

ELEKTRAWINGS

a worker placement driven game with tile lying, bidding and engine building mechanisms

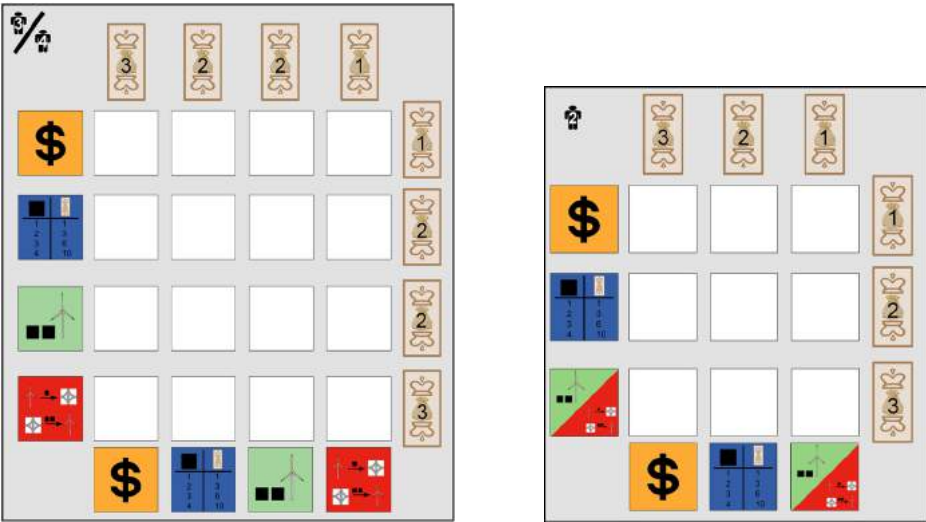
GOAL

Each player owns 20 acres of residential ground on which they try to build a city. Therefore they need to construct several districts. Of course they want to provide those districts with energy. In order to do so, they will have to build power plants and pay engineers to work at them. The player who provides most energy wins the game.

GAME MATERIALS

GENERAL

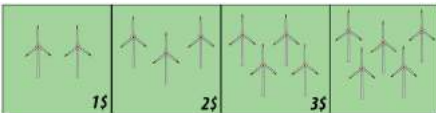
1 double-sided gameboard (3/4 players & 2 players)



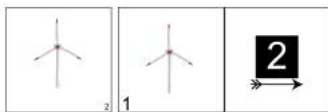
25 bills of 1\$, 2\$ and 3\$



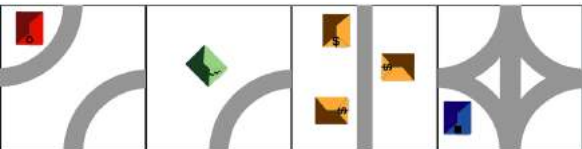
16 energy plants (4 of each type)



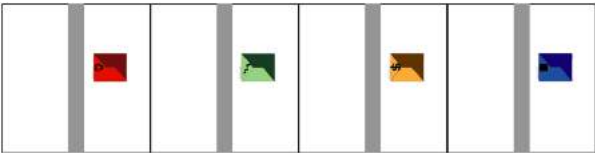
3 sets of engineers (6 for a 2 player game, 7 for a 3 player game and 9 for a 4 player game)



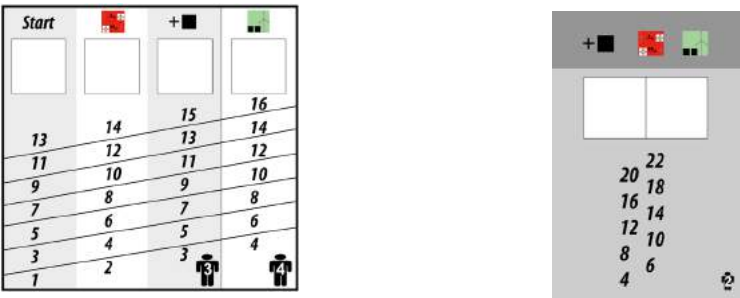
104 districts (rural = green, industry = blue, modern = red, commercial = yellow)



4 starting districts



1 double-sided auctionboard (3/4 players & 2 players)



