French Alps, 17 October 1922.

The luxurious black car crawls uphill, its electric motor humming across the uninhabited valley. It stops in a field at the foot of a mountain and Colonel Dassler steps out from the rear seat. He is not alone: Enrico Olivi and Joseph Fontaine are waiting for him.

The Frenchman throws his depleted cigar at the car, angrily. "Foutu batard! We are freezing our asses here, and you came here with that ludicrous parade car?"

"Calm down, my dear friend. I came for a deal".

The Colonel steps forward, pretending to welcome his two rivals. He then waves to the mountain, inviting them to observe the crowd of mechs littering its slope. German mechs.

"We are doing a fine job. You'll understand we are sparing no expense: and that's the point. I think now it's time to work together. There's so much untamed energy in these mountains, and I don't want it to fall in the wrong hands. All you need to do is build your dams beneath mine! We'll increase our efficiency by several percentage points. Of course, you'll take care of the distribution network and we'll pay for the new, high altitude facilities."

Joseph Fontaine remains silent. Enrico Olivi stretches his legs and walks downhill towards the only road that connects them to the rest of the world. Afterwards, he speaks with his calm voice. "The wrong hands are yours, my friend. You want us to be your minions, Dassler? You must be dumber than you think. This meeting is over."

Then he turns to Mr. Fontaine. "Are you coming with me?"

"No, thanks. My hydroplane is waiting for me in the downhill basin, next to our new powerhouse. I think its batteries are completely recharged by now."

"Well, gentlemen," replies the Colonel. "I must agree with our Italian fellow: the meeting is over, and I fear you are the stupid ones. Do you think this new energy business is ONLY business? There will be a new war. And I'm determined to win this one. No matter the cost."

As if his words were an agreed signal, the powerful machines and mechs littering the valley start their engines with an animal-like growl.

"You will forgive my manners, meine freunde, but... my generous offer has been refused, and I'm expected somewhere else".

He turns and walks to the glass and steel cabin of a cableway. A young, sharply dressed men is waiting for him, his arms full of folders and documents.

The cableway starts its steep rise, passing through forests and valleys. Seems like a Jules Verne novel, the Colonel thinks: independent, mighty mechs drill the mountain and drip tons of concrete, while the landscape is painted with the crackling purple energy of dozens of Tesla coils.

The Colonel's assistant starts spitting data and numbers: "The high altitude facilities are already operational, Herr Oberst. Our meteorology team gave us a forecast of an extremely rainy spring. We will not fail."

Dassler looks at a distant point in the mountains. The same mountains that devoured his men, some years back, butchered by French machinegun. The Great War could be a faded memory for this crazy new World, charmed by Tesla's energy revolution and the need for happiness and Vaudeville shows. But he remembers. And he will not fail, this time.

"We need money, Friedrich. Those facilities costed us a leg and an arm, and we still need a running conduit connecting them to our downhill powerhouses. And I suspect that the American woman will try to seize it before we do."

The young men squints his eyes: "Well, we'll need to close those contracts as soon as possible. We can fulfill a couple of them by the end of November, which would grant us a little breathing room. We'll be ready for the National ones next year, for sure."

Then he hands a thick folder to the Colonel: "I also did that research you asked me: these profiles are excellent, we will find a proper executive officer to handle next year's operations."

The cableway sees its destination, a huge basin of water held by a massive German dam. Potential energy ready to lift the world at the Colonel's command.

Colonel Dassler puts the documents back in the file and adjusts his coat. It's freezing.

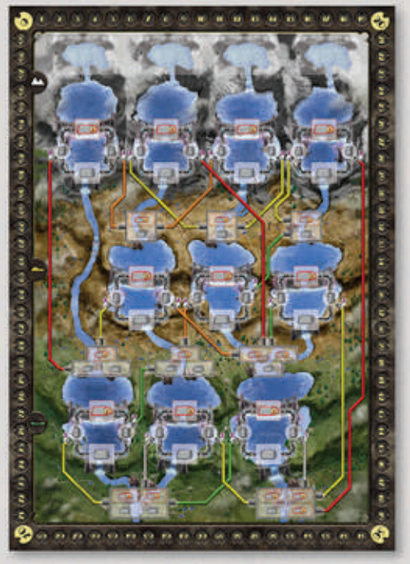
Cranio Creations

BARRAGE

TOMMASO BATTISTA ✿ SIMONE LUCIANI ✿ ANTONIO DE LUCA

RULEBOOK

COMMON COMPONENTS



1 Double Sided Map



1 Energy Track



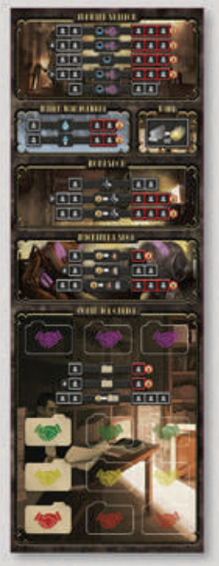
15 Advanced Technology Tiles



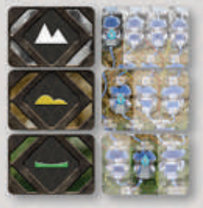
6 Bonus Tiles



6 Objective Tiles



1 Management Board



10 Starting Setup Tiles



3 Neutral Elevations



3 Neutral Bases



1 Patent Office Board



7 Executive Officer Tiles + 1 Anton Krylov's Special Technology Tile



45 Private Contract Tiles



4 Starting Contract Tiles



6 National Contract Tiles



8 Headstream Tiles



30 Water Drops



Hydroelectric Credits

24 of value 1,
20 of value 3,
14 of value 5



34 Excavators

24 of value 1,
6 of value 3,
4 of value 5

26 Concrete Mixers

16 of value 1,
6 of value 3,
4 of value 5

Excavators and Concrete Mixers are referred to as Machineries

COMPANY COMPONENTS



4 Company Boards



4 Construction Wheels

(formed by a circular base and a rotating mechanism)



20 Automa Tiles

In the Automa Rulebook you will find all the rules to play against one or more Automa players.



5 Basic Technology Tiles

for each of the 4 companies



1 Player Aid

for each of the 4 companies



5 Bases

for each of the 4 companies



5 Elevations

for each of the 4 companies



5 Conduits

for each of the 4 companies



4 Powerhouses

for each of the 4 companies



1 Turn Order Marker

for each of the 4 companies



1 Energy Marker

for each of the 4 companies



1 Victory Point Marker

for each of the 4 companies



12 Engineers

for each of the 4 companies

AIM OF THE GAME

In Barrage each player is one of four CEOs representing four national companies aiming to prevail in the race to produce energy. You will buy and use technologies to build dams and hydro-electric powerhouses and to connect them by building conduits. This allows you to use the water you have stored to produce energy and to, therefore, fulfill contracts.
The player with the most Victory Points at the end of the game is the winner.

You can score **Victory Points** (VP) in the following ways:

At the end of each round

- By producing the most Energy Units in the round.



Paul (red) is first on the Energy Track so he scores 6 VPs. Viktor (green) is second so he scores 2 VPs.

- By producing enough energy *(at least 6 Energy Units)* and therefore activating the scoring of the Bonus tile for the current round. There is a Bonus tile for each round and each tile assigns Victory Points for one type of structure you have built or one type of element you own.



Paul (red) has crossed the 6 Energy Units limit, so he can score 4 VPs for each Base he has built, as illustrated on the first Bonus tile.

During each round

- By getting Income on your Company Board.

NB *You will activate income by building a certain number of Structures.*



When Joanna (black) builds the second Base, she immediately scores 3 VPs. She will also score 3 VPs on each next Income Phase.

- By fulfilling Contracts that reward with VPs.



With a production of 3 Energy Units, you can fulfill this Contract to score 4 VPs (and also get 2 Credits).

- By using Advanced Technology tiles that reward with VPs as a special effect.



When using this Technology tile, you will score 3 VPs for each Powerhouse you have built.

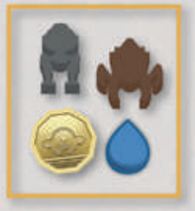
At the end of the game

- By achieving the goal of the Objective tile. Each Objective rewards the top 3 players according to the given goal.

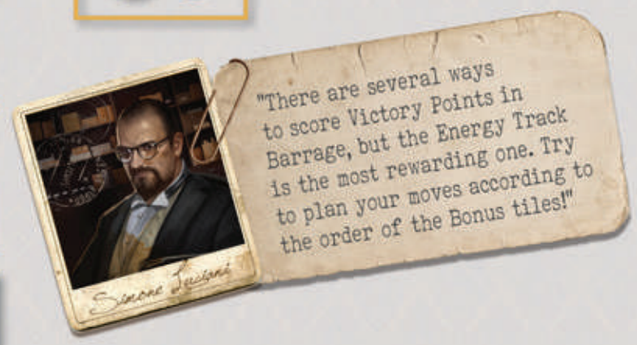


If you are the first player according to the request, you will score 15 VPs. If you are second, you will score 10 VPs. If you are third, you will score 5 VPs.

- For the remaining Machineries and Credits available in your supply and the Water Drops held in your Dams.



You will score 1 VP for each set of 5 items between Excavators, Concrete Mixers and Credits. You will score 1 VP for each Water Drop held by your Dams.

