

PAMPERO

PROJECT VERNE

EXPANSION RULES

Overview

In the early 21st century, Uruguay undertook an ambitious project to convert its country from fossil fuels, which was almost completely imported, to renewable wind and solar power. Uruguay became a model for the world in clean energy advancement. This effort to spread clean energy across the country became the basis for our game Pampero.

But Uruguay is not resting after this amazing achievement. They have picked up the torch for the Verne project - a new clean energy initiative for heavy-duty transportation, including trucks, buses, trains, and barges.

The backbone of Project Verne is green hydrogen energy which created through the electrolysis of water.

Like the Pampero base game, this ambitious Verne Project expansion is a collection of rules and components that brings the green hydrogen initiative in Uruguay to the tabletop. But Project Verne is a lot more - including rules for freelancers and innovators, low tech electrical towers, event tiles and much more.

Your group can decide which rules to use before you play, though some (like H2) rely on others. This booklet can help you decide! Project Verne is compatible with the other expansions, Nature and Clear Skies.



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CO2

CO2 rewards are provided to contractors upon building wind farms. Contractors use the rewards to further other areas of their company, such as building electrical towers or returned to the government for cash.

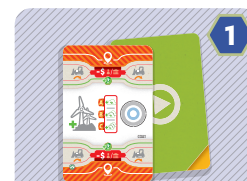
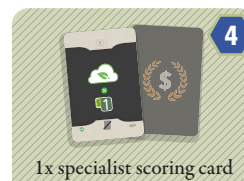
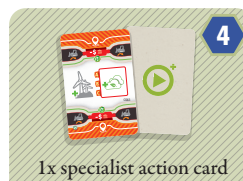
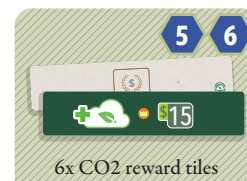
Game Setup

- 1 Players remove the *wind farm action cards* (A1 and A2) and *electrical tower action card* (A3) from the base decks and replace them with the *CO2 wind farm action cards* and *CO2 electrical tower action card*.
- 2 Give each player a *CO2 token* and place the rest of the tokens near the *game board*, within reach.
- 3 Before placing the *connection tiles* on the board, shuffle the *CO2 connection tile* together with the *zone A tiles* from the base game.

Note: Players may choose to not use two random base game *zone A connection tiles* so that the *CO2 connection tile* is guaranteed to be placed.

- 4 Shuffle the *CO2 specialist action card* and *CO2 specialist scoring card* into the appropriate decks.
- 5 Place the *CO2 end-of-game reward tile* (with the crown) next to the *end game scoring tiles*.
- 6 Shuffle the *CO2 reward tiles* face down and draw one at random. Place it face-up below the *first scoring tile* on the game board. Randomly draw a second *CO2 reward tile* and place it face-up below the *second scoring tile*. Return the remaining *CO2 reward tiles* to the box as they won't be used this game.

Common Components



Player Components (IN FOUR PLAYER COLORS) →

Gameplay Changes

Each player may trigger the *CO2 reward tile* below the first and second *scoring tile*, immediately after that *scoring tile* is resolved. The *CO2 reward tile* below the final *scoring tile* is only resolved by the player with the most *CO2 reward tiles*.



Green Hydrogen (H₂)

This module allows players to produce H₂ fuel tanks that will be delivered to the local markets or exported internationally through tanker ships.

Uruguay is once again at the forefront of renewable energy with Project Verne - a new clean energy initiative for heavy-duty transportation, including trucks, buses, trains, and barges. The backbone of Project Verne is green hydrogen energy which created through the electrolysis of water. Green hydrogen production both for the domestic and international markets will give the country important economic advantages.

Game Setup

- 1 Set up the **CO₂ components** as instructed in the **CO₂ rules**.
- 2 Before placing the **connection tiles** on the board, shuffle the **H₂ connection tile** together with the **zone B-C tiles** from the base game.