1 player board

	+1	+2	+3	+3	+4
	2x	2x	3x	3x	4x
	5\$	7\$	9\$	11\$	13\$
	0	1	2	3	4
	2	4	6	8	

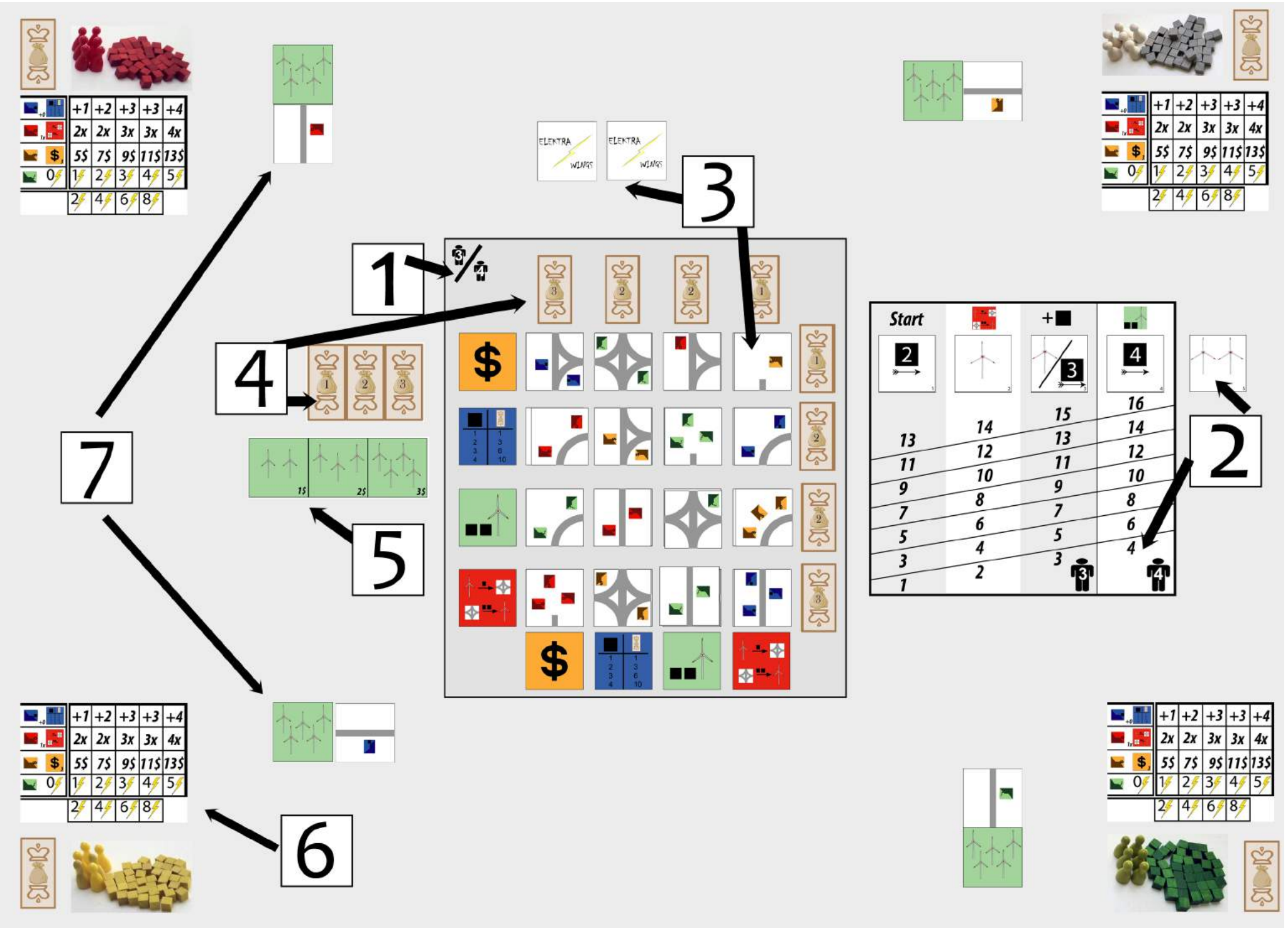
EACH PLAYER

6 project managers (pawns) and 40 energy cubes

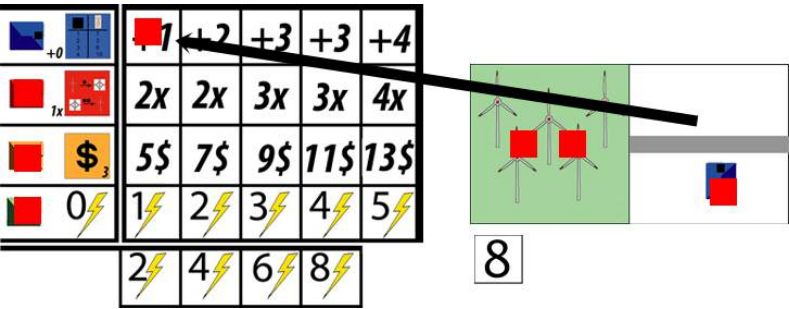


SETUP (4 PLAYERS)

1. Place the appropriate (number of players) gameboard in the middle of the table.
2. Place the appropriate auctionboard on the table. Sort the matching engineers by number and put them open next to the auctionboard. Place the first 4 engineers on the auctionboard.
3. Shuffle the districts and put them closed next to the gameboard. Draw the top 16 districts and place them open on the gameboard.
4. Sort the bills by type, place them open as a supply next to the gameboard. Cover the bills on the gameboard with a matching bill from the supply.
5. Place 3 power plants of each type (1\$, 2\$, 3\$) open in reach of the players.
6. Give each player a playerboard, 40 energy cubes and six project managers in the color of their choice. Give each player a power plant with 5 windmills on it.
7. Shuffle the starting districts. Give each player 1 starting district. The player who received the green district becomes the starting player.