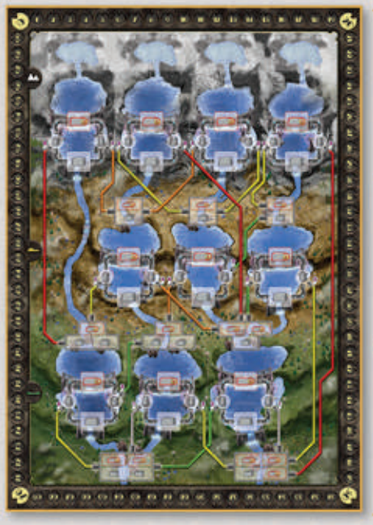


When you score VPs, move your VP marker on the VP track around the Map accordingly. If you make more than 100 VPs, flip your VP marker on the other side in order to show the related symbol.

IMPORTANT CONCEPTS

The Game Map

The Map represents a part of the Alps and is divided horizontally into three areas: **Mountains, Hills** and **Plains** *(from top to bottom)*. Each area is identified by a different background and a specific symbol. There are a number of basins in each of the three areas. Each basin has building spaces where players can build their structures. Basins are naturally connected by rivers; colored conduits connect the dams of a basin to the powerhouses of another basin.

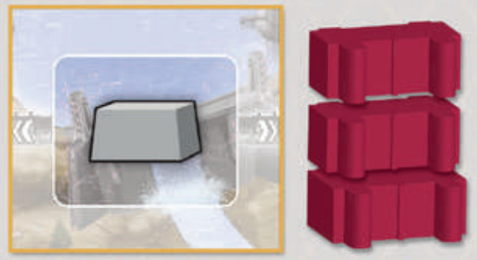


There are 4 basins in the Mountains, each containing two spaces for Bases and two spaces for Conduits.
There are 3 basins in the Hills, each containing two spaces for Powerhouses, two spaces for Bases and two spaces for Conduits.
There are 3 basins on the top of the Plains, each containing three spaces for Powerhouses, two spaces for Bases and two spaces for Conduits.
There are 2 basins on the bottom of the Plains, each containing four spaces for Powerhouses.

Structures

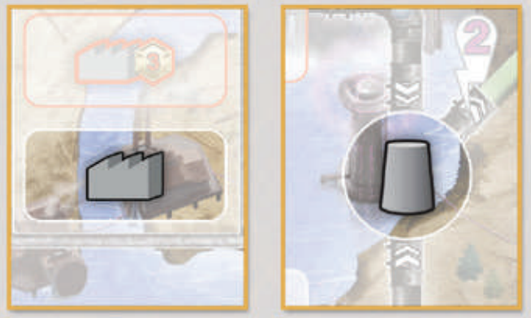
Players can build three types of structures on the Map: **Dams, Conduits** and **Powerhouses**.

Two different structure pieces are used to create Dams: *Bases* and *Elevations*. Bases can only be built on building spaces with the related icon. Elevations can only be built over Bases or other Elevations. **A Dam is thus made of a Base upon which there can be up to two Elevations** *(0, 1 or 2)*. Its level can therefore vary from 1 *(Base only)* to 3 *(Base plus 2 Elevations)*.
There are two types of Dams: neutral and personal.
Neutral Dams are placed at the beginning of the game and stay there the entire game: players cannot modify Neutral Dams. On the contrary, Personal Dams are built by players. Each Personal Dam belongs to one particular player: you cannot build an Elevation over a Base belonging to another player.



The building space for the Base and its symbol on the Map. In this example, a USA level 3 Dam.

Conduits and Powerhouses are made of one piece only and can only be built in building spaces with the related icons.



The building space for Powerhouses (on the left) and Conduits (on the right) and their symbols on the Map.

Water

Water is the most precious resource in the game. Players don't own water but they will try to control it. **Water Drops** enter the game at the Headstreams at the top of the Map. Some Water Drops are placed according to the indications on the Headstream tiles during the Headstream Phase, and others are placed by players through actions and other effects.
Water normally flows following the natural course of rivers travelling downhill.
Basins are connected to one another by rivers which serve to indicate the natural movement of water. **When a Water Drop passes over a basin at the bottom of the Map, it will then be removed.** The natural flow of water is interrupted by the presence of Dams.

The level of a Dam *(the number of pieces it is made of)* corresponds to the exact amount of Water Drops that it can hold. **If a Water Drop reaches a Dam as it flows along its natural course it will, then, stop behind it, until the Dam reaches its maximum capacity**, that is to say, as long as it does not already have a number of Water Drops equal to its level. If the Dam is already full, Water Drops pass through and continue their natural flow beyond the Dam. Water Drops are moved one at a time.



Two Water Drops are flowing into a basin where there is a level 2 Neutral Dam already holding one Water Drop (on the left). This Dam will hold one flowing Water Drop, while the other will pass the Dam and continue to flow (on the right).

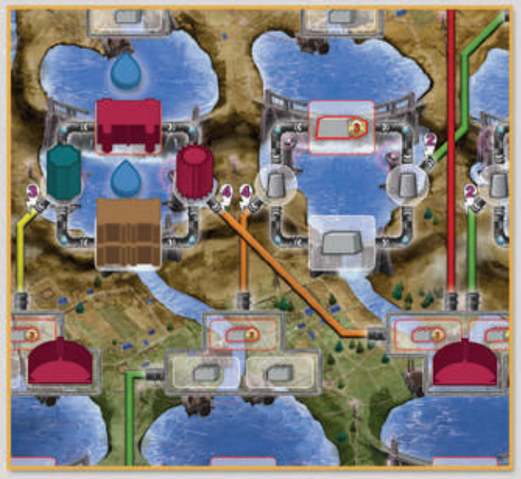
Water Drops being held in a Dam cannot be moved until a player performs a production action.

Production

The key of the game is the production of energy. In order to produce energy you need three elements: **a Powerhouse**, **a Dam** holding *at least* **one Water Drop** and a **Conduit** connecting them.

Connections

For the sake of production, you must find out whether a Dam is connected to a Powerhouse. To do so you can look at the basins containing structures *(the grey tubes in the basins help showing the Dams and the connected Conduits; the colored tubes illustrated on the Map represent possible connections that only become active when a player places a Conduit piece in the corresponding building space).*
Players must build Conduits to connect the various structures. **An active Conduit connects all the Dams on the originating basin to all the Powerhouses on the ending basin.** A Dam and a Powerhouse in the same basin are not considered connected.



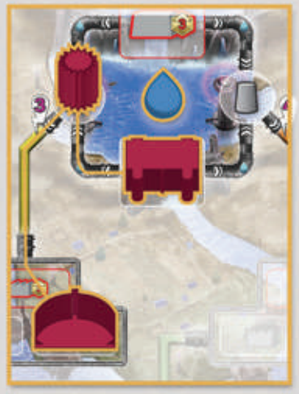
In this example, the red Powerhouse on the right is connected to the red Dam and to the neutral Dam in the upper-left basin via a red Conduit. The red Powerhouse on the left is connected to the same Dams via a green Conduit.

The structures involved in production

- **The Powerhouse must belong to the player** performing the production action.
- **The Dam** holding one *(or more)* Water Drop **must belong to the player** performing the action, **or be neutral.**
- **The Conduit connecting the two structures can belong to any player.** If it belongs to the player performing the action there are no extra costs; if it belongs to another player, the player performing the action must pay 1 Credit to the player who owns the Conduit, while the player owning it will score 1 Victory Point, *for every Water Drop that was moved through the Conduit.*

Powerhouse	*Your color*
Dam	*Your color or neutral*
Conduit	*Your color or another player's color.*

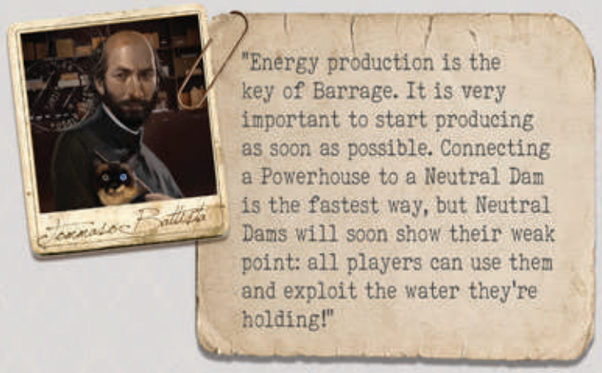
In order to produce energy, you must move Water Drops from a Dam to a connected Powerhouse.
Each Conduit has a production value depicted on the Map. **Each Water Drop travelling along a Conduit generates an amount of Energy Units equal to its production value.**
When production is over the Water Drops leave the Powerhouse used for production and follow their natural course along rivers, other basins and possibly on to other Dams.



The red Powerhouse drains one Water Drop from the connected red Dam through a red Conduit of value 3: Paul (red) produces 3 Energy Units (before applying any bonus or malus).



The red Powerhouse drains two Water Drops from a Neutral Dam through a black Conduit of value 3: Paul (red) produces 6 Energy Units and gives Joanna (black) 2 Credits; she also scores 2 VPs.



