×2 ×2 ×2, or 1 HP ×2^3), as well as $6. The second link goes by 1 volcano, so **Brown** gains 1 stress, and **Pink** gets 2 HP (1 HP ×2, or 1 HP ×2^1), and **Brown** must pay **Pink** $4. The third link goes by 0 volcanoes, so **Brown** doesn't gain any further stress, and **Green** gets the usual 1 HP (or 1 HP ×2^0), and **Brown** must pay **Green** $1.*

River

Game Round

Phase 2: Actions

Build or Upgrade Rails
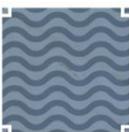
Build New Rails on a Link

You cannot build curves on rivers.

Building a straight Rail tile (a "bridge") across a river costs 2 additional Build Rail action icons (so, a bridge across a river in a plain hex costs 3 Build Rail icons).

Final Scoring

In each of your complete links, each bridge across a river earns you an additional 2 Happiness Points.

Lake

Game Round

Phase 2: Actions

Build or Upgrade Rails

Build New Rails on a Link

You cannot build on lakes.

Forest

Game Round
Phase 2: Actions
Build or Upgrade Rails
Build New Rails on a Link

You must spend 1 HP for each forest space on which you build. If you do not have enough HP, you cannot build in the forest (you cannot go negative to build through forest). You must spend 1 HP whether you are building the first Rail tile in the forest space, the second Rail tile (crossroad or opposite curve) in a forest space, or redirecting the last Rail tile in an incomplete link in a forest space.

Mountain

Game Round
Phase 2: Actions
Build or Upgrade Rails
Build New Rails on a Link

You must spend 1 additional Build Rail symbol to build in a mountain space.

Building

Setup

If you place a building beside another of the same type, they combine to make a single, larger building. Otherwise, it remains a distinct, single-space building.

Plain

General Aspects

It's kind of like a "Feature Delete" tile!