8. Each player puts 2 energy cubes on his power plant and 1 on his starting district. Thereafter each player places 4 cubes on their player board, one at the beginning of each row. These cubes are used to keep track of your progression, so they are called progression cubes later on. Finally each player moves the progression cube matching the color of his starting district one step to the right.



GAME PLAY (4 PLAYERS)

Elektrawings is played over 6 rounds. Each round has 4 different phases:

- 1. Put project managers on the gameboard and execute actions.
- 2. Receive bribes.
- 3. Pay engineers and activate power plants.
- 4. Clean up en preparation.

1. PUT PROJECT MANAGERS ON THE GAMEBOARD AND EXECUTE ACTIONS

On the gameboard there are 16 different projects. In fact these projects are districts you can choose to build in your city. Each project is considered as a proposition of two different companies who worked on it together (row and column). Also, each company provides other services (special action). Project managers are used to explore these different projects and possibilities. If a project seems interesting you can choose to build the district in your city. If a project does not seem interesting at the moment, project managers can choose to use other services provided by the companies. To build or not to build, that's the question!

In turn order each player chooses one project from the gameboard and puts one of his project managers on the place the project was on. Then the player chooses either:

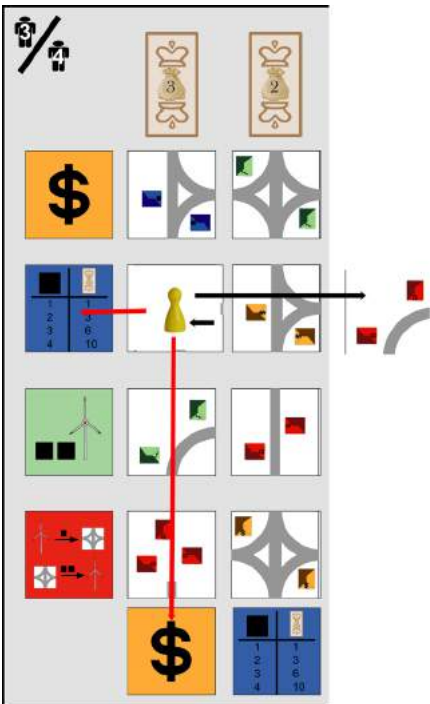
- to build the project (=district) in his city
- or
- to discard the project to execute a special action

If you build a project you have to follow certain **building rules**.

If you choose the special action option you can only execute an action that is on the same row **or** column as your project manager.

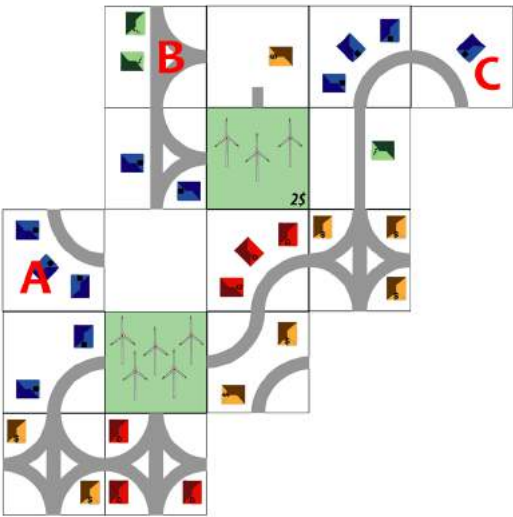
After each player had 4 turns (their are 16 project managers on the gameboard) this phase stops.

Ex: the yellow player chooses a project and puts his project manager on the gameboard. Now he can build the project or discard the choosen project to execute the blue or yellow special action.



1.1 BUILDING RULES

- You can orientate districts as you wish.
- Each district must be connected to at least 1 power plant.
- You can't interrupt roads.
- Your city (consists out of districts and power plants) can't exceed a 4 by 5 or 5 by 4 rectangle.



Ex: all districts are placed in the wright way except for:

district A (not connected to a power plant),

district B (road interrupted)

district C (outside the 4 by 5 rectangle)

1.2 SPECIAL ACTIONS

There are 4 special actions: take money (yellow), produce energy (blue), build a power plant (green) and make a special delivery (red). Except for building a power plant, each action becomes more powerful if you make progress on your playerboard.

Take money

Take money from the supply. The amount of money you earn, depends on where the corresponding progression cube on your playerboard is.

