

MODULE 1: NETWORKS

COMPONENTS



4 Network Cards

SETUP

Shuffle the 4 network cards and randomly draw 1. Place it open at the top of the central game board. Return the other 3 cards back to the box.

GAMEPLAY

At the end of the game, during the end of the month phase, players receive VP according to the active network card.

The number of VP depends on the player count:

4 players:	1 st : 8 VP
	2 nd : 4 VP
	3 rd : 2 VP
3 players:	1 st : 6 VP
	2 nd : 2 VP
2 players:	1 st : 4 VP



If there is a tie, divide the sum of the VP of the tied rank and the following rank by the number of tied players, rounded up. Each tied player receives this amount of VP. Do not score the following rank.

Example: in a 4-player game, 2 players are tied for first place. They each gain 6 VP ($8 \text{ VP} + 4 \text{ VP} / 2 \text{ players}$). Second place is not scored, so the 2nd player receives 2 VP.

Note: a network is a group of **directly adjacent** cities where the player has exported to.

OVERVIEW



Whoever has the most capital cities in their network.
Choose 1 network if the player has multiple.



Whoever has the most the small cities in their network.
Choose 1 network if the player has multiple.



Whoever has the biggest network. Choose 1 network if the player has multiple.



Whoever has the most separate networks.



MODULE 2: CAPITAL CITIES

COMPONENTS



4 Capital City Cards



4 Reward Cards

SETUP

1. Shuffle/rotate the 4 reward cards and place them in a faceup row near the central game board.
2. Shuffle/flip the 4 capital city cards and place them in a faceup row on top of the reward cards, but only covering the top half.



GAMEPLAY

At the end of the game, during the end of the month phase, players score VP according to the reward cards if they exported to the cities on the capital city cards.

Variant: To make it more challenging, you can reward the VP immediately after a player exports to the city on the capital city card.

Example: If a player exported to Stockholm during the game, they would gain 1 VP at the end of the game for each of their milestone markers that are on the first space.

Variant Example: As soon as a player exports to Stockholm, they gain 1 VP for each of their milestone markers that are on the first space.



OVERVIEW



1 VP per milestone you scored first.



1 VP per milestone you scored second.



1 VP for each city you exported to first.



1 VP for each city you exported to second.



1 VP for each unlocked and unused 2X-token.



2 VP for each unlocked algae storage (excluding your starter storage).



1 VP for each science tile that touches the edge of your science grid.



2 VP for each science tile in the top section of your science grid.