Nature introduces two new ways to play Pampero-Nature Reserve and Cardal Transmission

Nature Reserve (Uruguay Natural)

Reward contractors for protecting natural habitats. The installation of wind farms can have an impact on the natural habitat of the surrounding fauna and flora. The government has created programs to reward natural habitat protection.

Common Components

5x wooden nature reserves

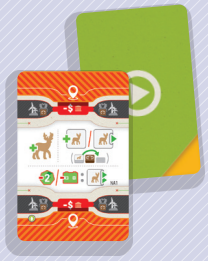
1x connection tile

1x specialist action card

1x specialist scoring card

Player Components

(IN FOUR PLAYER COLORS)


1x nature reserve action card

1x wooden income marker

Game Setup

1. Give each player the ***nature reserve action card*** to add to their base deck of 8 action cards.
2. Give each player a ***nature reserve income marker*** to place near their grid board.
3. Before placing the ***connection tile*** on the board, shuffle the ***nature reserve 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 ***nature reserve connection tile*** is guaranteed to be placed.

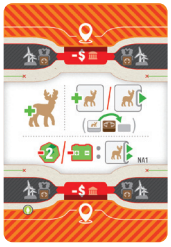
4. Place the ***nature reserves*** next to the game board.
5. Shuffle the ***specialist cards*** into the appropriate decks.

Gameplay

The National System of Protected Areas (SNAP) was created to protect biodiversity in Uruguay.

Nature Reserve Action Card

Each player has one ***nature reserve action card.***



When playing the ***nature reserve action card***, you must:

- ☑ have a ***wind farm*** of your color in the sector you wish to take the action.
- ☑ have *your* ***transformer*** on a remote contract space in the selected sector.
- ☑ play the ***nature reseon card*** in a ***company mat*** space matching the zone where the ***wind farm*** and the ***transformer*** are located.

When playing the ***nature reserve action card***,

1. Pay the cost of the selected ***company mat*** space, as normal.
2. Take a ***wooden nature reserve*** from the supply and place it near the ***transformer*** or ***wind farm***.
3. If this is the first ***wooden nature reserve*** you place, take your ***nature reserve income marker*** and place it on the remote income track of your ***grid board***, in the $1 column.

   If your ***nature reserve income marker*** is already on the ***grid board***, advance it 1 space.

   The ***nature reserve income marker*** and ***remote income marker*** cannot occupy the same space. When placing or moving one of the markers, ignore any space with the other marker and continue.
4. You may pay 2 ***energy*** or 1 ***battery*** to move the ***nature reserve income marker*** up to 2 more spaces.

During Consolidation, collect for both the ***remote income marker*** and the ***nature reserve income marker***, following the normal rules to collect income.

Example: *Yellow plays the* ***nature reserve action card*** *in an A location on their* ***company mat****. They have a* ***wind farm*** *in sector A2 and a* ***transformer*** *in one of the remote contract spaces in that sector. Yellow pays for the action space, takes a* ***wooden nature reserve*** *from the supply, and places it near the above-mentioned* ***transformer****.*

As this is the first wooden nature reserve Yellow has placed, they put their ***nature reserve income marker*** *in the remote income row of the grid board, in the $1 column. Yellow chooses to pay 1 battery and advances the* ***nature reserve income marker*** *an additional 2 spaces, to the $3 space. When counting, Yellow ignores the space with the* ***remote income marker****.*

Nature Reserve Specialist Action Card

The ***nature reserve specialist action card*** allows you to either advance your ***energy marker*** and ***nature reserve income marker*** each one space.

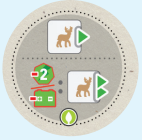
OR

Pay 1 ***energy*** and advance the ***nature reserve income marker*** up to 2 spaces.

Nature Reserve Specialist Scoring Card

During a ***scoring phase***, use this card to score ***$3*** for each ***wooden nature reserve*** near *your* ***transformers*** or ***wind farms***. Discard after use.

Zone A Connection Tile



Advance your ***nature reserve income marker*** 1 space. You *may* pay 2 ***energy*** or 1 ***battery*** to advance the ***nature reserve income marker*** 2 more spaces.

This new line connects the Punta del Tigre power station with the Cardal substation.

Cardal Transmission Project

The Cardal Transmission Project was established in Uruguay to improve the resilience and reliability of the country's energy transmission network. A new electrical pole action allows players to create connections between fulfilled contract tile space.

