



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.



WEATHER DICE

DIFFICULTY: EASY : 7 ROUNDS



With the new meteorological control system you are able to control the skies over your county. Try to avoid putting different types of clouds next to each other to avoid unstable weather. Every round you will have to **assign** the two Weather dice results to two of the normal Routes you draw. At the end of the game, you will score the biggest area for each type of meteorological phenomena, but avoid making those areas touch or they will not count for scoring. When playing with the **Weather Expansion ★**, apply these **changes** to the regular game rules:

- Each round, you **must** draw the two Weather symbols rolled (Cloud, Storm, or Snow) in two of the spaces where you drew Routes **this round** (including any Special Routes). Draw the Weather symbol in the lower right corner of the spaces you chose (fig. 1a). Remember ⊕: You can only add Weather to the spaces where you drew Routes during the current round.
- At the end of the game, you will get **1 point** for each space in your **biggest area** of **orthogonally adjacent** Cloud spaces. You will do the same with the biggest Storm and Snow areas. If two areas of different types are **orthogonally and/or diagonally** adjacent to each other, they **do not count for scoring**.

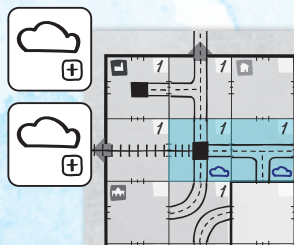
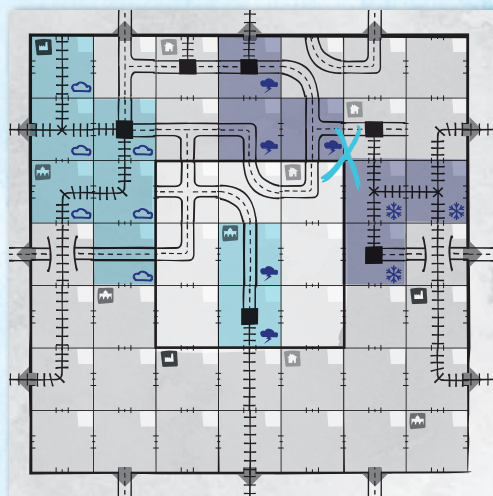


Fig. 1a Emma chose to put Clouds on a Special Route and a Route duplicated by the Factory effect.

Example: Emma has created a Cloud area with 6 spaces (worth 6 points). She also created a Storm area with 3 spaces and a Snow area with 3 spaces, but unfortunately these are diagonally adjacent, so they don't count for scoring. She will have to fall back on the Storm area with 2 spaces at the center of the board, and score no points for the Snow type. Emma scores a total of 8 points for the Weather Expansion.



AIRLINE DICE

DIFFICULTY: MEDIUM

 : 6 ROUNDS

Airways are a **third kind of route**. They can't be used to connect Exits, but they can be connected to each other to create **Airway Networks**, which can be connected to your regular Routes by building **Airports**. At the end of the game, you will get points for your Longest Airway, but you will lose points for your open-ended Airways and for unconnected Airports. When playing with the **Airline Expansion** ★, apply these **changes** to the regular game rules:

- ◇ The game only lasts **6 rounds**.
- ◇ When you draw Routes, you **do not have** to draw **any** of the Airline dice, if you don't want to (you still have to use all 4 Route dice).
- ◇ The Airline dice you draw **don't have** to be **connected** to preexisting Routes and/or Airline dice results.
- ◇ You can't connect **Airway Routes** with other kinds of Routes (nor Exits).
- ◇ When you draw an Airport, it **automatically connects** to **any preexisting Route** with an open end leading into the space with the Airport (figs. 1b and 2b).
- ◇ When you draw any Route with an open end leading into a space with an Airport, **immediately connect** that Route with the Airport (fig. 3b).
- ◇ Instead of using one of your Special Routes, you **may** delete it to draw an **Airport** in any empty space (you may also do this when activating your third University).
- ◇ Networks connected to the **same Airway Network** (via Airports and Airway Routes) are also connected to **each other**.
- ◇ Airports **do not interrupt** your Longest Highway and/or your Longest Railway.
- ◇ At the end of the game, you get **2 points** for each space of your Longest Airway, but you **must** start counting from an edge of your board or from an Airport, and also stop counting at an edge or Airport.
- ◇ At the end of the game you **lose 2 points** for each open-ended Airway Route and you **lose 4 points** for each Airport that is not connected to any Airway Route.



AIRPORT

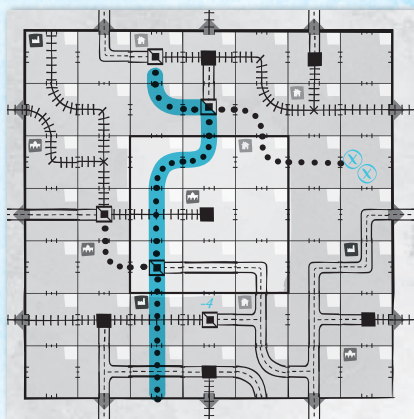


AIRWAY
ROUTE



Figs. 1b, 2b, 3b

Connecting an Airport: Emma draws an Airport in an empty space with 3 Routes leading into it: a Highway Route, a Railway Route, and an Airway Route. It is automatically connected to all 3 Routes. Later, she draws another Highway Route with an open end leading into the Airport space, which is also automatically connected to the Airport.



Example: Emma has a Longest Airway Route with 9 spaces (which is worth 18 points). But she loses 2 points for an open-ended Airway Route, and 4 points for an Airport without any Airway connected to it. Thanks to the airway routes, she also managed to create a single Network connecting 11 Exits!