Using Energy

Energy Track

When you produce Energy Units, they are recorded on the Energy Track. All the Energy Units produced in each round are recorded on the Energy Track. This determines: the amount of Credits you gain for that round, your eligibilty to score Victory Points for the Bonus tile and Victory Points for those players who produced the most Energy Units during the corrent round.



The Energy markers are used to record the amount of Energy Units produced during the round.

Contracts

In addition to being recorded on the Energy Track, the energy produced can be used to fulfill a Contract. The necessary Energy Unit required to fulfill the Contract is indicated on its left side.



If the amount of produced Energy Units either reaches or exceeds that value, the player immediately obtains the reward shown on the right part of the Contract. The reward can be a gain of VPs, Credits or Machineries, or an immediate special action. Each Contract can only be fulfilled once in the game.

NB *It is possible to fulfill only one Contract per single production.*

RULEBOOK CONCEPT

Barrage is a complex game. For this reason we decided to explain the game using introductory rules that leave out certain components during the setup and some mechanics during the game.

You can find the advanced rules to play the full game explained in special boxes like this one.



If you are playing the introductory game we advise you to ignore the advanced rules; you can read them when you are ready to play your first full game. You will also find some tips from the game designers to help you plan your strategy in your first games as you read through the rules!

GENERAL SETUP

1. Place the **Map** in the center of the table. The side with no icons is recommended once you have mastered the game.
2. Place the **Energy Track** and the **Management board** next to the Map as illustrated.
3. Place the **Machineries** *(Excavators and Concrete Mixers)* next to the Map to form the general supply.
4. Divide the **Credits** into their different values and place them in the general supply.
5. Place the **Water Drops** in the general supply.
6. Shuffle the **Headstream tiles** and randomly place 4 tiles face up in the designated spaces on the Map. Put the remaining tiles back in the box.
7. Remove the Bonus tile shown in the Setup image and shuffle the others. Randomly place **5 Bonus tiles** face-up in the designated spaces of the Energy Track.

   Shuffle all the Bonus tiles and randomly place five of them on the Energy track. Put the remaining tile back in the box.



8. Shuffle the Objective tiles and randomly place **1 Objective tile** in the designated space at the end of the Energy Track. Put the remaining tiles back in the box.
9. Shuffle the **National Contract tiles**. Pick a number of Contracts equal to the number of players minus one and place them face-up in the designated spaces on the Management board. Put the remaining tiles back in the box.
10. Divide the **Private Contract tiles** according to their back. Shuffle the three piles separately and place them face down in the designated space on the Management board. Pick the first two tiles from each pile and place them face-up next to their respective piles.
11. Divide the Neutral Dams Setup tiles according to their backs, then randomly draw one tile from each pile. Place the **Neutral Dams** in the building spaces of the basins indicated on the tiles you picked. There is always a level 1 Dam in the Mountains, a level 2 Dam in the Hills and a level 3 Dam in the Plains. Place **1 Water Drop** behind each Neutral Dam. Put all the starting setup tiles back in the box.
12. Leave the Patent Office board and all the Advanced Technology tiles in the box. You will not need them for the introductory game.

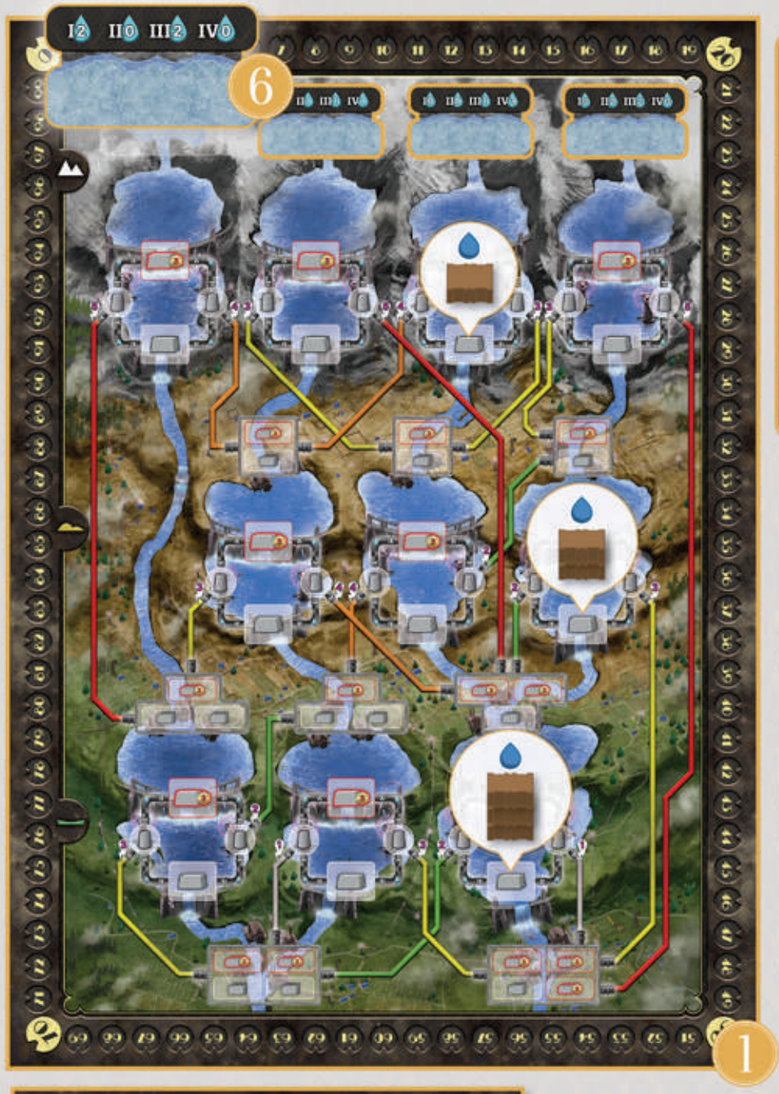
Place the Patent Office board next to the Map. Divide the Advanced Technology tiles according to their backs and shuffle the three piles separately. Place the three piles face down in their corresponding spaces on the left of the Patent Office board. Pick the first three tiles from the pile 'I' and place them face-up in the designated spaces on the right of the board.



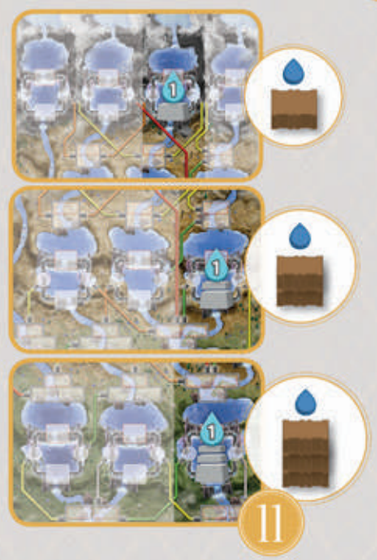
















This image illustrates a 4-player game setup.
If you are playing a 3-player game, you must place Engineers of the Company not in use (see next page) in all the action spaces with a "4" symbol.
If you are playing a 2-player game, you must place Engineers from the Companies not in use in all the action spaces with a "3+" and a "4" symbol. Place the Engineers in both action spaces on the left and on the right.

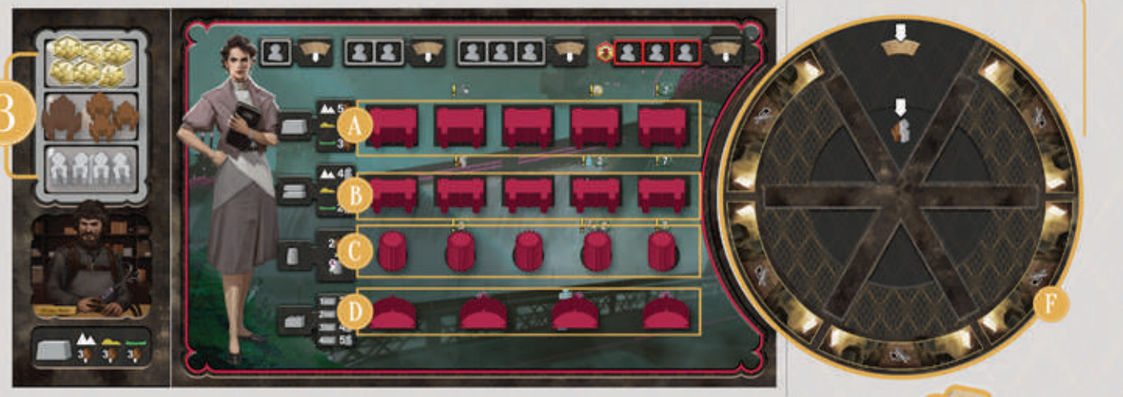
INTRODUCTORY PLAYER SETUP

1 For the introductory game assign the **Company boards** and **Executive Officer tiles** to the players according to the table below.
Place each Executive Officer tile on the left of the associated Company board.

2 Each player receives **every component** in the color associated with their Company board and a **Construction Wheel** which must be placed next to their Company board as illustrated below.