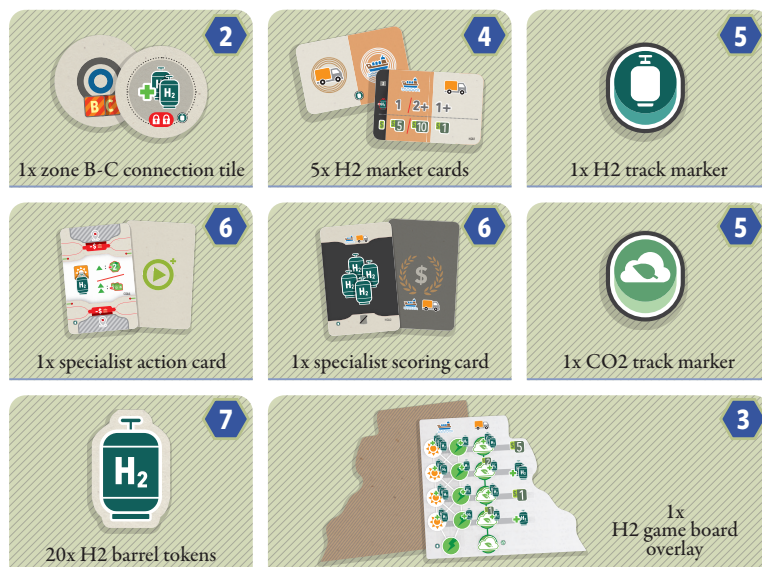
Note: Players may choose to not use two random base game **zone B-C connection tiles** so that the **H₂ connection tile** is guaranteed to be placed.

- 3 Place the **H₂ game board overlay** on the **game board** to the right of the **solar contract display**. Note that the right side of the **H₂ overlay** matches the Uruguay River, an important commercial shipping route that defines the Uruguay border on the west.
- 4 Separate the **H₂ market cards** by the number on the back. Place the ★ **card** face down near the **H₂ game board overlay**. Shuffle the **II deck**, draw one random card and place it face-down on top of the ★ **card** without looking at it. Place the remaining **II card** in the box without looking at it, as it will not be used this game. Finally, shuffle the **I deck**, draw one random card and place it face-up on top of the **II card** and put the other card in the box.
- 5 Place the **CO₂ marker** and the **H₂ marker** at the starting locations on the bottom of the **H₂ game board overlay**.
- 6 Shuffle the **H₂ specialist action card** and **H₂ specialist scoring card** into the appropriate decks.
- 7 Place the **H₂ barrel tokens** near the **game board**, within reach.



The **CO₂ rules and components must be used in conjunction with Green Hydrogen**.

Common Components



Place the **H₂ overlay** next to the **solar contract display**.

Gameplay Changes

The **H₂ game board overlay** has left side for H₂, a middle column for CO₂ and a 'fill bonus' column on the right. **Track markers** on the **H₂** and **CO₂ tracks** can be advanced to provide different benefits.

H₂ Track

A player may opt to advance the **H₂ track marker** using any of the following methods:

- When fulfilling a **solar contract**, instead of taking a **solar contract tile** to their **grid board**. Move the **H₂ track marker** one space on the left side of the **H₂ track** and gain the number of **H₂ barrel tokens** depicted on the left of the H₂ row with the H₂ barrel tile (2, 3, 3, or 4).
- When gaining **energy**, instead of advancing the **energy marker** on their **grid board**. Move the **H₂ track marker** one space up on the right side of the **H₂ track** per **energy** forfeit. Gain one **H₂ barrel tile token** per space moved.
- When using the **H₂ specialist card**.

CO₂ Track

Players may move the **CO₂ track marker** up the track one space for each **CO₂ tokens** they would normally gain. A player may bypass any number of **CO₂ tokens** they would gain, and move the **CO₂ track marker** up one space for each **CO₂ token** bypassed in this way. The player gains the bonus for each space they move the **CO₂ track marker** through as well as the space in which the marker ends.

Unlike the **H₂ track**, there is only a single **CO₂ track** on which to advance.

Example: The **H₂ track marker** is on the bottom of the track and the **CO₂ track marker** is on the 2nd level when Blue starts his turn. Blue builds a **wind farm** using the new **CO₂ build wind farm action card** and instead of advancing the **energy marker** three spaces on his **grid board** he chooses to move the **H₂ track marker** up three. He moves up the right side of the **H₂ track** and collects the following:
1st move - 1x **H₂ barrel token** + 1 **H₂ barrel token** bonus from the fill bonus column,
2nd move - 1x **H₂ barrel token** + \$1 from the fill bonus column, 3rd move - 1x **H₂ barrel token**.

Fill Bonus Column

When moving either the **H₂** or **CO₂ track markers**, the player will gain the bonus shown in the fill bonus column if the other **track marker** is at the same level or further up the track.





Green Hydrogen (H₂) - continued

Delivery Scoring - Completing the H₂ or CO₂ Track

If one of the *track markers* reaches the top of its track, then *H₂ delivery scoring* is performed. Execute the active *H₂ market card* at the end of that player's turn. Return that *track marker* the bottom of its track; do not move the other *track marker*.

