

HEL SINKI

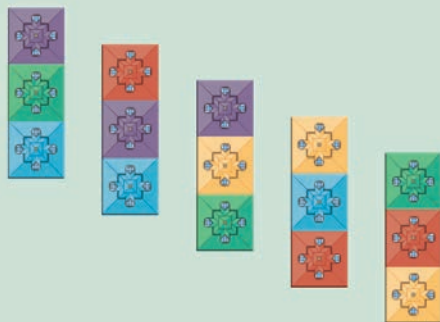
EXPANSION 1

New shapes and color combinations offer additional options to build your market on your player board. There are four new versions of pavilion tiles with 3-6 roofs. Those with six roofs are especially valuable, but also harder to build. The rules for all four new types of tiles are explained in this leaflet.

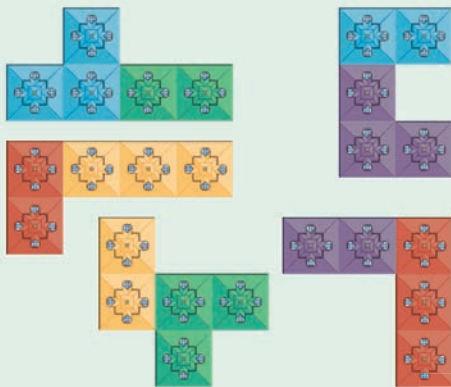


Components

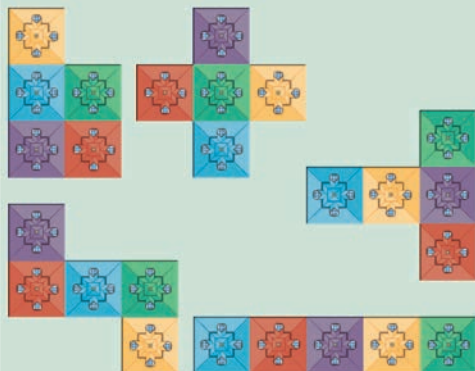
- 5x "3" pavilion tiles – with 3 colors each



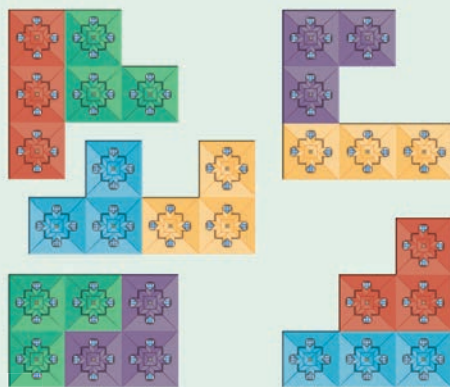
- 5x "5" pavilion tiles – with 2 colors each



