



When you play with an Expansion ★, you must roll **the respective Expansion dice** along with the 4 Route dice at the beginning of each round. In addition, the Expansion may change the **number of rounds** you must play and give you **new ways to score points**. During the game, follow the **same rules** as the regular game with a few **changes**, as described on the following pages. At the end of the game, when you **add up your score**, remember to count the points you earned from the **Expansion** ★ you're using, and mark them in the designated space of your scoring table.

All the expansions in the Engineer Expansion pack can be combined with other Expansions (even other Expansions from the Engineer Expansion pack).

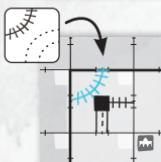
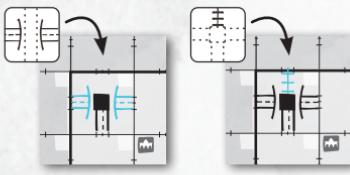


RENOVATION DIE

DIFFICULTY: MEDIUM : **7 ROUNDS**

Sometimes you just plan badly. But now, with the Renovation Expansion, you have the possibility to make it even worse. With the Renovation die you can add features to your existing Routes and create new Route configurations. When playing with the **Renovation Expansion** ★, apply these **changes** to the regular game rules:

- ◊ Each round, you **may** decide to use the Renovation die, but only once per round.
- ◊ You **may** use the Renovation die only on spaces that already contain a Route and which are **compatible** with the constraints given by the dotted lines on the die.
- ◊ A Route is **compatible** if it can be completely placed inside the dotted lines.
- ◊ You can only renovate **basic Routes**. You can't renovate Expansion die results.
- ◊ There are two special faces with a dotted square in the center: these can only be used to **add connections** to an **existing Station**.



Examples:
Three ways of using the Renovation die.



SPECIAL DIE

DIFFICULTY: EASY : **7 ROUNDS**

Build bigger Networks with the Special die. This die is not added to the pool: instead it **replaces** one of the basic "white" Route dice of your choice. When playing with the **Special Expansion** ★, apply these **changes** to the regular game rules:

- ◊ The Special die is considered a **Route die** (it can be duplicated by Factories and triggers all the effects of Route dice).
- ◊ Like with all the Route dice, using the Special die is **mandatory**.
- ◊ When combining expansions, you **can't sacrifice** the result of the Special die to trigger special effects (like avoiding the Sun result in the Desert Expansion).

Note: When playing with the Special die, you can still use the Special Routes on the top of your board.



CONSTRUCTION DIE

DIFFICULTY: MEDIUM : 7 ROUNDS

Newly acquired machinery is opening up a great variety of new options: move or destroy already placed Routes. And thanks to the building permits, place a Route wherever you want. Each round, you will have the option of using the action shown on the Construction die and maybe chain some combos by reactivating Special Buildings. When playing with the **Construction Expansion ★**, apply these **changes** to the regular game rules:

- ◊ At **any time** during the round, you **may** choose to use the effect shown on the Construction die. You can use it only once per round. The Construction die has 3 types of effects:



- ◊ **Destroy:** Erase an already-drawn space (even if it was drawn this round) from your board.

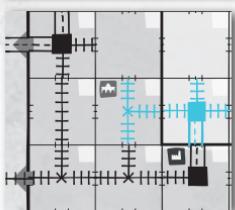
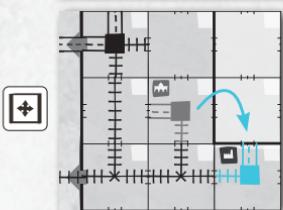
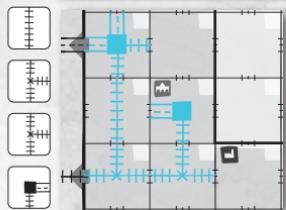


- ◊ **Move:** Choose an already-drawn space (even if it was drawn this round), erase it, and draw it again in another legal location (you have to respect the normal placement rules).



- ◊ **Free Placement:** You may draw one of the Routes for the current round without having to connect it to a pre-existing Route.

- ◊ In case of the destruction or removal of a space containing a Special Building, follow the rules explained on the Special Buildings section of the base rulebook (page 7).
- ◊ You cannot apply the effects of the Construction die on the results of Expansion dice, with the exception of other Engineer Expansion dice.



Example of a whole turn:

- After drawing all of the Routes for the current round, Julia triggered the second University on her University track, she also uses her third Special Route.

- Julia then uses the Move action to move the Station, erasing it from the University space, which can now be triggered again. She then draws the Station on the Factory space and gets to duplicate one of the dice.

- Julia duplicates a Railway T-junction and draws it on top of the University space, thus triggering the third University of the track! This means that she can draw another Special Route!



SEPARATION DIE

DIFFICULTY: EASY : 7 ROUNDS

Make your life as a city planner a hell on earth with the Separation die! This die is not added to the pool: instead it **replaces** one of the basic “white” Route dice of your choice. When playing with the **Separation Expansion ★**, apply these **changes** to the regular game rules:

- ◊ The Separation die is considered a **Route die** (it can be duplicated by Factories and triggers all the effects of Route dice).
- ◊ Like with all the Route dice, using the Separation die is **mandatory**.

