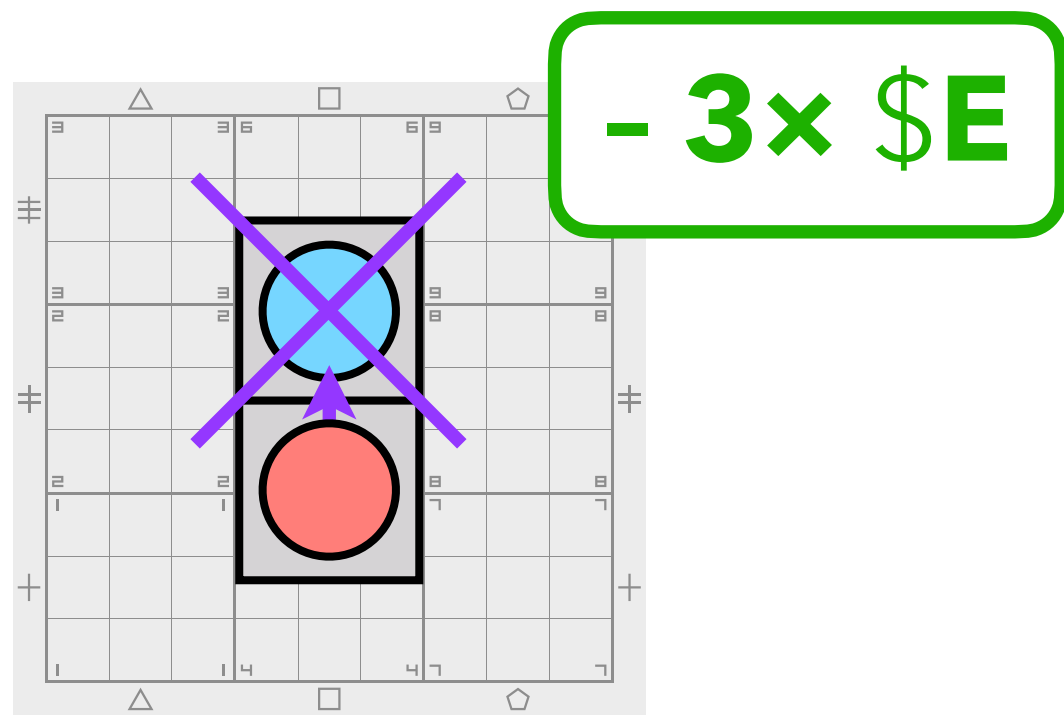


# MODS

ADD THE ACTION 'OPERATE UPWARD, WITH KILL.' ONE PER PLAYER PER GAME.