- 5x "5" pavilion tiles – with 5 colors each



- 5x "6" pavilion tiles – with 2 colors each

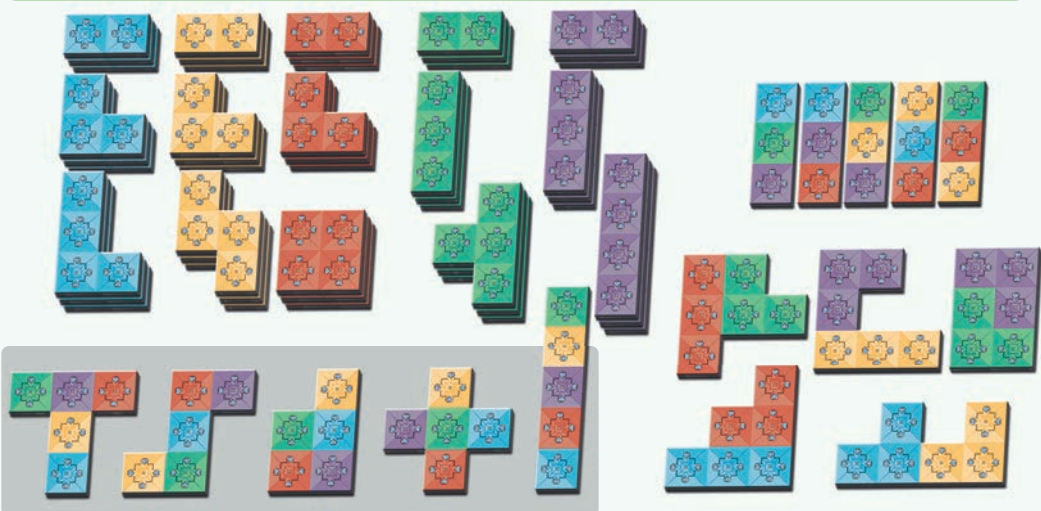


- 1 Rules booklet

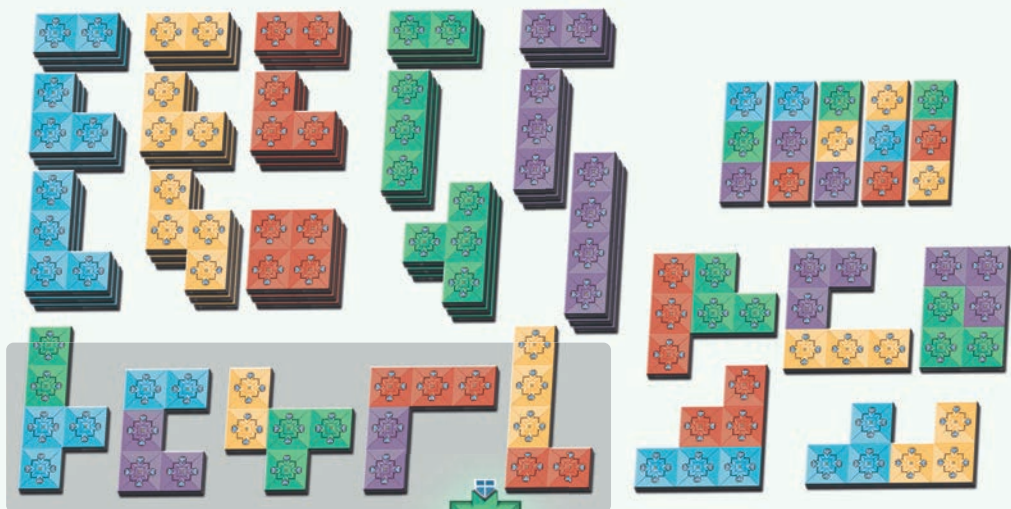
Changes in setup

Regardless of player count the following changes apply:

- 1 Add the five new "3" pavilion tiles and the five "6" pavilion tiles to the common supply.
- 2 The new "5" pavilion tiles replace the "5" pavilion tiles of the basic game. Always, there will be only one kind of the new "5" pavilion tiles used in a game. The players must decide if they want to play with the "5" pavilion tiles featuring two colors or with those featuring five colors.



or:

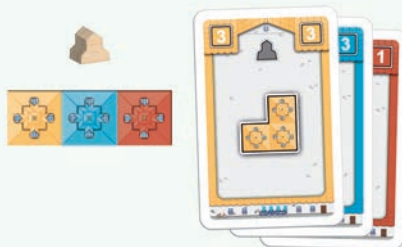


Changes in game play

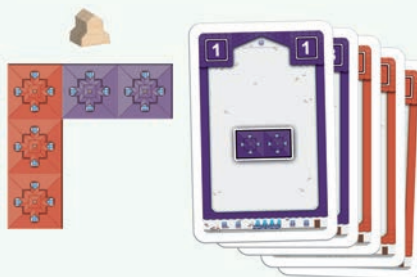
The rules of the basic game apply except for the following changes:

Because the new pavilion tiles are not depicted on the cards only the number of cards and their colors are considered. You always get exactly one superstructure, no matter how many superstructures may be shown on the played cards.

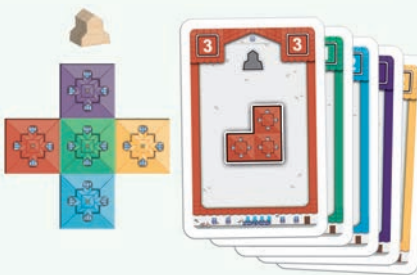
If you want to build a new **"3" pavilion tile**, you must play one card of each matching color.



If you want to build a **"5" pavilion tile** with two colors, you must play five cards in total matching the number and colors on the tile.



If you want to build a **"5" pavilion tile** with five colors, you must play one card of each matching color.



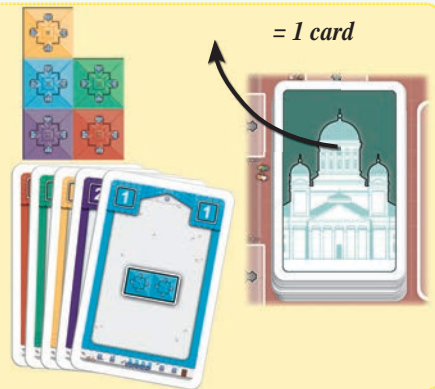
If you want to build a **"6" pavilion tile**, you must play six cards in total of total matching the number and colors on the tile.



The wild cards

The wild cards can replace cards of any color in the same way as in the basic game.

For the "5" pavilion tiles feature **five colors**, if the player builds the tile *without playing a wild card*, as a bonus they may draw one card from the draw pile and add it to their hand.



Bonuses

The new pavilion cards will grant a bonus but only if at least two different colored roofs touch a roof of the same color after placement (*not just one*).

As a bonus the player draws one card from the draw pile and adds it to their hand.



Example: A player builds this "3" pavilion tile. Both the blue and the green roof touch a roof of the same color of previously built pavilion tiles. They may draw one card.

Note: It is possible to get two bonus cards for not using a joker card **and** for building the pavilion in the right manner on a single turn. Don't forget the hand limit (7 cards) and discard down to seven cards if needed.



Example: The "5" pavilion tile is built from the left (yellow side) without using a wild card. All roofs are touching at least one roof of the same color of previously built pavilion tiles. The player may draw two cards.

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