	1st Player	2nd Player	3rd Player	4th Player
Company Board	USA *Marguerite Grant* Red	Germany *Oberst Dassler* Black	Italy *Enrico Olivi* Green	France *Joseph Fontaine* White
Executive Officer	Wilhelm Adler	Jill McDowell	Solomon P. Jordan	Viktor Fiesler
Starting Contract	3	3	2	4

1



Components:
- A. *5 Bases*
- B. *5 Elevations*
- C. *5 Conduits*
- D. *4 Powerhouses*
- E. *5 basic Technology tiles*
- F. *1 Construction Wheel*
- G. *12 Engineers*

2

Place all the structure pieces (Bases, Elevations, Conduits, Powerhouses) in their relative spaces on the Company board. Place the starting Machineries and Credits in your personal supply on your Executive Officer tile. Keep your Engineers, your Technology tiles and your Starting Contract next to your Company board.



3 Each player receives **6 Credits**, **6 Excavators** and **4 Concrete Mixers**.

4 Each player receives the **Starting Contract tile** matching their Company, as shown on the table above.

5 Place the **Turn Order markers** on the designated spaces at the beginning of the Energy Track according to the order shown in the previous page table.

NB *In a 3-player game, the 4th space in the turn order will not be used. In a 2-player game, the 3rd and 4th spaces will not be used.*

6 Place the **Energy markers** in the starting space of the Energy Track, with the "30" icon face-down.

7 Place the **Victory Point markers** in space number "10" on the scoring track around the Map, with the "100" icon face-down.



Players select their Company boards, their Executive Officers and their Starting Contracts. Randomly pick a number of Company boards equal to the number of players and place them in the center of the table (if you are playing a 2- or a 3-player game, put any remaining board back in the box). Take a number of Executive Officer tiles equal to the number of players and randomly combine them with each Company board (put any remaining tile back in the box). Randomly pick a number of Starting Contract tiles equal to the number of players and place them face-up in the center of the table (if you are a playing a 2- or 3-player game, put any remaining tile back in the box). Randomly pick the first player who will select one of the available Company Boards with its associated Executive Officer tile and an available Starting Contract. In a clockwise direction all the other players will then select their combination of Company board, Executive Officer tile and Starting Contract tile.



The Turn Order markers are placed in the opposite order to that with which players selected. Therefore the first player to select will place the belonging Turn Order marker in the last position while the last player to select will place the belonging marker in first position.

Put the basic wild Technology tiles back in the box (the ones with the "?" symbol). They will not be used in the full game.

In a 4-player full game, players randomly formed the illustrated combinations. Sophia selects first and decides to play with France and with the illustrated Starting Contract of value 3; the white marker is placed in the last position of the Turn Order. Viktor is the second to select and picks up Italy and the Starting Contract of value 4; the green marker is placed in the third position of the Turn Order. Paul is third and he chooses USA and the illustrated Starting Contract of value 3; the red marker is second in the Turn Order. Joanna will play with Germany and with the remaining Starting Contract; the black marker is first on the Turn Order.



Turn Order



- Joanna — *4th player to select*
- Paul — *3rd player to select*
- Viktor — *2nd player to select*
- Sophia — *1st player to select*

The game is divided into **five rounds**, each of which is made of **five phases** to be played in the following order:

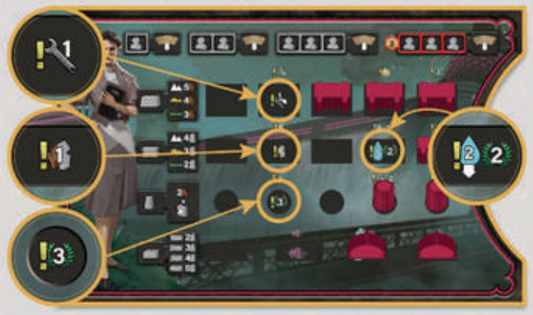
1. Income and Headstreams
2. Actions
3. Water Flow
4. Scoring
5. End of Round

INCOME AND HEADSTREAMS

This phase can be played simultaneously by all players.

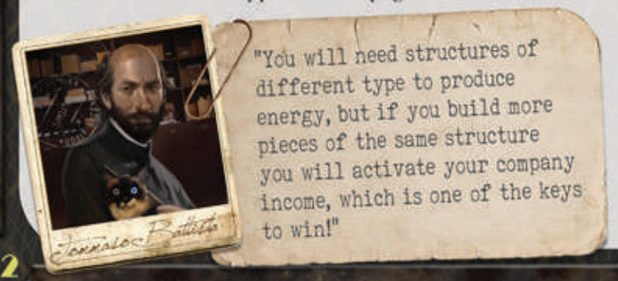
All players get the active income on their Company boards.

Income is represented by the symbol '!'. The active income is illustrated inside structure spaces *(there is a smaller reminder above the same space)*.
In order to activate income you must build structures. When you build a structure, you must take it from your Company board from left to right *(see next page)*.
By building the second Base, Elevation and Conduit, you will receive the first income related to that element. By building the fourth piece of the same structure, you will receive the second income *(more profitable than the first)*. By building the fifth piece, you will receive the third income. The first two types of income in each line are different for each Company board. The third income is the same for all companies *(7 VPs)*.



After Paul (red) has built many structure pieces, he activates the depicted income on his Company board.

Powerhouses do not provide income; they boost the production of energy, instead. For a detailed axplanation of this feature, see Appendix 2 at page 24.



Place Water Drops on the Headstream tiles according to the number indicated on the tile for the current round.

Each Headstream tile shows a symbol indicating how many Water Drops you must place on that tile during the first four rounds *(during the fifth and last round Water Drops won't be placed on the Headstream tiles during this phase)*.
These Water Drops will start flowing on the Map during the Water Flow Phase *(see page 19)*.



During the first round you will place 2 Water Drops on this Headstream tile.

ACTIONS

Players play their turns one after the other following the turn order indicated by the Turn Order markers on the Energy Track.

When it's your turn, you MUST place Engineers onto ONE free action space in order to perform the corresponding action.

Each action space requires from one to three Engineers *(this request is illustrated by the Engineer icons in the action space)*. Each action space is connected to a specific action.

Action spaces with a red outline require a payment of 3 Credits in order to place your Engineers there.



In order to perform this action you need to place 2 Engineers on the action space on the left, or 3 Engineers on the action space on the right: in this case you will also need to pay 3 Credits.

Take the requested Engineers from your personal supply. If you don't have the amount of Engineers *(or the additional Credits)* in your supply required by the action space, you can't perform the corresponding action. Furthermore, you cannot place Engineers in an action space without performing the corresponding action.
Your turn ends once you have performed an action. If it's your turn and you don't have Engineers left in your supply, you must pass.
The Actions Phase is over once all players have passed.

There are different types of actions, divided between the Company boards and different sections of the Management board.

Construction Action

There are four action spaces on each Company board, each connected to a construction action. This action allows you to build a structure.
All players have their own action spaces *(they cannot be used by any of the other players)*.
These spaces' requests increase from left to right: the more structures you build during a round the more Engineers you will need.



In order to build the first structure piece in one round you need 1 Engineer. In order to build the second structure piece you need 2 Engineers. In order to build the third and the fourth structure pieces you need 3 Engineers. Lastly, in order to build the fourth structure piece in the same round you must pay 3 Credits as well.

In order to perform a construction action you must follow these steps:

1 ***Place the requested Engineers in the first available action space on your board starting from the left.***

If you place your Engineers in the space with a red outline you must pay an additional fee of 3 Credits.

2 ***Put the Technology tile related to the structure you want to build in the open segment of your Construction Wheel.***

Take the Technology tile displaying the symbol of the structure you want to build *(or the wild symbol)* from your supply. If you have neither the Technology tile of a given structure nor a wild tile you cannot build that structure.

3 ***Put the Machineries you must use to build that structure in the open segment of your Construction Wheel, below the tile you have just placed.***

Different costs are applied to each structure *(for a detailed explanation of construction costs, see the next page)*. If you don't have all the required Machineries, you cannot perform the construction action.

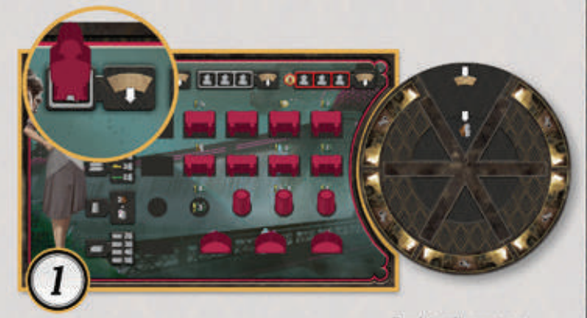
4 ***Rotate your Construction Wheel by one segment.***

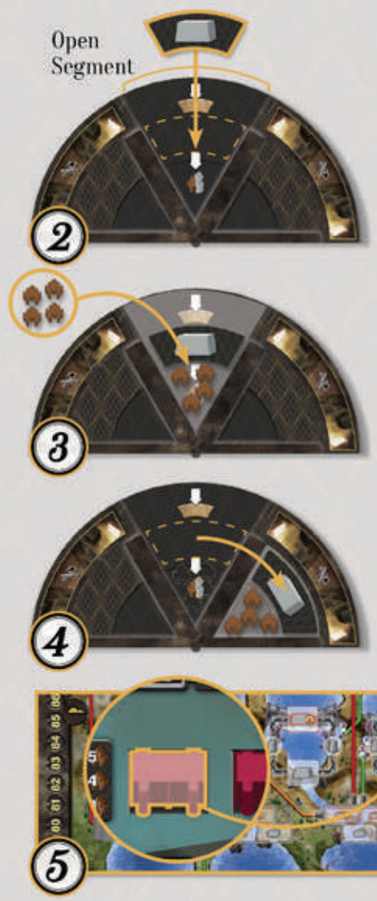
Move the Construction Wheel clockwise, so that both the Technology tile and Machineries are shifted from the open segment to the next segment.