Produce energy

Pay 1, 3, 6 or 10\$ to produce 1, 2, 3 or 4 energy. In addition, depending on the spot your corresponding progression cube is on, you receive 0 to 4 energy cubes for free. Take the wright amount of energy cubes from your supply and put them on your power plant(s). It does not matter if you put them all on the same power plant or if you divide them between several power plants as long if you don't exceed any power plants maximum capacity! (max. 1 energy cube per windmill!)

Special delivery

For each special delivery choose one of the following two options:

(1x) Place 1 energy cube from any power plant on any district that is connected to that power plant.

or

(2x) Place 1 energy cube from any district and place it back on a power plant that is connected to that district.

Depending on the place of the corresponding progression cube, you can make 1 to 4 special deliveries. Remember not to exceed the power plants maximum capacity!

Build power plant

Choose an available power plant from the supply, pay for it and build it in your city. Immediately place two energy cubes on it. (Power plants fit in everywhere so building them is a good way to create more options.)

Ex:

Take money: blue would receive 3\$, red 7\$

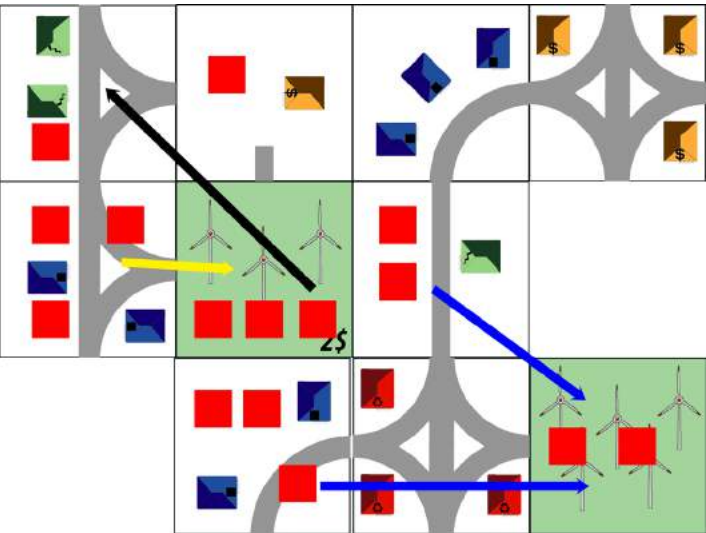
Produce energy: blue pays 3 to produce 2 energy (2+0). Red pays 3 to produce 4 energy (2+2).

Special delivery: blue can make one special delivery, red 2.

	+1	+2	+3	+3	+4
	2x	2x	3x	3x	4x
	5\$	7\$	9\$	11\$	13\$
	1	2	3	4	5
	2	4	6	8	

	+1	+2	+3	+3	+4
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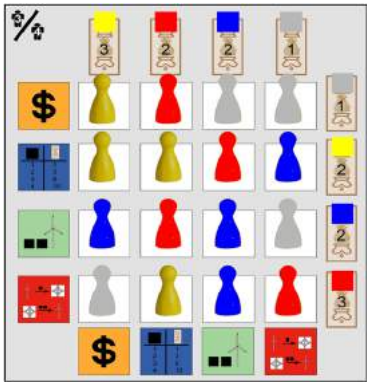
Ex: special delivery: for 1 special delivery red could place an energy cube from his central to the green district (black arrow) **or** red could place two energy cubes back on a power-plant (blue arrows). Putting back an energy cube from the blue district to the adjacent energy plant (yellow arrow) is not allowed because the maximum capacity of this powerplant is 3 and there are already 3 energy cubes on it.



2. RECEIVE BRIBES

When building your city, you use projects from different companies. They are eager to help you because they share in the profits your city will eventually make. In fact they want to take part in it so badly that they promise extra money to players for choosing their projects. Of course a company will only pay the player who is most faithful to them.

After each player placed 4 project managers on the gameboard, the money on the gameboard is distributed. Check each row and column and give the money in that row/column to the player who has most project managers in it. In case of a tie, the player whose project manager is closest to the money receives it.

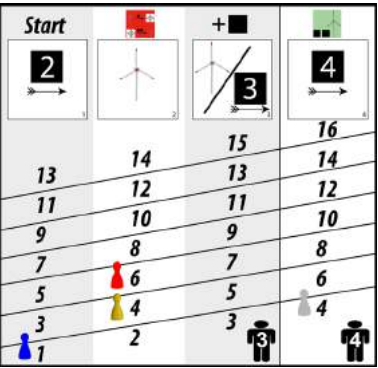


Ex: the situation at the end of the first phase. The money is distributed as shown by the cubes on it. In total yellow receives 5\$, red 5\$, blue 4\$ and grey 2\$

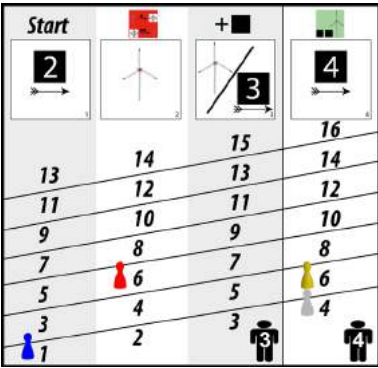
3. PAY ENGINEERS AND ACTIVATE POWER PLANTS

Building districts is one thing, but if you don't succeed at providing them energy, you won't create an appealing city. A team of engineers and workers is at your service (they are simply called engineers in this game). They will activate your power plants and connect them to the houses of your city. Of course, they will only work for the player who grants the best conditions (read: the player who pays the most.)