Common Components

21x wooden electrical poles

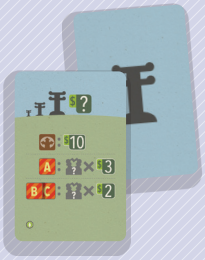
1x specialist action card

1x specialist scoring card

Player Components

(*IN FOUR PLAYER COLORS*)

1x electrical pole action card



1x player aid card

Game Setup

1. Give each player the electrical pole action card in their color to add to their base deck of 8 action cards.
2. Give each player a ***player aid card*** (they are identical).
3. Place the ***electrical poles*** next to the main board.
4. Shuffle the ***specialist cards*** into the appropriate decks.

PAMPERO
NATURE
GAME DESIGN BY **JULIÁN POMBO**
ARTWORK BY **IAN O'TOOLE**
RULEBOOK GRAPHIC DESIGN BY **KATHERINE BOILS**
RULEBOOK PROOFING BY **DREA VANRYKEN**
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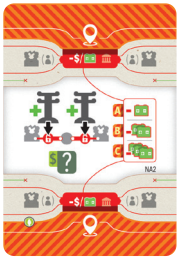
Gameplay

Quality poles and wiring support greater stability.

Electrical Pole Action Card

The new ***electrical pole action card*** allows you to place 1 or 2 electrical poles on the game board.



To play the ***electrical pole action card***, there must be at least 1 ***transformer*** of any color on a connection line contract tile space on the game board. It is *not* necessary for both sides of the connection to include ***transformers***.

Play the ***electrical pole action card*** on the ***company mat*** in a location matching the zone where the ***transformer(s)*** is/are located.

If there are multiple ***transformers*** on the connection line, and they are in different zones, you must play the ***electrical pole action card*** to the higher zone on the ***company mat***.

The cost of the action using this card *may* be paid in ***batteries*** instead of money. The number of ***batteries*** depends on the zone where the action takes place, as per the table below.

Zone	A-A	B-B	B-C/C
Battery Cost	1	2	3

After placing the ***electrical pole action card*** and paying:

Take an ***electrical pole*** from the supply and place it next to the ***transformer***.

Collect money depending on the number on the ***transformer*** and the zone where it's placed, as shown on the ***player aid card***.

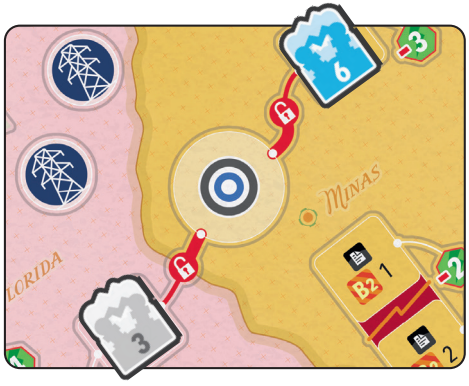
If there is another available ***transformer*** on the same connection line, you *may* place another ***electrical pole***. The second ***electrical pole*** must be placed in the same connection line.

Example: *Yellow plays the* ***electrical pole action card*** *on a zone C space on the lower row. They want to place an* ***electrical pole*** *connecting the zone C location (white* ***transformer****) with the zone B location (blue* ***transformer****). Yellow pays the higher zone C cost of 3* ***batteries****.*

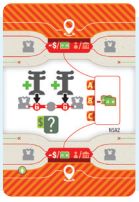
They then take an ***electrical pole*** *from the supply and place it near the* ***transformer*** *in zone C. Yellow collects $6 (white 3* ***transformer*** *x $2).*

Since the other side of the connection also contains a ***transformer****, Yellow takes another* ***electrical pole*** *from the supply and places it near the* ***transformer*** *in Zone B. That blue* ***transformer*** *has the number 6, so Yellow collects an additional $12 (6 x $2).*

Yellow has spent 3 batteries and obtained a total of $18.



Zone C has a line with 3 connections, but only 1-2 electrical poles may be placed.



Electrical Pole Specialist Action Card

Same as the ***electrical pole action card***, but the cost is always 2 ***batteries***.

Cardal Transmission Specialist Scoring Card

Use this card during a scoring phase to gain $3 for each of your ***transformers*** next to an ***electrical pole***. Discard after scoring once.