5 ***Place the structure piece on the Map.***

Take the first corresponding structure piece from the left of your Company Board and place it in one corresponding available building space on the Map *(if you are building an Elevation, place it over one of your existing Dams)*.
If you build a Powerhouse or a Base in a building space with a red outlined icon, you must pay 3 extra Credits.

Should you discover an income space after building, you will immediately receive that income bonus. You will receive it again during Income Phase *(see page 12)*.





Paul (red) wants to build a Base in the Hills area.

1) This is the first Construction action of his round, so he places 1 Engineer on the first action space.

2) and 3) He puts the Technology tile for the Base inside the Construction Wheel together with the 4 Excavators requested for the Hills area.

4) He rotates the Construction Wheel clockwise by one segment.

5) He takes the first Base from the left on his Company board and places it on the Map, in an available Base building space.

You can build **4 types of structures**. Each structure has a different function and a different cost.

The Base



- It is used to create a Dam that collects and holds the water you will need for production.
- It can be built in any available building space with the Base icon.
- It costs 3 Excavators if built in the Plains area, 4 Excavators if built in the Hills area and 5 Excavators if built in the Mountains area.
- If built in a building space with a red outlined icon it has an extra cost of 3 Credits.
- You cannot build two Bases of the same color in the same basin.

The Elevation



- It is used to increase the amount of water that a Dam can hold.
- It is always built over a Base or another Elevation belonging to your color *(there aren't building spaces with the Elevation icon).*
- It costs 2 Concrete Mixers if built in the Plains area, 3 Concrete Mixers if built in the Hills area and 4 Concrete Mixers if built in the Mountains area.
- Do not pay 3 additional Credits if you build it over a building space with a red outlined icon.
- There can never be more that two Elevations on the same Base *(a Dam's maximum level is three).*

The Conduit



- It is used to bring Water Drops from a Dam to a Powerhouse during the production.
- It can be built in any available building space with the Conduit icon.
- It costs 2 Excavators multiplied by the production value of the Conduit you are building *(e.g. if the Conduit has a production value of 4, it will cost 8 Excavators).*

The Powerhouse



- It is used to activate the production of energy.
- It can be built in any available building space with the Powerhouse icon.
- It costs 2 Concrete Mixers plus 1 extra Concrete Mixer for every Powerhouse you have already built.
- If built in a building space with a red outlined icon it has an extra cost of 3 Credits.
- You cannot build two Powerhouses of the same color in the same basin.

	Plains	Hills	Mountains
Base	*3 Excavators*	*4 Excavators*	*5 Excavators*
Elevation	*2 Concrete Mixers*	*3 Concrete Mixers*	*4 Concrete Mixers*
Powerhouse	*2 Concrete Mixers + 1 Concrete Mixer x previously built Powerhouse* (1st / 2nd / 3rd / 4th)		
Conduit	*2 Excavators x Conduit production value*		

The cost remainder is displayed on the Company boards as well.



"Choosing which structure and where to build is one of the most important and strategic decisions in Barrage. You might win even if you don't produce energy during the first rounds, but being able to activate production from the beginning of the game is usually the easiest solution. Try to connect your Powerhouses to a Dam as soon as you can!"

Machineries, Credits and Technology tiles

- Excavators and Concrete Mixers are unusual resources. When you use them to build a structure they are not 'spent' forever: they are invested for a certain amount of time on the Construction Wheel until they will be available again after a complete rotation.
  When you get a resource *(in any way)*, take it from the general supply and add it to your personal supply *(do not put it on the Construction Wheel)*. The Machineries you get are immediately available to you.
- Credits are never placed on the Construction Wheel. When you spend them, put them back in the general supply.
- There are five types of Technology tiles, one for building each of the four structure pieces, and one wild Technology tile that can be used to build any of the four structures. All Technology tiles work in the same way: they stay on the Construction Wheel until they return to the entry space and are available again.

Management Actions

Place the required Engineers in an available action space of your choosing on the Management board, and immediately perform the action corresponding to that space.

The Management board is shared by all the players, meaning that players are in competition with one another to occupy the action spaces: the first player to place Engineers in an action space makes this space unavailable for all the other players for the entire round *(except for the Bank, see page 17)*.
Every Management action has two spaces where you can place your Engineers, one on the left and one on the right of the action symbol: the action space on the right costs more than the first, but it gives you a second chance to perform an action if the first space is already occupied. Both action spaces can be occupied by the same player during the same round.
Some actions have a cost indicated in the action symbol. This cost must be paid when the Engineer is placed together with any extra fee for spaces with a red outline. You must have all the required Credits to be able to place your Engineer in a given space. **You cannot place an Engineer in a space if you cannot perform the action.**



The actions on the Management board are divided into different sections for each category so that actions of the same type with similar effects are in the same area of the board.

TURBINE STATION



This section allows you to activate the production of energy.



Whenever you see this symbol you can activate a production, eventually applying the bonus or malus indicated by the number in purple.

In order to be able to perform a production action you must have:

- At least one Water Drop on a Dam of your color or a neutral Dam;
- A Powerhouse of your color already built on the Map;
- A Conduit *(of any color)* which directly connects the relevant Dam to your Powerhouse.

Take as many Water Drops as you wish from the relevant Dam and move them along the Conduit to reach your Powerhouse. You'll immediately produce a quantity of Energy Units equal to the Conduit's production value multiplied by the number of Water Drops you decided to move.

You can decide to move any number of Water Drops held in the Dam you are using.

If you are using a Conduit belonging to another player, give that player 1 Credit for each Water Drop you move. That player will also score 1 Victory Point for each Water Drop.





The various production action spaces have different energy bonuses: once you have calculated the total amount of produced energy, you must apply the production bonus/malus of the action space you used.

You cannot perform a production action if the total amount of produced Energy Units is less than 1.



Paul (red) is performing a production action with a bonus of +1. He moves 2 Water Drops from a Neutral Dam using an Italian Conduit of value 4. The amount of Energy Units produced is 9: 4 (Conduit value) x 2 (Water Drops) + 1 (action space bonus). Paul must give 2 Credits to Viktor (green) and Viktor scores 2 Victory Points.



"Should you receive a malus on production, don't worry. At times, even a small production of energy is sufficient to score Victory Points and to fulfill Contracts!"

Production Effects

Move your Energy marker on the Energy Track by a number of spaces equal to the amount of Energy Units produced.

The Energy Track records the total amount of energy produced by each player in the current round. If you produce more than 30 Energy Units, flip your Energy marker showing the "30" symbol upwards, go back to the beginning of the track and continue scoring *(for Credits gain and Bonus tile activation, consider your marker to be on the "30" space, see page 20).*



Paul (red) has just produced 7 Energy Units. He has already produced 5 Energy Units with a previous action. His marker records the total amount of 12 Energy Units produced this round.

If you have a Contract in your supply with an energy request less than or equal to the amount of Energy Unit you have produced, you can fulfill that Contract.

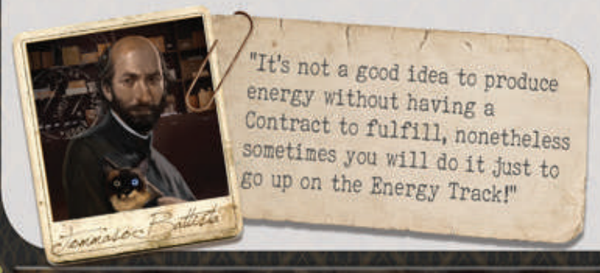
You can immediately collect the reward shown on the Contract and turn it face-down, but you cannot fulfill this Contract again in this game.

You can fulfill only one Contract, as a result of a production action.

This means you cannot put two production actions together to fulfill a Contract, and you cannot fulfill two Contracts with one production action even if the amount of energy produced would be enough to fulfill both of them.



With a total production value of 7, Paul (red) could fulfill both of his Contracts, but he must choose only one to fulfill. He chooses the 3 value Contract to move his marker of 2 more steps on the Energy Track and rotate his Construction Wheel by two segments.



National Contracts

If you produce an energy value more than or equal to the amount of energy required by an available National Contract you can directly fulfill that Contract instead of a Contract you own.

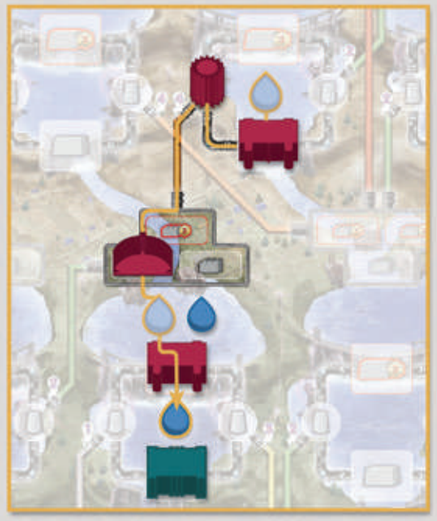
National Contract tiles do not go into the players' supply, but they can be fulfilled by the first player producing the amount of required Energy Units. Take the National Contract tile and put it face down in your personal supply.