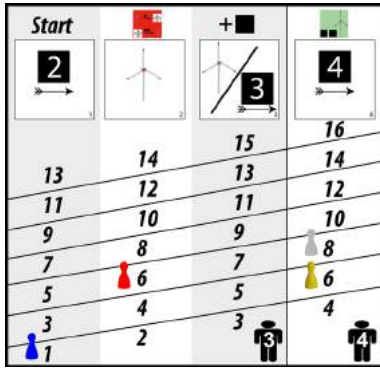
After players received their bribes, they bid on the auctionboard to gain service of an engineer. In addition each column on the auctionboard shows a different advantage. In turn order each player bids by placing a project manager in one of the available columns on the auctionboard. If there is already a project manager in that column, you have to place yours at a higher spot (= outbid another player). If there are two project managers in the same column, the project manager on the lowest spot has to move (in his turn). In that case you can outbid another player or move to a free column. Moving in order to pay more is always granted. Moving in order to pay less is possible (if you move from right to left) as long as you do not cross a horizontal black line! This goes on until there is exactly one project manager in each column of the auctionboard. In that case each player pays his bid to the bank. Then players first activate the advantage (if they can and want to) and then activate the engineer they had bid for. This can be done simultaneously. (If you play this game for the first time, I recommend you to do this in turn order for the first 2 rounds).



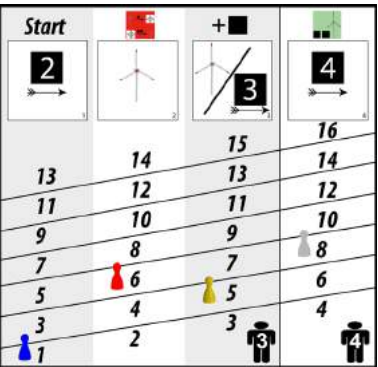
blue bids 1 in the 1st column, grey bids 4 in the 4th column. Yellow bids 4 in the 2th column, red bids 6 in the 2th column to outbid yellow.



Now yellow has to move. He could bid 5 in the 3th column to end the bidding phase but he decides to bid 6 in the 4th column.



Therefore grey has to move. Grey outbids yellow so yellow has to move once again.

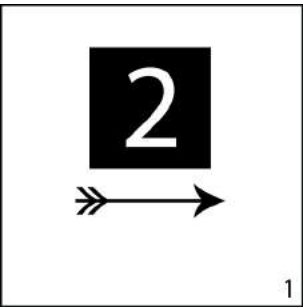


Yellow wants to place a bid in the 3th column and bids 5. Bidding 7 or more just would be stupid. He can't bid 3 because he can't cross the black horizontal line. Now there is a project manager in each column the bidding phase ends. Blue becomes the starting player for the next round and activates engineer 1. Red performs an extra delivery and activates engineer 2. Yellow produces 1 energy cube (puts an energy cube on one of his power plants) and activates engineer 3. Grey buys a power plant (does not have to) and activates engineer 4.

There are two types of engineers. Each type is used to move energy cubes from a power plant to your districts. They work in a slightly different way but there are two basic rules:

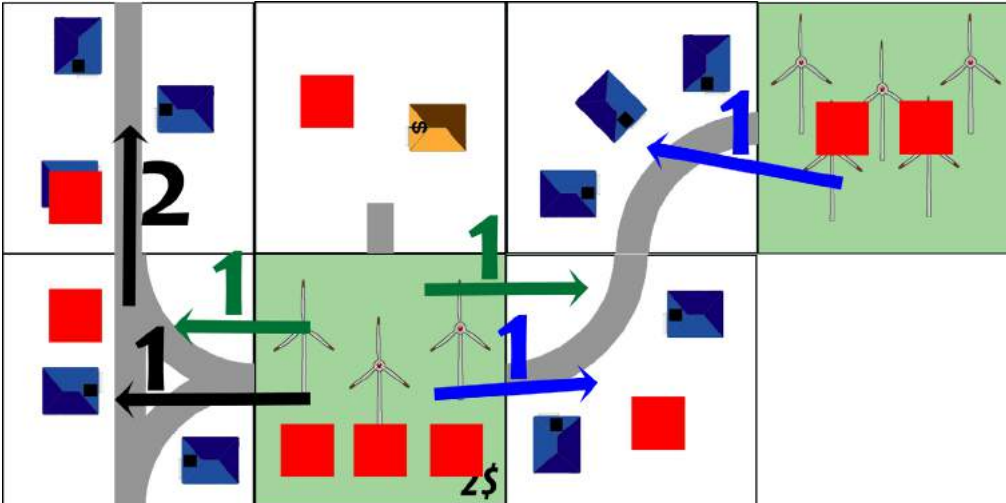
- Energy cubes that are on districts before this moving phase, can't be moved by using engineers.
- Energy cubes can only be moved from one district to another if the two districts are connected to each other.

