**CHARGING ACROSS COUNTRY** Updated 08/7/23

**Set Up**

* 1st player gets 2 Electricity, 2 Rock, 1 Cotton, 1 Wood
* 2nd player gets 2 Electricity, 2 Rock, 1 Cotton, 1 Wood
* 3rd player gets 3 Electricity, 2 Rock, 1 Cotton, 1 Wood
* 4th player gets 3 Electricity, 2 Rock, 1 Cotton, 1 Wood
* 5th player gets 4 Electricity, 2 Rock, 1 Cotton, 1 Wood
* Place a black point token on each destination. First person to build a station on that destination removes the token and gets points shown on marker
* Deal 7 destination cards to each player
  + **2 player game use 18 markers of your color**
  + **3-4 player game use 15 markers of your color**
  + **5 player game use 12 markers of your color**

**On your turn GAIN CHARGE, then do one of the following:**

* Move to a destination. **Gain resource** **shown** and build (optional)

**Building Costs**

* EV Station= 4 pts (1 rock, 1 electricity)
* Campsite= 6 pts (1 rock, 1 cotton, and 1 wood)
* Hotel= 10 pts (1 rock, 1 wood, 1 cotton, 1 electricity)
* Move to a Charging Station and **Gain:**
  1. 3 electricity and 5 charge, **or**
  2. 2 electricity and full charge
* STAY on destination, and do the following:

1. Draw 2 new cards
2. Gain resources shown on location

**Destination cards-** Play a destination card for the spot you are on to gain points immediately for that location based on type of building built.

**Destinations**

* If a player lands on a destination without an opponent’s EV station on it, they can build on this space
* If another player lands on one of your locations do the following:
  + EV Station: you get 1 of the resources shown and they get 3 charge
  + Campsite: you get 2 of the resources shown and they get 5 charge
  + Hotel: you get 3 of the resources shown and they get full charge

**\*\*\*If you land on your own destination again, you get the charge and location resources, but not the extra resource bonus**

**Charging Stations**

* If a player stops on a blue Charging Station, they choose 3 electricity and 5 charge, or 2 Electricity and full charge. (You can not stay on a Blue charging station on next turn)

**Free Actions**

* Resources exchange 2 for 1
* Discard a card for 1 resource or 3 charge.

**Clarifications**

* When you reach any destination for the first time, place a marker on the location, **this is how you will keep track of all the destinations you have visited.**
* You may choose to move past a destination, but if it is built on by another player that player gets 1-3 resource from that location even though you didn’t stop.

**End of Game Scoring**

Game ends after a player has placed their last destination marker on the board. Remaining plays get 1 turn.

1 point per charge left on your charging track

1 point per 2 resources

Award the following points:

* Time Zone bonuses
  + 3 zones x1 per destinations visited
  + 4 zones x2 per destinations visited
* Coast to Coast Bonus: 1x destinations visited
* Hotel Mogul card: 10 pts, first player to build 5 Hotels
* Glamping card: 10 pts player with the most campsites
* Any ties are split rounding down

**~PLAYER WITH THE MOST POINTS WINS~**

**In your new electric vehicle, you are ready to hit the open road. You will travel from city to city building charging stations for your corporation. The more you build the more conservation points you get. Whether you’re going to Seattle, Boston, Austin, or Miami you’re going to need supplies along the way. So, buckle up and get ready to charge your engines.**