The first player who is able to produce 14 Energy Units (or more) with a single production action can decide to fulfill one of the illustrated National Contracts.

Where does the water go?

The Water Drops moved to a Powerhouse thanks to the effect of a production action will then follow their natural course flowing through basins, rivers and Dams. When water arrives at a Dam it stops until the Dam is full; however if the Dam is already full the water simply overflows and continues its course towards the lower basins.



Paul (red) starts a production using his Dam in the Hills. He moves 1 Water Drop through his Conduit to his Powerhouse. After being used for production, the Water Drop keeps flowing, reaching the Plains basin. There, the level 1 red Dam is full (it's already holding 1 Water Drop), therefore the Water Drop continues flowing to the next Dam able to hold it, in this case a green Dam.

WATER MANAGEMENT



This section allows you to add Water Drops to the headstreams.

Place 2 Water Drops on one or two Headstream tiles.

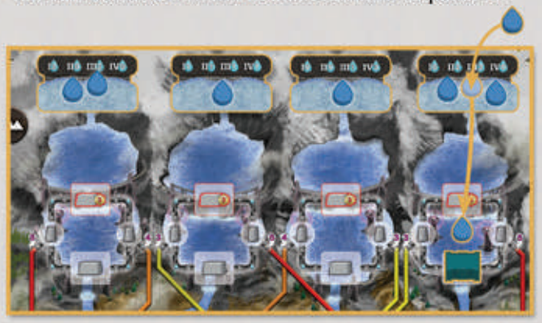
You can decide on which Headstream tile to place them and you can also divide the Water Drops between two headstreams. You can even place only one Water Drop, if you wish. These Water Drops will only flow down during the Water Flow Phase, see page 19.



When you place 2 Water Drops you can decide to place them on two different Headstream tiles.

Place 1 Water Drop on a Headstream tile. The drop you have just placed flows down immediately following the water flow rules.

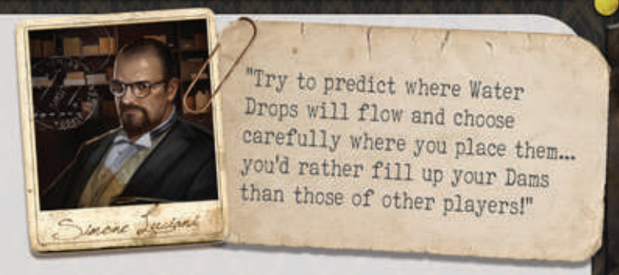
You can decide on which Headstream tile to place it.



The Water Drop placed starts immediately to flow down the river.

There is no limit to the number of Water Drops which can be present on a Headstream tile.

NB *You can also add water to headstreams as a result of certain Contracts and as an Income. Moreover, headstreams automatically produce water during the Headstreams Phase.*



BANK



This section allows you to gain Credits.

Take a number of Credits equal to the number of Engineers you placed in this action space.

The Bank is a single action space that works differently from the others: **you can place here any number of Engineers with a single action.** This is also the only non-exclusive action space. **A player can always place Engineers in the Bank, even if the space is already occupied by their or other players' Engineers.**

NB *You can also gain Credits as a result of certain Contracts, as an Income, and in the Scoring Phase.*

WORKSHOP



This section allows you to rotate the Construction Wheel to speed up the return of Technology tiles and Machineries.

Rotate your Construction Wheel by the number of segments depicted in the action symbol.

If there is a cost depicted in the action symbol, pay that cost. After each rotation of the wheel *(each segment)* you must immediately take back any Machineries or Technology tiles that is back in the open segment.





Viktor (green) is performing this Workshop action: he pays 2 Credits to rotate the wheel by two segments. The result is shown in the second image. He gets back the Technology tiles and the Machineries invested when they come back to the open segment of the wheel.



You can also rotate the Construction Wheel as a result of certain Contracts and as an Income.

MACHINERY SHOP



This section allows you to purchase Machineries.

Pay the amount of Credits indicated on the left side of the action symbol and receive the Machineries indicated on the right side.

Take the Machineries from the general supply and place them in your personal supply on your Executive Officer tile.

You can also receive Machineries as an effect of certain Contracts and as an Income.

CONTRACT OFFICE



This section allows you to acquire the available Contract tiles.

Take ONE available Private Contract tile for free.

Pay 1 Credit and take TWO available Private Contract tiles.

You can choose which Contracts to take, but only among those face-up. You cannot pick National Contract tiles. Place them face-up in your personal supply next to your board.
The picked Contract tiles are replaced by the tile on the top of the corresponding pile *(so that there are always 2 contracts available for each level)*, but only **at the end of your turn.**

You cannot have more than 3 Contracts face-up in your personal supply.

If, after performing this action, you have more than three Contracts in front of you, you must immediately discard them until you have only three. You are free to choose which Contracts to discard.
Already fulfilled Contracts *(face down)* are not counted.

PATENT OFFICE



This section allows you to acquire Advanced Technology tiles.

Pay 5 Credits and take the corresponding Advanced Technology tile.

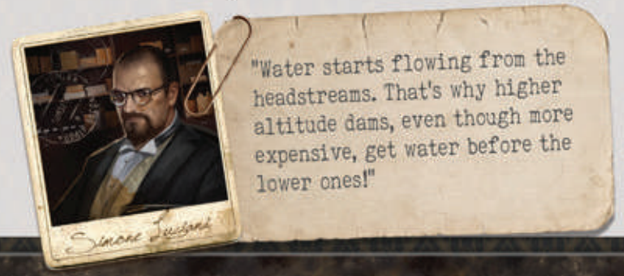
There are three action spaces, each of which is associated with a tile. Take the tile and add it to your personal supply: it will become immediately available during this round. Advanced Technology tiles allow you to build structures in the same way as the basic technology tiles, but they have an additional special effect which is activated only when you use them.
The picked tiles will be replaced only at the end of the round *(see page 21)*.
For a detailed explanation of all the Advanced Technology tiles, see Appendix 4 at page 25.

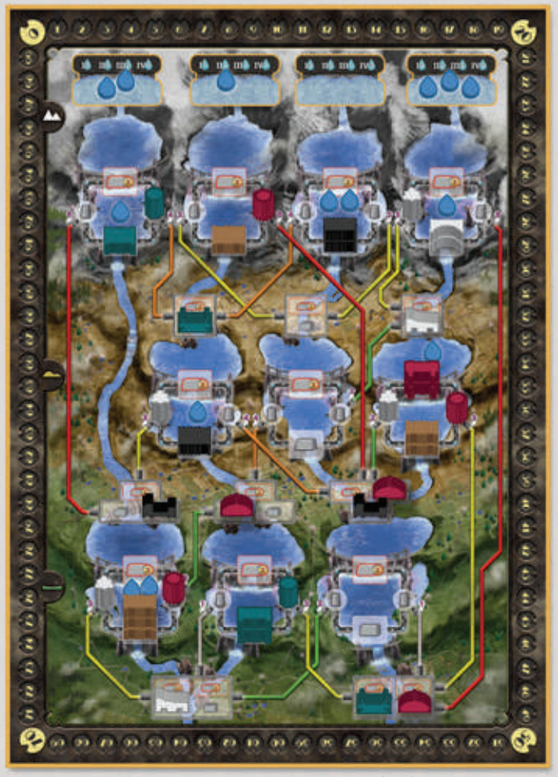
WATER FLOW

At the end of the Actions Phase, when all players have placed all their Engineers, the Water Flow Phase begins.

All the Water Drops on the Headstream tiles flow down according to the normal rules, following rivers and basins.

Water Drops are moved one at a time filling the Dams they flow into. When a Dam is full *(the number of Water Drops equal to the Dam's maximum capacity, that is, its level)* the next Water Drops flow past it. The Water Flow Phase is over once all the Water Drops have been placed or removed, if they have reached the lower basin.







Drops 1 and 2 start flowing downstream. They reach the Mountains level 1 Dam, already at its full capacity. Both drops overflow and continue their movement. Then they reach the Plains level 3 Dam, that can store one more drop. Drop 1 is captured by the Dam; Drop 2 overflows (now the dam is at full capacity) and finally reaches the end of the map, where it is lost.

Drops 3, 4 and 5 start flowing. Drop 3 is immediately captured by the Mountains level 2 Dam, filling it. Drops 4 and 5 keep flowing. Then, Drop 4 is captured by the upper Hills Dam, filling it. Drop 5 overflows and gets captured by the lower level 2 Neutral Dam.

SCORING

The first player on the Energy Track scores 6 Victory Points; the second scores 2 Victory Points.

This bonus is awarded only to players who have produced at least 1 Energy Unit. In case of a tie for the first position, sum up both bonuses *(6 and 2 VPs)* and split them evenly between all the players who tied, rounded up. Any other player won't get the bonus for the second position. In case of a tie for the second position, all the players who tied get 1 VP.