Type 1: moving steps

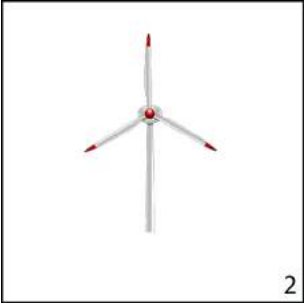


1 step = moving 1 cube one district away. This engineer grants 2 steps so you can move 1 cube from a power station 2 districts away **or** 2 energy cubes from one or two power plant(s) each one step away.

Ex: moving energy cubes (2steps).
1 cube 2 steps away (black arrows)
2 energy cubes each one step away (green arrows)
2 energy cubes from different power plants each 1 step away (blue arrows)

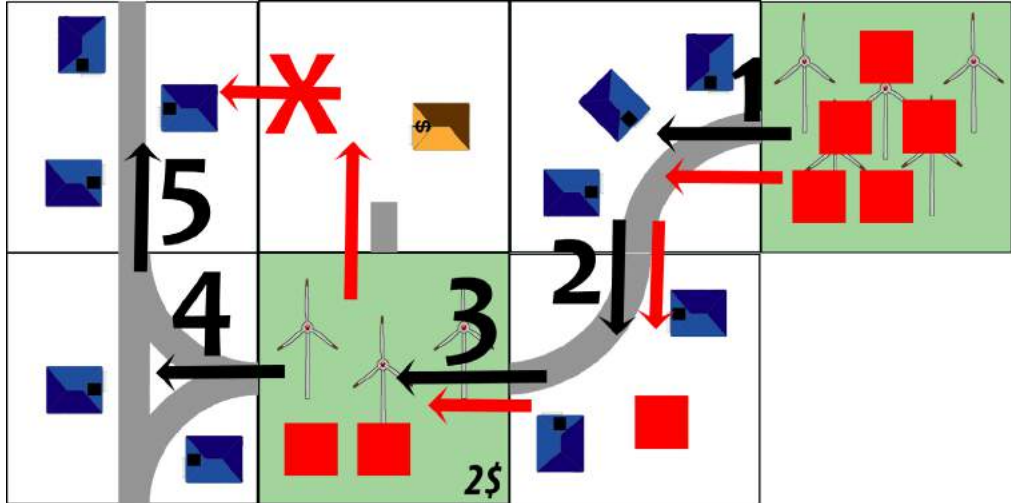


Type 2: activating power plant



Take all energy cubes from one power plant and move them away from district to district. Leaving exactly one energy cube on each district/power plant you pass. If the road is blocked, put remaining enrgy cubes, if any, back on the power plant they came from.

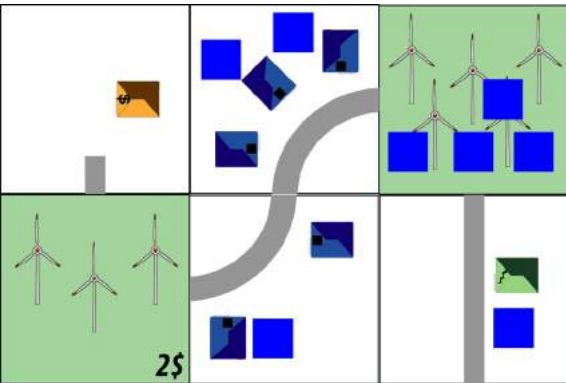
Ex: activating a power central. Take all energy cubes and move from district to district leaving one energy cube on each district/powerplant. (Black arrows)
If you follow the red arrows, 1 energy cube would stay on the power plant. (the last district is not connected)
Note that if there would be 3 energy cubes on power plant 2\$, these moves would not be possible!



