



Dahshur - The Deception of the Master Builder

Content: 4 marble plates, one for each player color.

Preparation: Each of the players gets the marble plate in his color.

Rule: When it is the player's turn and he chooses the action boulevard, he can place his marble slab over one of the marble slabs on the table and thus influence the score.

Tashkent - New Goods

Contents: one neutral hut, 4 goods tiles (2x yellow, 2x white)

Preparation: The neutral hut is placed with the others. The goods stones are placed on the first square of the caravan (the two riders on horseback).

Rule: When moving his camel driver to the first square, the player can take one of the goods stones instead of the starting player stone or the action with the trade links. Yellow and white commodity stones can be placed on any empty space of a hut in the trading round to be sold. Thus, the color shown on the hut does not matter. It still applies that only one commodity of each type can be sold in a hut.

Global Warming - Lobbying

Content: 6 wooden cubes with holes in different colors

Preparation: The wooden cubes are placed next to the game board.

Rule: The active player now has more action options to choose from during his turn. He may take one of the remaining wooden cubes. In his next turn, he can put a wooden cube on one of his derricks as an action option. Whenever this derrick is mining, the following special features apply:

- Pink: The player receives an additional 2 satisfaction points.
- Black: The player must deliver 1 oil less
- Blue: The temperature increases by 2 units less
- Red: The player draws 5 cards and may keep 2 of them
- Yellow: The player can play an additional yellow card
- White: The player gets 2 \$ more

Area 51 - Aliens

Contents: 6 Meeple stickers and 6 wooden dice

Preparation: The stickers are placed on the existing meeple and give more life to your own figure.
Each player gets the wooden dice in his color.

Rule: When a player places cards on a bunker, he can place his wooden cube on one of the cards to mark it. If a row of cards is resolved (bunkering), the player gets this card (along with the wooden cube) back, regardless of who triggered the bunkering.

Exposaurus - More Dinos

Contents: 2 dinosaurs (yellow and green)

Preparation: The game pieces are placed next to the game board.

Rule: The first player to have more identical fossils than his opponents receives the yellow dinosaur and places it in the center of his museum.

The first player to have more identical gems than his opponents receives the green dinosaur and places it in the center of his museum.

You can also lose the dinosaurs if a player has collected more identical fossils or more identical gems.

The dinosaurs count 2 victory points each at the end of the game.

Adios Calavera - The nice neighbor

Contents: 1 wooden disc with sticker

Preparation: The Nice Neighbor is placed diagonally below the candle field before the game begins.

Rule: The Nice Neighbor belongs to everyone, the living as well as the deceased, and counts in the calculation of the move distance like any other piece. Each player may move it. But only after his own move and only by 1 square. The move can be straight or diagonal.

With the leader, the strongman, the magnet or the stormy one, the nice neighbor can already be moved during his own turn. Additionally, you can move him at the end of your turn. He may stand next to the unwashed one.

You may not move the Nice Neighbor across a finish line

Black Gold - Technology Upgrade

Contents: 4 black wooden cubes with a hole in them

Preparation: Each player receives a black wooden cube at the beginning of the game, which he puts on one of his drilling towers.

Rule: When scoring in the second phase of the game, this derrick can also produce the oil fields that are orthogonally TWO fields away from it.

Takamatsu - The Green Pagoda + The Green Samurai

Content: 2 tiles

Rule: The Green Pagoda is placed on the lowest Shogun next to the board and doubles the value of that card.

The Green Samurai - a loner - is placed in the room with the value +2 at the beginning of the game. He effectively blocks a room so that it cannot be entered. He automatically moves to the next free room.

Manhattan TraffIQ - Empire State Building

Contents: Wooden game piece and sticker

Preparation: The game piece is first placed next to the game board.

Rule: With the Empire State Building, another tactical variant is added. It is initially open who places the building on the map, but once it is in place, all players will be interested in that location - because the intersections around the building count double in the final tally.

Outback Crossing - The Mists

Contents: 6 wooden arrows in gray

Preparation: Each player receives one gray arrow

Rule: Instead of placing an arrow in his own color, the active player can also place his gray arrow. By doing so, he blocks a possible scoring of the other players (so gray arrows are not scored).

Christmas Penguins - The Special Gifts

Contents: 4 pink wooden game pieces

Preparation: The pink gifts are placed with the others (under the tree).

Rule: The pink gifts are a new color and they count double at the end.

Tower of Babylon - The Plague

Content: 5 black game chips

Preparation: Each player receives a black chip

Rule: The active player can place his chip on a tower, blocking it for everyone. The chip counts as a piece - the player has to block 4 or 5 pieces per turn.

HaiNoon - Shoal of fish

Content: 2 green fish

Preparation: The fish are put in stock.

Rule: The player can discard two of his cards as an alternative action and then gets a fish to put on his diver and protect it. If the diver is attacked by a shark, the shark first eats the fish. The fish is then removed from the game.

City Council - The New Committee

Contents: Scoreboard + 5 Meeple Stickers (workers)

Preparation: The new scoring board is placed with the others. Each player puts one of the stickers on one of his workers.

Rule: Whenever the special worker (with sticker) becomes active, its owner gets one influence point in any category - not in the development department (brown!).

If a vote occurs in the new committee, the following applies:

- The trigger of the vote (active player) receives 1 victory point
- 1 employee = nothing
- 2 employees = +2 brown influence points
- 3 employees = +4 brown influence points