Paul (red) is on the lead on the Energy Track, so he scores 6 points. Joanna (black) and Sophia (white) share the same spot, so they split the 2 VPs awarded to the second player on the track (1VP each).

Gain Credits according to your position on the Energy Track.

Take the amount of Credits indicated by the Energy Track space your marker has reached or surpassed. If your marker is on the number "0" space, then you will gain 3 Credits but lose 3 Victory Points *(as illustrated on the "0" space)*.

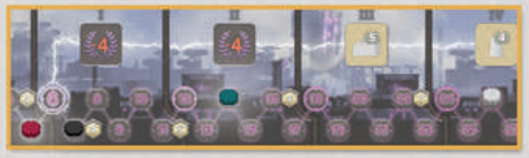


Paul (red) gains 4 Credits, Joanna (black) and Sophia (white) gain 3 Credits. Viktor (green) gains 3 Credits too, but he loses 3 VPs.

Score Victory Points thanks to the Bonus tile of the current round.

The Energy Track is divided into five numbered sections, one for each round of the game. The Bonus tile of the current round is the leftmost visible one. For a detailed explanation of all the Bonus tiles, see Appendix 5 at page 26.

Full Reward: If your Energy Marker is in the section related to the current round *(or further)*, you will activate the scoring of the Bonus tile.
Reduced Reward: If your Energy Marker is in a previous section than the current round section, you will activate the scoring of the Bonus tile, but you must reduce the Bonus tile reward by 4VPs for each section you are behind.
Players can never lose VPs from the Bonus tile scoring. If the reduction you get from being behind the current section is higher than the reward you would get from the Bonus tile, you simply score no VPs.
No reward: If your Energy Marker is before the number "6" space on the Energy Track, you won't activate the scoring of the Bonus tile.



It's the end of the third round.
Sophia (white) gets the full reward: she has built 2 Powerhouses so she scores 10 VPs (5 VPs for each Powerhouse).
Viktor (green) gets a reduced reward: he has built 3 Powerhouses so he scores 11 VPs (5 VPs for each Powerhouse minus 4 VPs for being one section behind).
Joanna (black) gets a reduced reward: she has built 1 Powerhouse so she doesn't score VPs (5 VPs for each Powerhouse minus 8 VPs for being two sections behind).
Paul (red) gets no reward, even if he has built 3 Powerhouses, because he produced less than 6 Energy Units during the last round.

Discard the Bonus tile of the current round.

Remove from the game the leftmost Bonus tile. This will uncover a -4 VPs symbol to remind of the VP reduction for being behind on the Energy Track when calculating the Bonus tile reward.
If you remove the last Bonus tile, the game ends *(see End of Game on the next page)*.



END OF ROUND

Update the turn order, changing the position of the Turn Order markers.

The player who produced the least energy in the current round becomes the first player, and so on. If there is a tie in the amount of energy produced by two players then invert the order of play of the previous round.



Viktor (green) has produced the least energy, so he goes first in the next round. Paul (red) produced the most, so he jumps to the last position. The other players produced the same amount of energy, so they switch position on the turn order track.

Move all the Energy markers back to the space number "0" on the Energy Track.

All players take their Engineers from action spaces back in their personal supply.

If there are any Advanced Technology tiles left on the Patent Office board, discard them by putting them back in the box.



Take three new Advanced Technology tiles and place them face-up in the designated spaces. First, pick the tiles from pile "I"; when depleted, pick them from pile "II" and finally from pile "III".

NB *The End of Round Phase will be not played during the last round.*

END OF THE GAME

The game ends after the Scoring Phase of the fifth round. The final scoring then takes place.

Gain Victory Points according to the Objective tile.

Each Objective tile indicates a certain condition. Determine the players' classification according to that condition. The first player scores 15 Victory Points, the second player scores 10 VPs and the third player scores 5 VPs. In case of a tie, evenly divide the Victory Points of the respective tiers among the players who tied *(round up if necessary)*.
For a detailed explanation of all the Objective tiles, see Appendix 6 at page 27.

Score Victory Points for the resources you have left available in your personal supply.

Add the resources *(Excavators, Concrete Mixers, Credits)* together. Score 1 Victory Point every 5 items of any type. Any resources still on the Construction Wheel are not counted.



Joanna (black) has 3 Concrete Mixers, 5 Excavators and 7 Credits available in her personal supply at the end of the game, for a total amount of 15 resources (she doesn't count the 3 Concrete Mixers and the 4 Excavators still locked in her Construction Wheel.) She scores a total of 3 VPs

Score 1 Victory Point for each Water Drop held by your Personal Dams.



Paul (red) has 2 Water Drops held by his Dams. Each one of them is worth 1 VP, for a total of 2 VPs.

The player with the most Victory Points wins.

In case of a tie, the player who produced most Energy Units during the last round is the winner *(the last round ends before the End of Round phase, so each player's position on the Energy Track should be preserved)*.

APPENDICES

Appendix 1: Basic Symbols

Here you will find a brief description of symbols more used in the game. You can find these symbols on Contract tiles, Company boards and in certain other elements of the game.

Gain the indicated number of Credits. Take them from the general supply.

Pay the indicated number of Credits. Put them back in the general supply.

Score the indicated number of Victory points. Move your VP marker accordingly.

Receive the indicated number of Excavators. Take them from the general supply.

Receive the indicated number of Concrete Mixers. Take them from the general supply.

Receive the indicated number of Machineries. You can freely choose which to receive. Take them from the personal supply.

Move your Energy marker on the Energy Track by the indicated number of steps. You cannot use this amount of Energy Units to fulfill Contracts.

Move your Energy marker on the Energy Track by the indicated number of steps. You can use this amount of Energy Units to fulfill Contracts.

Place the indicated number of Water Drops on Headstream tiles of your choice. These Water Drops will flow during the Water Flow Phase.

Place the indicated number of Water Drops on Headstream tiles of your choice. These Water Drops flow immediately.

Place one of your Bases in a free building space on the Map. Take the leftmost Base from your Company board.

Place one of your Elevations over one of your Dams (max 2 Elevations per Dam). Take the leftmost Elevation from your Company board.

Place one of your Conduits in a free building space on the Map. Take the leftmost Conduit from your Company board.

Place one of your Powerhouses in a free building space on the Map. Take the leftmost Powerhouse from your Company board.

Place one structure of your choice. Take the leftmost piece from your Company board.

Put the indicated number of Concrete Mixers in the open segment of your Construction Wheel. Take them from your personal supply.

Put the indicated number of Excavators in the open segment of your Construction Wheel. Take them from your personal supply.

Put a Technology tile of your choice in the open segment of your Construction Wheel.

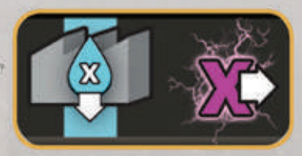
The Conduit's value. Each Water Drop that moves through this Conduit during production generates the indicated number of Energy Units.

Appendix 2: Company Boards

Each Company board has different combinations of income. They also have a unique production special ability which, however, becomes active only when you build your third Powerhouse. In addition, when you build your second Powerhouse you activate a permanent bonus of +1 on your productions. When you build your fourth Powerhouse, you gain an additional bonus of +2 to your productions, for a total bonus of +3.



USA
Marguerite Grant
Red



In any phase of the round, if a Water Drop naturally flows through one of your Powerhouses, move your Energy marker by 1 step.
If the Water Drop is moved to your Powerhouse through a Conduit for a production action that either you or another player who has a Powerhouse in the same basin are performing, this special ability is not activated.





In the illustrated situation, Paul (red) has already produced 4 Energy Units in the current round. Viktor (green) is doing a production with his green Powerhouse using 2 Water Drops. Those Drops will flow along the river and pass through the red Powerhouse. The red marker will make 2 steps on the Energy Track. If, during the Water Flow Phase, more Water Drops flow in the left basin, the white Dam won't be able to collect them and they will pass through the red Powerhouse activating its special ability as well.



Germany
Oberst Dassler
Black



After you have performed a production action, you can perform a second production action using another Powerhouse.
You must not apply the bonus/malus of the action symbol neither the bonus of your Company board, i.e. the Energy Units produced with the second action are only those generated by the Water Drops multiplied by the Conduit's value. The productions are separated, so you cannot add their result together to fulfill a single Contract *(on the other hand you can fulfill a Contract with each production).*



In the illustrated situation, Joanna (black) can perform a production action moving 2 Water Drops stored on her level 2 Dam (on the left) to her Powerhouse in the Hills (above): she will produce 4 Energy Units + 1 (second built Powerhouse bonus) + 2 (action space bonus). Then, she can immediately perform a second production using the other illustrated Powerhouse. She will move 3 Water Drops from her level 3 Dam (1 previously stored + 2 stored after the first production) through a white Conduit (paying 3 Credits) to produce 6 Energy Units, without any bonus.



Italy
Enrico Olivi
Green



After you have performed a production action, move your Energy marker by 3 additional steps on the Energy Track *(as usual, you cannot use this energy to fulfill a Contract).*



France
Joseph Fontaine
White

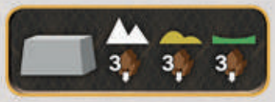


You can fulfill every Contract *(also the National Contracts)* **producing 3 Energy Units less than the Energy Units required by the Contract.**

Appendix 3: Executive Officer Tiles

Each Executive Officer has a special ability that grants you unique powers. Combined with the Company special abilities, they provide a great variety of gameplay.