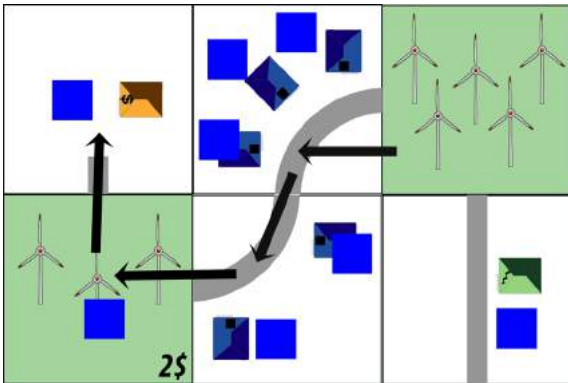
IMPORTANT

Each time, after moving energy cubes, check your city for fully provided districts. Districts are fully provided if they contain at least one energy cube for each house on it. For each fully provided district move the corresponding progression cube 1 spot to the right.

ex: blue activates one power central and moves his energy cubes. Now he has 3 new fully provided districts (2blue, and 1 yellow). He moves his blue progression cube 2 steps and his yellow one, 1 step.



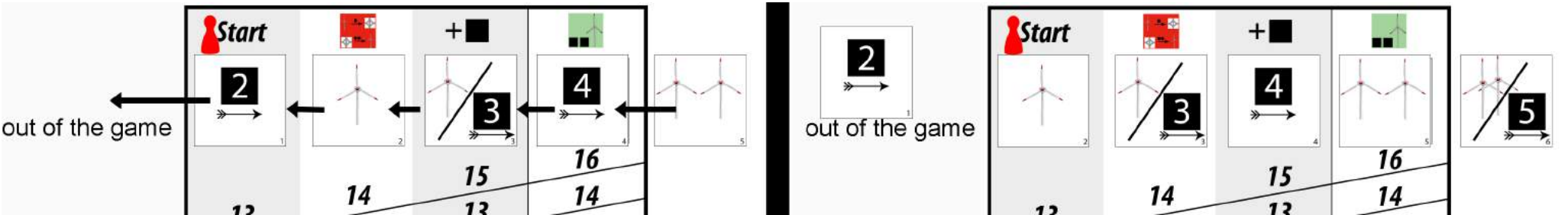
	+1	+2	+3	+3	+4
	2x	2x	3x	3x	4x
	5\$	7\$	9\$	11\$	13\$
	0	1	2	3	4
	2	4	6	8	



	+1	+3	+3	+4
	2x	2x	3x	4x
	5\$	7\$	9\$	11\$
	0	1	2	3
	2	4	6	8

4. CLEAN UP AND PREPARATION

Each player, except for the starting player who leaves one project manager at the auctionboard, takes back his project managers. Place 16 new projects (districts) on the gameboard and fill the gameboard with new bills. Discard the left most engineer from the auctionboard. Then move all other engineers one spot to the left. Finally put a new engineer on the new empty spot (right on the auction board).



FINAL SCORING

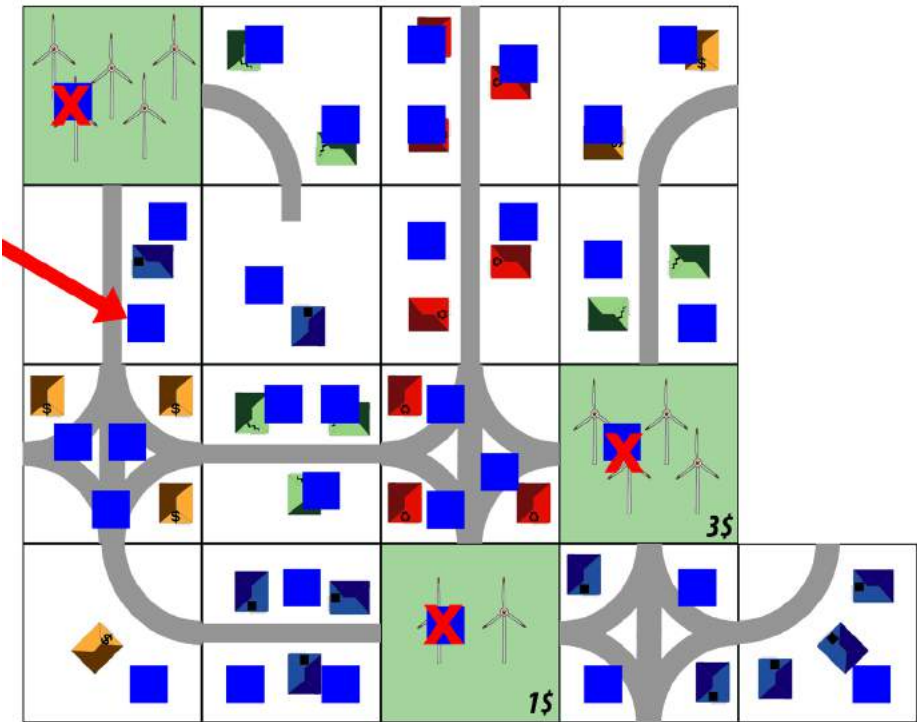
The game ends after 6 rounds, now each city is evaluated:

- Remove any energy cubes that still are on power plants (these are worthless).
- Search your city for lost energy, that means that a district contains more energy cubes than houses. Remove those energy cubes from your city. Each energy cube you removed in that way counts -1 to your total.
- Each energy cube that is still in your city now is worth 1 point.
- Add your bonus for green buildings (progression cube on your playerboard)
- Add your bonus for diversity (left most progression cube on your playerboard)

Ex:

- Blue removes 3 energy cubes from power plants (red crosses)
- -1 for the lost energy cube (red arrow), place that energy cube next to you player board as a reminder.
- +29 for the other energy cubes
- +3 bonus for green buildings (black arrow)
- +6 diversity bonus (purple arrow)

That makes a total of $(-1+29+3+6=)$ 37 points.