H₂ Market Cards

Like the *H₂ game board overlay*, each *H₂ market card* has an H₂ side (left) and a CO₂ side (right). When either the *H₂ track marker* or *CO₂ track marker* reaches the top of its track on the *H₂ game board overlay*, all players score according to the same side of the top-most *H₂ market card* based on the number of *H₂ barrel tokens* they have. Players return all their *H₂ barrel tokens* to the supply after scoring them.



Example: White builds a *wind farm* and moves the *CO₂ track marker* up and collects bonuses as described in the previous example. Since the *marker* is at the top of the track, all players count their number of *H₂ barrel tokens* and score per the CO₂ side of the *H₂ market card*. Here, any player with one or more *H₂ barrel token* receives \$1. All players' *H₂ barrel tokens* are returned to the supply and the *CO₂ track marker* is put back on the bottom of the track.



Innovations and Freelancers

An expansion that focuses on the renewable energy professional by adding new action cards that enable new strategies and powerful combos. **Note that these rules will add gameplay time.**

Game Setup

- Each player takes the two new wooden *action marker discs* in their color. Each *Innovations and Freelancers action marker disc* has an *Innovations* or *Freelancer* icon on one side. Place these *action marker discs* with the icon face-up next to the *base game action marker discs* near the *company mat*. These two *action marker discs* replace two *action marker discs* from the *base game*, which will be moved to *price tracks* in step 3 below.
- Place the *Innovations* and *Freelancers price tracks* near the *game board*. Randomly determine which side of each *price track* is face up.
- Players add one of their *action marker discs* from the *base game* to the bottom space of the *Innovations price track* and a second *action marker disc* on the bottom space of the *Freelancers price track*.
- Shuffle the *Freelancers deck* and *Innovations deck* separately and place one card from each deck by their respective *price track*. These cards can be chosen randomly or together as a group. The rest of these cards won't be used this game.
- Place the *special network tiles*, *improved network tiles*, *grid support tiles*, *improved transformer tiles*, *improved foundation tiles*, *single space discount tiles*, *updated contract tiles*, and *improved economic tiles* face up where they can be accessed by all players.

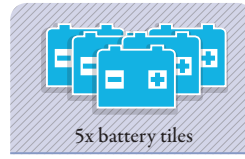
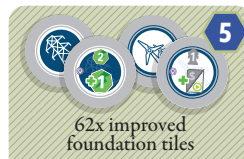
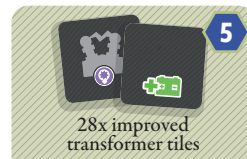
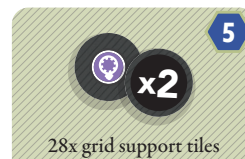
Gameplay Changes

On your turn, place an *action marker disc* on the appropriate *company mat* space as per the *base game* (*Action Rounds 1-3 section, page 8*). If placing an *action marker disc* with an icon, it may be placed with the icon up or down. If the icon is face down and not showing, then take your action as normal. If the icon on the *action marker disc* is face up, activate the ability on the matching *Innovations* or *Freelancers card*, either before or after (but not during) taking the main action per the played *action card*.

Flip the *action marker disc* face down after performing the ability on the *Innovations* or *Freelancers card*. Also, move your *action marker disc* up one space on the matching *Innovations* or *Freelancers price track*. That ability may not be used for the rest of the game if the *action marker disc* is moved to the top of the *price track*.

At the end of the game, each player must pay the cost of the space their *action marker disc* is in PLUS the cost of the spaces of any *action marker discs* behind their *action marker disc*. Do this for both *price tracks*.

Common Components



Example: Blue uses their *Freelancers action marker disc* and triggers the effect of the *Freelancers card* after taking their normal action. Blue advances one space up the *Freelancers price track*, then flips the *action marker disc* on their *company mat* to the blank side to show that the action has been completed.

If the game ended right now, Blue would need to pay \$9 for the *Freelancers price track* (\$5 for their current space and \$4 for Yellow's space, but would not pay for Purple's space).



Tower Bonus Special Connection Tiles

A variety of connection tiles to build new and deeper strategies

Game Setup

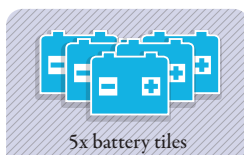
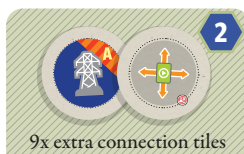
- 1 Replace the 6 'X' *bonus tiles* with the *extra connection bonus tiles*. If playing with the *Companies expansion* from Clear Skies, give the 'X' *bonus tiles* to the player with the *Revolair company tile*.
- 2 Place the 9 *extra connection tiles* face-up beside the board where players can see them.