***Your Bases always cost 3 Excavators**, no matter which area of the Map you build them. Your Elevations costs depend on the area of the Map, as for the basic rule.*





***Your level 3 Dams can hold up to 4 Water Drops**. Your level 1 and level 2 Dams can hold 1 or 2 Water Drops respectively, as for the basic rules.*





***When you produce less than 4 Energy Units with a production action, you produce 4 Energy Units instead**. Multiply the total of Water Drops by the value of the Conduit that you are using: if the total is three or less you should consider the total to be 4. Then you must apply any bonus/malus of the action symbol and any bonus of your Company board.*



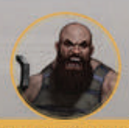


***You can build your Conduits using Concrete Mixers instead of Excavators.** If you use this ability the Conduit costs 1 Concrete Mixer multiplied by the Conduit production value. You cannot mix the two Machineries to pay for a Conduit.*



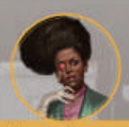


***Whenever you build a structure you can pay 3 Credits instead of a requested Machinery.** You can use this ability as many times as you want, even paying only in Credits. Put the Credits in the general supply, not in the Construction Wheel.*





*Take the depicted special Technology tile at the beginning of the game. **When you use this Technology tile you can copy another Technology tile of your choice on your Construction Wheel.** This special tile copies both the main building effect and the special effect of the copied tile.*





*You have a personal special ability that you can activate placing 1 Engineer on the action space of this tile. If you use it a second time during the same round, you must also pay 3 Credits. When you activate it, **you can copy another Executive Officer's special ability.***

***Effect if you copy Anton Krylov:** you can copy another Technology tile on your Contruction Wheel. To do so, you don't need to insert any tile in the Construction Wheel. You still have to insert the required amount of Machineries.*

***Effect if you copy Graziano Del Monte:** your level 3 Dams can collect up to 4 Water Drops for the duration of the current turn and as long as the 4 Water Drops don't leave the Dam.*

Appendix 4: Advanced Technology Tiles

Advanced Technology are tiles which work in the same way as the basic Technology tiles: they are placed on your Construction Wheel when you perform a construction action to build structures. You can take Advanced Technology tile performing the Patent Office actions *(see page 19)*. From this moment the advanced technology becomes a part of your set of technologies for the rest of the game. Every Advanced Technology tile also has a special effect which is activated when you use them for a construction action.

I

Image	Construction Type	Special Effect
	*Base*	*When you use this tile, place a Water Drop in all your empty Dams. Do not put Water Drops in Dams which already have at least one Water Drop. Do not put Water Drops in Neutral Dams.*
	*Elevation*	*When you use this tile, rotate your Construction Wheel by 1 segment for every Elevation that you have built. Count also the Elevation you have just built using this tile.*
	*Conduit*	*When you use this tile, gain a number of Credits equal to the production value of the Conduit you have just built multiplied by 2.*
	*Powerhouse*	*When you use this tile, you do not have to place Engineers in a construction action space of your Company board. (Since you are not using Engineers to perform this action, this can be your last action of the Round even if you run out of Engineers.)*
	*Any of your choice*	*When you use this tile to build a structure, you do not have to pay 3 Credits if you place the structure in a building space with a red bordered icon. (If you placed your Engineers in the red bordered action space, you still have to pay those 3 Credits.)*

II

Image	Construction Type	Special Effect
	*Base*	*When you use this tile, produce a number of Energy Units equal to the number of Bases you have built. Count also the Base you have just built. The energy produced is recorded on the Energy Track and can be used to fulfill a Contract.*
	*Elevation*	*When you use this tile, place Water Drops in the Dam where you have just built this Elevation in order to fill it to its maximum capacity. Take the Water Drops directly from the general supply.*
	*Conduit*	*When you use this tile to build a Conduit which costs 6 or more Excavators (for its production value is 3 or more), its cost become 5 Excavators. (If the cost is 5 or less, it remains the same.)*
	*Powerhouse*	*When you use this tile, you can perform a production action with a bonus of +2. The production can be performed using any of your Powerhouse, it must be performed immediately and has no extra cost.*
	*Any of your choice*	*When you use this tile to build a structure, you can use Excavators instead of Concrete Mixers and vice-versa, in any combination.*

Image	Construction Type	Special Effect
	*Base*	*When you use this tile, you do not have to place Engineers in a construction action space of your Company board. In addition, you do not have to place the requested Excavators in your Construction Wheel. (Since you are not using Engineers to perform this action, this can be your last action of the Round even if you run out of Engineers.)*
	*Elevation*	*When you use this tile, score 3 Victory Points for each of your Dams that have at least one Elevation on them (all your level 2 and level 3 Dams).*
	*Conduit*	*When you use this tile, produce a number of Energy Units equal to the value of the Conduit you have just built multiplied by 2. The energy produced is recorded on the Energy Track and can be used to fulfill a Contract.*
	*Powerhouse*	*When you use this tile, score 3 Victory Points for each Powerhouse you have built. Count also the Powerhouse you have just built using this tile.*
	*Any of your choice*	*When you use this tile, score 3 Victory Points for each Advanced Technology tile you acquired so far. Count all the Advanced Technology tile in your personal supply and in your Construction Wheel.*

Appendix 5: Bonus Tiles

The Bonus tiles are activated during the Scoring Phase only by those players who have produced at least 6 Energy Units during the current round *(see page 20)*. but it will be hard to receive a full reward!



Score 2 Victory Points for each Contract you have fulfilled. Count all the Contract tiles (of any type) you have face down in your personal supply.



Score 5 Victory Points for each Powerhouse you have built.



Score 4 Victory Points for each Base you have built.



Score 4 Victory Points for each Conduit you have built.



Score 4 Victory Points for each Elevation you have built.



Score 4 Victory Points for each Advanced Technology tile you have acquired. Count all the Advanced Technology tile in your personal supply and in your Construction Wheel. Basic Technology tiles do not count.

Appendix 6: Objective Tiles

Objective tiles give Victory Points at the end of the game *(see page 21)* to players who have built more elements that fit the tile's request. Objective tile's request suggests how to build your structures on the Map. To determine which are the players who get the rewards, count only the elements that correspond to the request. For each Objective, the first player gain 15 VPs, the second player gains 10 VPs, the third player gains 5 VPs.



All the Bases and all the Powerhouses you have built in building spaces with a red bordered icon.



All your Bases connected by a Conduit of your color to a Powerhouse of your color. If there are two Bases connected to the same Powerhouse they both count.

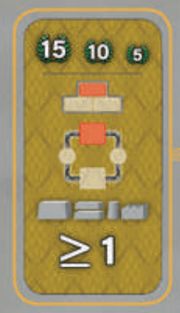


All the structure pieces (of any type) in the area of the Map (Mountains, Hills or Plains) where you have built the most structure pieces.

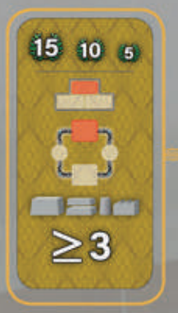


All the structure pieces (of any type) in the area of the Map (Mountains, Hills or Plains) where you have built the least structure pieces.

The next two tiles require to build in different basins. In this case, count all the basins where you have built the required number of structures.



All the basins where you have built at least one structure piece of any type. The maximum is 12 (one structure in all the twelve basins).



All the basins where you have built at least three structure pieces of any type. The maximum is 5 (three structures in five basins. The two basins at the bottom of the Plains are not counted, because you can only place 1 Powerhouse there.)



CREDITS

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Special Thanks:





I want to thank all who played the game since the very beginning, particularly Maria Chiara Calvani, Davide Paterna, Laura Calderoni, Marta Luis, Giacomo Capaldi, Tiziano Contorno (the King), Renzo Bernardini, all the friends at Libetta coworking, Lara "the sewer game!", Davide Pellacani, Davide Malvestuto and all playtesters at Rome's first edition of AiG and Turin's IdeaG. I can't show enough appreciation to Virginio Gigli, Flaminia Brasini, Gabriele Ausiello, Marco Pranzo and Nestore Mangone: I've learned so much about games (and not only) by working and having fun with them. Simone Luciani for all the "apples" he gave me. I'd like to thank Carlo Trifogli, Luca Leoncavallo, Giuliano Girlando and the Tivoli's friends for the "final push": Gaetano Cellizza and Francesca Giusti for their accurate "playtesling" of the Automa mode. I would like to dedicate Barrage (with all the efforts made to create it) to Italo "IDO" Dell'Orsina (the man who stopped water with water).

I want to thank Tommaso for having believed in this long journey, Samantha for being there also this time, Ido Traini, the Rolling Gamers, Claudio Ciccalè, Daniel Marinangeli, the guys from the Torre Nera di Osimo, Franco Mari and the players from Jesi, everybody at Spazio Ludico. A special thanks to Sandro Grilli, Luciano Neroni, Giuseppe D'avella, Alfredo Vallorani who played and played and played Barrage.

Cranio Creations would like to thank all the project backers on Kickstarter. This game wouldn't have been as it is without your support.