+0	+1	+2	+3	+4
2x	2x	3x	4x	
5\$	7\$	11\$	13\$	
1	2	3	4	5
2	4	6	8	

3 PLAYERS

- For a 3-player game use the same game - and auction boards as in a 4 player game.
- The power plant supply consists of 2 power plants of each type (1\$, 2\$, 3\$)
- Use the 7 engineers for a 3-player game.
- Do not use the 4th column of the auctionboard.
- A 3-Player game is played in 5 rounds instead of 6.
- Each round players place 5 (instead of 4) project managers on the gameboard.

Start		+ 		
 »»→		 »»→		 »»→
1	2	3		4
13	14	15	16	
11	12	13	14	
9	10	11	12	
7	8	9	10	
5	6	7	8	
3	4	5	6	
1	2	3	4	
				

2 PLAYERS

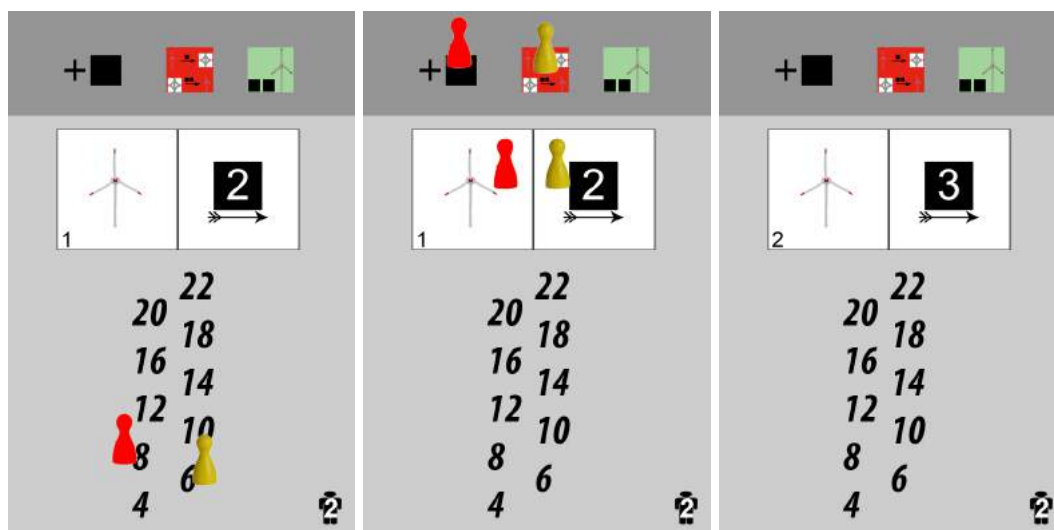
- Use the small game - and auctionboard.
- Use the 6 engineers for a 2-player game.
- The powerplant supply consists of 2x3\$, 2x2\$ and 1x1\$
- Choose a starting player, each round the startingplayer changes!
- The bidding phase is slightly different: there is only 1 biddingtrack. The first player places a project manager on this track to make his bid. The second player does not have to outbid the first, but if he does, the first player may increase his bid. This goes on until both players pass. It is forbidden to lower your own bid! Both players pay their bid to the bank. The player with the highest bid, first chooses one available action (by placing a project manager on it) and activates the engineer of his choice. Than the player with the lowest bid, chooses one of the remaining two actions and activates the remaining engineer.

Ex: the yellow player starts and bids 6. The red player could bid 4 but he bids 8. Now the yellow player could change his bid to 10, or 12,...but he doesn't. Bidding stops. Note that the yellow player can't lower his bid to 4!

The red player pays 8\$ to the bank, the yellow player 6.

The red player first chooses to take one energy cube (for free) and then activates the left engineer (activate one power plant). Then the yellow player chooses the special delivery (he can't take one energy cube) and activates the remaining engineer (2 moving steps).

Finally a new engineer is placed on the auctionboard, the red player becomes starting player (because the yellow player started the first round!) The starting player could leave one negotiator on the auctionboard as a reminder.



Appendix engineers

Left: activate 2 power plants (different or the same).

Right: Choose either to activate 2 power plants or take 5 moving steps.

