

UPGRADE CARDS FOR COLONIALISM 1st EDITION

This expansion adds a 6th available action to the game, **Purchase Upgrade**. This action allows players to spend collected resources to gain a permanent advantage for the duration of the game.

(This expansion may be used with or without EXPANSION I: HISTORICAL EVENTS)

Components:

- 5 Upgrade Cards
- 1 additional Consolidate Holdings Action Card
- 5 Orange Influence Discs
- 1 Orange Ship

Setup:

At the start of the game, lay the 5 upgrade cards face-up on the table next to the board. Place the orange ship on the Naval Expansion card. Place the orange influence discs on the Military Expansion card. Place the additional Consolidate Holdings card on the Colonial Infrastructure card.

Rules:

On his or her turn, instead of taking one the standard 5 actions in the basic game, the active player may instead choose to purchase an upgrade. In order to purchase an upgrade, the active player must permanently discard a number of collected resources (of any combination of colors) equal to the cost of the upgrade.

Once the active player has paid for the upgrade, he or she takes the card, and any components associated with the card. The upgrade stated on the card takes effect immediately and lasts for the duration of the game.

A card can only be purchased by one player. Once a card has been purchased, it is unavailable to the remaining players.



MILITARY EXPANSION

Cost: 1 Resource Cube
Immediately add 5 additional Influence to your Influence Reserves. These new discs function just like your regular influence for the rest of the game.



AGGRESSIVE EXPLORATION

Cost: 1 Resource Cube
When you perform an exploration action, the ship you use to perform this action does NOT become used.



NAVAL EXPANSION

Cost: 2 Resources Cubes
Immediately add an additional ship to any sea zone of your choice. This 4th ship functions just like your other 3 ships for the rest of the game.



COLONIAL INFRASTRUCTURE

Cost: 2 Resources Cubes
Immediately add this action card to your hand. It functions as a 2nd Consolidate Holdings card.



ANNEXATION

Cost: 3 Resources Cubes
All economic interest cards you complete at the end of the game are worth 2 resource cubes instead of 1 cube.

Note: The players will need to grab a gaming piece representing a ship and 5 additional pieces functioning as discs.