

Cost: You must use as many Excavators and Concrete Mixers as the value of the Conduit to be built in this basin, instead of the usual cost in machineries.

Effect: The level of Conduits in this basin is increased by 1 (e.g., a Conduit with value 3 is treated as if it had value 4).



When you build a Conduit through an effect other than the Construction action, consider it as if its value had increased by 1 (e.g. if an effect allows you to build a Conduit of value 3, you can only build it if the value indicated on the Map is 2 or less).



Executive Officer Jill McDowell ability can be used to build in a basin with this tile. When you do this, treat the Conduit as if its value had increased by 1 (e.g. if you build a Conduit of value 3, you will have to use 4 Concrete Mixers).



Cost: You must put 1 additional Concrete Mixer on the Construction Wheel to build an Elevation in this basin.

Effect: As soon as you build an Elevation in this basin, you gain 3 Credits from the general supply.



Cost: You have to pay 3 additional Credits to build an Elevation in this basin.

Effect: As soon as you build an Elevation in this basin, you get a 1 effect for each Elevation on the elevated Dam (i.e., 1 for the first Elevation, 2 for the second Elevation).



Cost: You must place 2 additional Excavators on the Construction Wheel to build a Powerhouse in this basin.

Effect: When you produce through a Powerhouse in this basin, add 2 to the produced energy.



Remove this tile during the set-up if placed in a Mountain basin.



Cost: None

Effect: When you produce through a Powerhouse in this basin, add 4 to the produced energy.

When you produce through a Powerhouse in this basin, you cannot fulfill a Contract with this production.



Remove this tile during the set-up if placed in a Mountain basin.

BARRAGE

THE GEOLOGICAL FACTOR

The Geological Factor is a mini-expansion for Barrage that introduces a new level of challenge and additional variety to the game.

Each basin will be characterized by a particular difficulty in using or building some components of the game and they will provide a specific effect linked to the component itself.

This expansion can be used with all maps of the game and is compatible with all expansions released so far (i.e., Leegwater Project, The Nile Affair, Map for 4-5 players).



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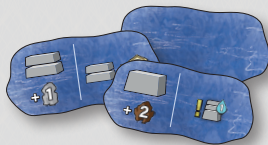
WARNING!

Not suitable for children under 3 years.
Contains small parts that could be swallowed or inhaled.
Please keep this information for further reference.





COMPONENTS

13 Geological tiles
(8 with effects, 5 empty)



SETUP

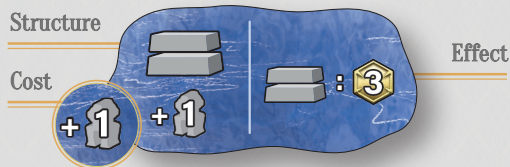
Carry out the set-up as described in the basic rules; then continue as described below:

- 1 Shuffle all the **Geological tiles** (remove 3 empty Geological tiles from the game if you are not playing with the 4-5 player Map).
- 2 Randomly place the tiles on each basin of the map (place the tile immediately above the upstream Dam of each basin).
- 3 Remove the empty Geological tiles from the board; these basins won't have special rules in this game.
- 4 Remove the tiles with the symbol  if they are placed on Mountains basins .



GEOLOGICAL TILES

Each Geological tile shows the icon of a structure (*Base / Elevation / Conduit / Powerhouse*) on the left.



An extra or replacement cost (*Cost*) is shown below the structure icon; a special effect connected to the same structure (*Effect*) is shown on the right.

Costs also apply if you build the structure indicated by the tile as result of an effect other than the construction action (e.g., *Contracts, External Works, etc.*). In this case, if the Cost consists in machineries (*Excavators or Concrete Mixers*) you must place such machineries on the open segment of your Construction Wheel without turning the Construction Wheel for this; in any subsequent construction, place the required new machineries on the open segment as usual. If it consists of additional Engineers, place them on your Company board.

Costs and Effects apply to both Dams of the basin, to both Conduits of the basin and to all the Powerhouses of the basin.

The following appendix details the effects of each Geological tile.



Cost: You have to pay 3 additional Credits to build a Base in this basin.
Effect: Every time a Water Drop is held by your Dam in this basin, you gain 1 Credit from the general supply.



Cost: You have to put 2 additional Excavators on the Construction Wheel to build a Base in this basin.
Effect: As soon as you build a Base and in the Income phase at the beginning of each round, you can place a Water Drop on your Dam in this basin.



Cost: You must place 2 additional Engineers to build a Conduit in this basin.
Effect: Each Water Drop that flows through a Conduit in this basin provides 1 VP to the owner of the Conduit.