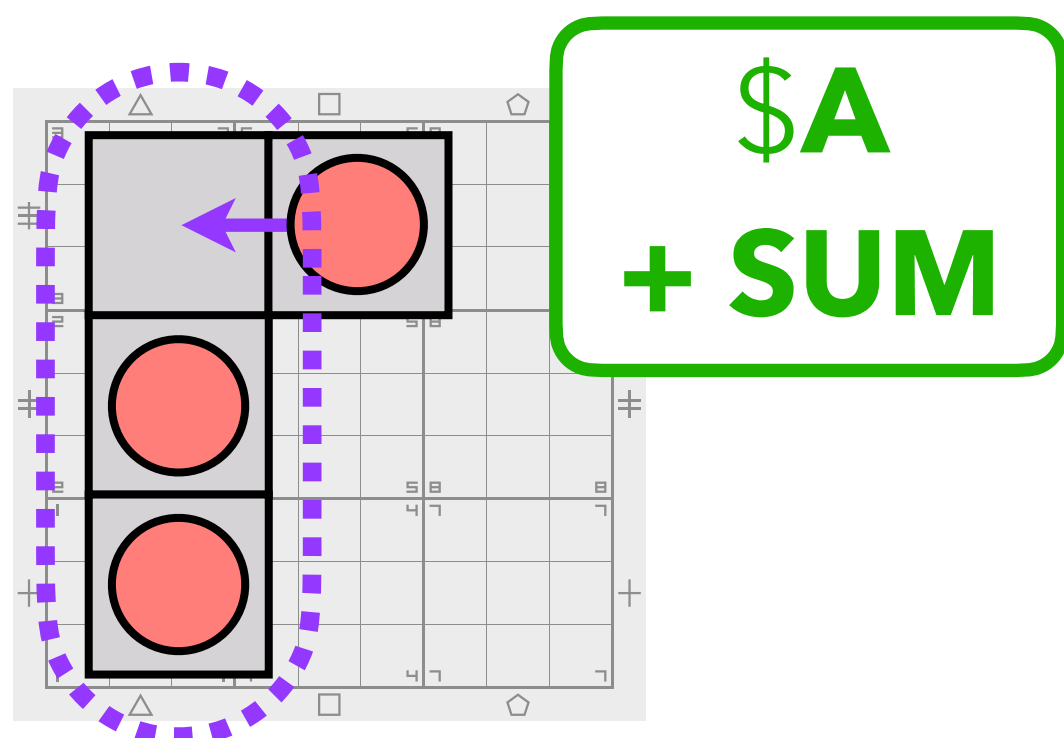


**OPERATE**  
Upward, with Kill  
**PAY 3x \$E**

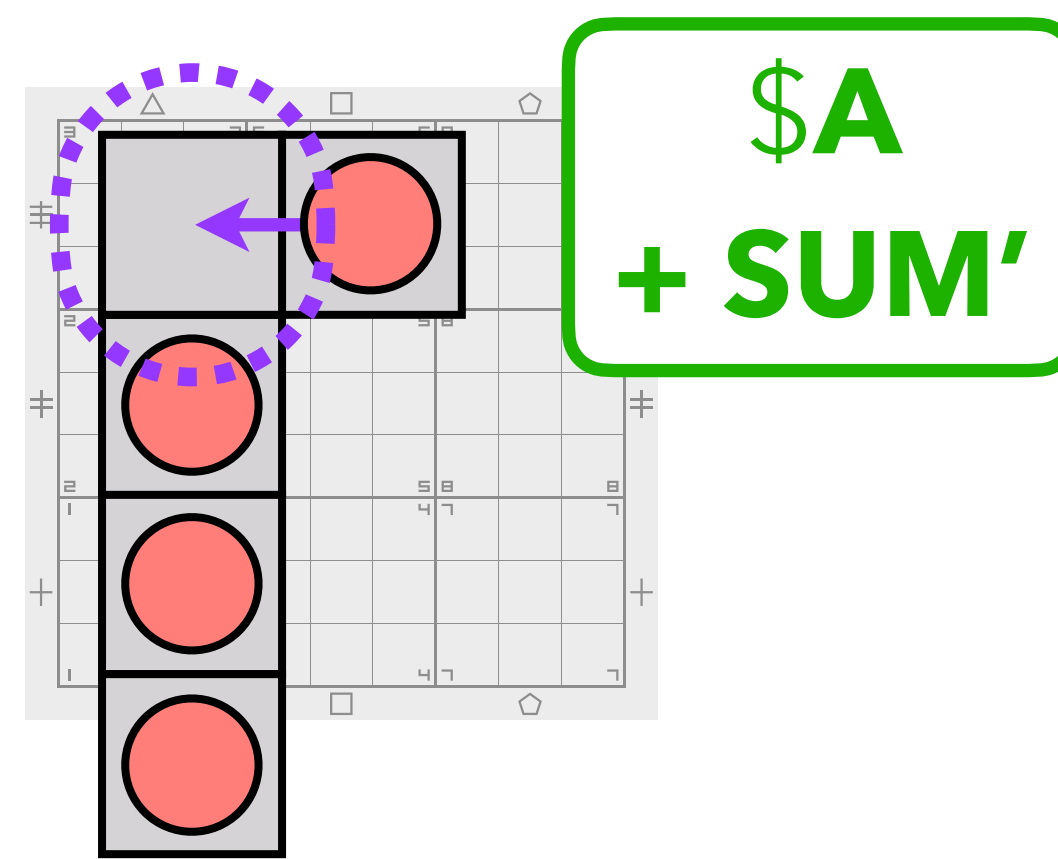
text  
text  
text  
text  
text  
text

**\$E** The cash amount associated with an environment and its 9 product positions. Printed in the environment's corners, the number is used to determine the financial transactions that come with some of the actions inside it. And it is the environment selected for an action – Launch in it, Operate inside it, or Exit from it – that is used in the calculation, even when the product is taken out of it.