Gameplay Changes

Gain these *extra connection tower bonus tiles* from the *tower bonus board* as usual, and place them on any free space of your *company mat* in the matching *zone*. When gained, also take one of the available *extra connection tiles*.

Player Components (IN FOUR PLAYER COLORS) →

Common Components



These rules add a preliminary step to the *Consolidation Phase* that occurs before any of the other steps.



Wind Farm Maintenance

Management of shifting wind currents and the country's energy consumption

Step 0: Wind Farm Maintenance

Count the green arrows on *standard* and *remote contracts* on your *grid board*; ignore *solar contracts*. If the count is zero, proceed to the normal *Consolidation Phase* rules.

Otherwise, count the *building sites* on the *game board* with at least one *wind farm* of your color.

If you count more green arrows than *wind farm building sites*, pay 1 *energy* or *battery* for each arrow in excess of your *wind farm building sites*. If you don't have enough *energy/batteries*, you may move your rightmost *income marker* back one step for each missing *energy/battery*. If there is a tie, you may choose which tied *income marker* to move back. If you need to move more than one space, move just one of the *markers*.

If you have higher *wind farm building sites* than green arrows, gain 2 *energy*. If there is a tie, do nothing.

Then proceed to the normal *Consolidation Phase* rules.



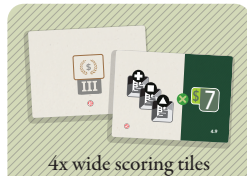
There are no new components associated with this module.



Extra Scoring Tiles

Extra scoring tiles options

Common Components



Game Setup

- 1 Draw one of these *scoring tiles* during setup and place it next to the *main board* near the other 2 *end-of-game scoring tiles*. Score all three tiles at the end game.
- 2 Shuffle all the *base game scoring tiles*, draw one and place it on the *1st scoring icon*.
- 3 Shuffle all these *scoring tiles*, draw three and place them randomly in the *2nd scoring icon* and in the *end-of-game spaces*.



Low Tech Towers

Reduce asymmetry when players gain tower bonus tiles

Game Setup

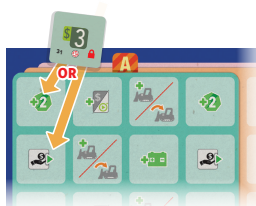
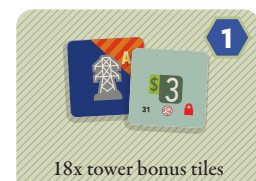
- 1 Do NOT place the *tower bonus tiles* from the standard game on the *tower bonus board* as described in the *Game Setup step 11* of the basic game rules.
- 1 Sort the *low tech tower bonus tiles* by zone and place them near the *tower bonus board*.

Gameplay Changes

After taking an action to build an *electrical tower*, collect two bonuses from the *tower bonus board* as per the base game rules. Do not take any tiles that are on the board, simply gain the bonus the tile provides. At the beginning of the game only the bonuses printed on the *tower bonus board* will be available since no tiles were placed on the board during setup.

Then, place an unused *low tech tower bonus tile* from the same *zone* and cover one of the *tower bonus board space* for bonuses you selected where the bonus was printed on the board (i.e., not tiles). These tiles remain on the board for the rest of the game, as if they were new pre-printed bonuses.

Common Components



Example: On his first turn, Yellow uses his action to build an *electrical tower* in *zone A*. As a bonus for building the tower he selects the +2 energy bonus printed on the top left and the advance income marker bonus directly below it. He resolves both these bonuses then chooses one of those spaces to cover with a *zone A low tech tower bonus tiles*.



Events

Events introduce management of ever-changing economic and political events

Game Setup

- 1 Separate the *event tiles* by the set number on the back and shuffle each set face down.
- 2 Randomly draw one *event tile* from the **I** set and place it face up above the *time track* on the game board, above the *first scoring section*.

Gameplay Changes

Each *event* remains active through the current scoring. After the first scoring is complete, randomly draw an *event* from the **II** set and place it face up above the *second scoring section*. After the second scoring, randomly draw an *event* from the **III** set and place it face up above the *final scoring section*.

Common Components



Note: These *scoring tiles* are wider than the *base game scoring tiles* because they contain no majority scoring. These *scoring tiles* cover that indicator on the game board.