ADD VERTICAL ALIGNMENTS.



**ALIGN**  
New Product Alignment  
**COLLECT \$A + SUM**

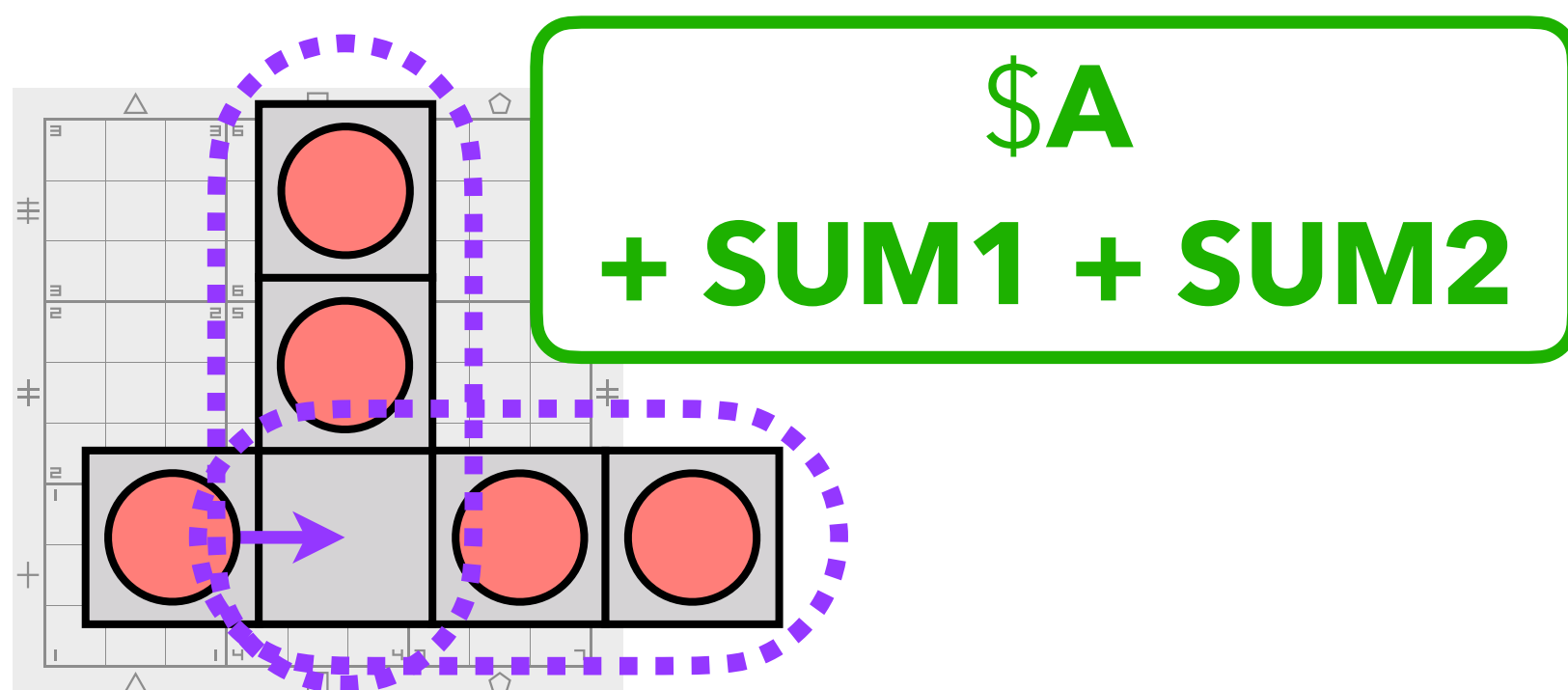


**ALIGN**  
Addition to Alignment  
**COLLECT \$A + SUM'**

**\$A** The cash amount that comes with the Operate action that creates the alignment. It could be +\$E for Downward, \$0 or -\$E for Laterally, and -\$E or -3x\$E for Upward.

**SUM** The cash bonus for a new horizontal alignment of 3 or more neighboring products. For each product in the alignment, the player collects the cash amount indicated by the environment of its final (after the action) position.

**SUM'** The cash bonus for the addition of 1 or more products to an existing alignment, thus expanding it. For each newly-added product, the player collects the cash amount indicated by the environment of its final (after the action) position.

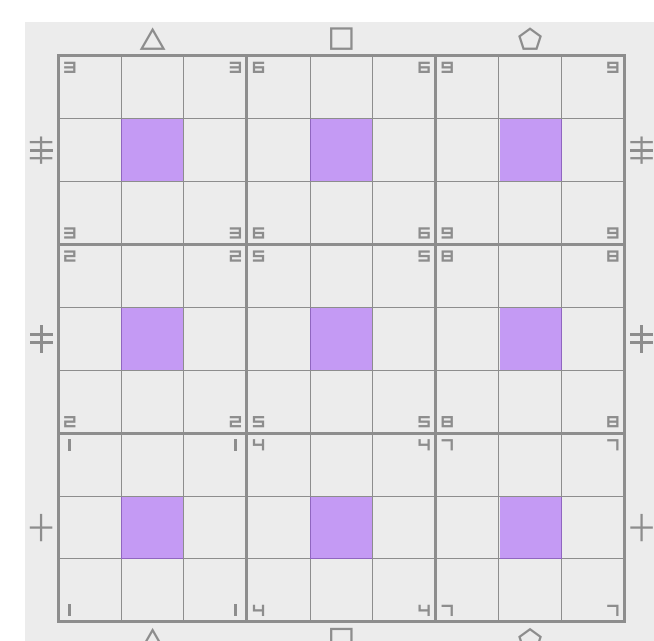
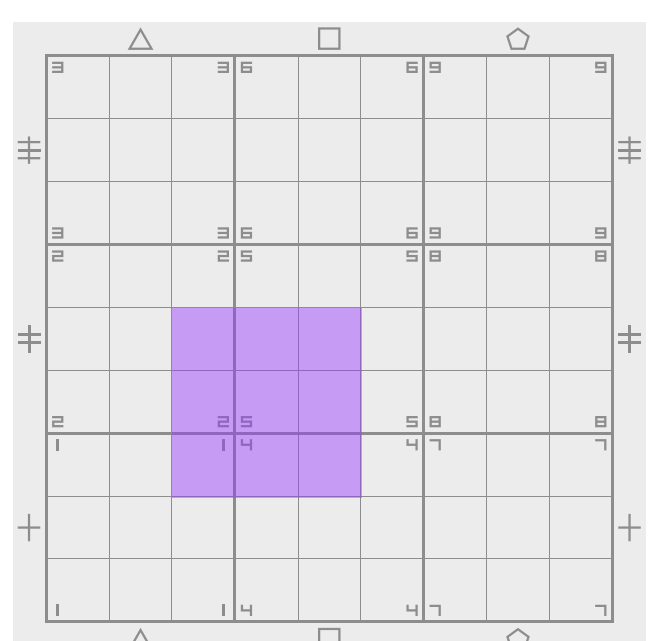


**ALIGN**  
Combination Alignment  
**COLLECT \$A + SUM1 + SUM2**

text  
text  
text  
text  
text  
text

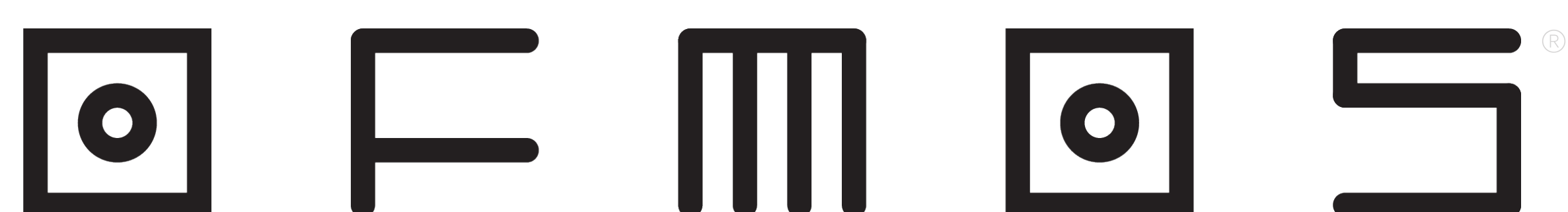
**SUM1,**  
**SUM2** text

ADD ONE OR MORE HOT ZONES.



text

THINK BIG & GOOD LUCK!



# NOTES

