

CARNEGIE: EXPANSION Nº1

This expansion is composed of four independent modules. Each module can be added to the basic game on its own, or in combination with any others.

Solo mode compatibility

1. A New Beginning	YES	4. Optional Rules	
2. New Departments	YES	- Open Bar Setup	YES
3. New Donations	NO	- Wait Option	NO
		- Secret Donations	NO

COMPONENTS



1 notepad "A New Beginning"



32 Department tiles
(2 each of 16 different Departments)



4 Donation tiles

1. A NEW BEGINNING

This module uses a notepad of bidding sheets titled "A New Beginning," and allows players to customize their starting resources in order to add an asymmetric element to the game.

Before step 6 of setup, provide each player with a bidding sheet. Each player must then secretly choose one option for each line on the bidding sheet and write down the cost of each choice.

In addition to customizing their starting resources, each player may also bid to start the game as first player. The total cost of a player's choices may not exceed \$50.

The players then reveal their completed bidding sheets simultaneously. The high bidder will become the first player, and play will proceed clockwise starting with that player. In the event of a tie, the first player will be the tied player who spent the highest **total** amount of money on all of their bids. If there is still a tie, randomly choose a tied player to be first player.

Setup Changes

Continue setting up the game as normal, with the following adjustments to the setup steps numbered below:

- 6** Provide each player with:
 - A** 2-6 goods cubes, according to the choice made on Line 2 of their bidding sheet. Then, give each player an amount of money equal to \$50, minus the total amount spent on Lines 2-5 of their bidding sheets. The first player must also subtract the value of their Line 1 bid – the other players do not pay for their first-player bids.
 - C** 5 standing (active) employees, per the normal setup rules. Then, each player receives an additional 3-7 employees according to the choices made on Line 3 of their bidding sheets. Players must place these employees in an inactive

(lying down) state in their respective Lobbies. The rest of a player's employees will not be available at the beginning of the game.

- D** **D1** Line 4 of the bidding sheet allows players to exchange money for VP, and vice versa. Adjust players' starting scores according to the choices made on their bidding sheets.

- 7** Skip this setup step. The start player will be the person who bid the most money on Line 1 of their bidding sheet.

- 11** Line 5 of the bidding sheet allows players to choose how many spaces their employees may move during this step of setup.

EXAMPLE

Mary bids \$3 to become first player. She also decides to start the game with 5 goods cubes (\$15), 4 employees in her Lobby (\$8), and 8 setup moves (\$15); she chooses to offset these expenses by exchanging 3 VP for \$6. Mary will start the game with \$18, or \$15 if she wins her bid to be first player.

CARNEGIE: A NEW BEGINNING						STARTING MONEY
1 st PLAYER AUCTION	[\$3]					\$50
GOODS CUBES	2 [\$6]	3 [\$9]	4 [\$12]	5 [\$15]	6 [\$18]	-(35)
WORKERS IN LOBBY	3 [\$8]	4 [\$8]	5 [\$8]	6 [\$8]	7 [\$8]	
VICTORY POINTS	-6 [\$12]	5 [\$6]	0 [\$0]	3 [\$6]	6 [\$12]	\$15
SETUP MOVES	4 [\$12]	5 [\$15]	6 [\$18]	8 [\$24]	10 [\$30]	

2. NEW DEPARTMENTS

Setup Changes

After step 3 of setup, sort all of the Department tiles into 4 stacks by type (Human Resources, Management, Construction, R&D).

Draw tiles from each stack until you have drawn 4 different Departments of each type. Find the second copy of each of those tiles, and return all others to the game box. You should now have 4 matching pairs of each type, for a total of 32 Department tiles.

Then perform step 4 of setup as normal, returning additional tiles to the box as instructed.

Set 1: Internal Specialization

This first set of 4 new Departments encourages players to add specific types of Departments to their Companies.

17. Human Resources Administration



To use this Department, the player must send an active employee from this Department on a Mission (move it to a Mission area on the game board). Then, for each Human Resources Department in that player's Company (including the starting Department), they may move one employee on their Company board to any other location within their Company. An employee moved this way becomes inactive.

21. Accounting



To use this Department, the player must send an active employee from this Department on a Mission (move it to a Mission area on the game board). The player then receives \$3 for each Management Department in their company (including starting Departments).

25. Production Lines



To use this Department, the player must send an active employee from this Department on a Mission (move it to a Mission area on the game board). The player then receives 1 goods cube for each Construction Department in their company (including the starting Department).

29. R&D Coordination



To use this Department, the player must send an active employee from this Department on a Mission (move it to a Mission area on the game board). The player then receives 2 study points for each R&D Department in their company (including the starting Department).

Set 2: Local Agency Networks

These 4 Departments have effects that focus on one region at a time. They allow players to devise new strategies according to where their projects are concentrated.

18. Local Partners



When using this Department, the player must choose a single region of the map. Then, for each project they have built in that region, they receive either \$2 **OR** 2 employee moves.

Example: Mary has built 5 projects in the Midwest. She chooses that region when using this Department, and decides to receive \$6 and 4 employee moves.

22. Branding



When using this Department, the player must choose a single region of the map. Then, for each project they have built in that region, the player receives either \$2 **OR** 1 goods cube.

26. Renovation



When using this Department, the player must choose a single region of the map. Then, for each project they have built in that region, the player receives either \$2 **OR** 1 VP.

30. Knowledge Sharing



When using this Department, the player must choose a single region of the map. Then, for each project they have built in that region, the player receives either \$2 **OR** 2 study points.

Set 3: Improved Flexibility

These 4 Departments have powerful ongoing effects that provide players with more flexibility.

19. Corporate Communication



In order to benefit from the effect of this Department, it must contain an active employee at the beginning of the turn. For the duration of that turn, the player's employees may move diagonally or orthogonally within their Company.

23. Payroll Management



This Department has an ongoing effect as long as it contains an active employee. However, this effect does not apply in the same round in which that employee was activated. When the player activates an employee anywhere in their Company, they can **EITHER** pay the price listed on the Workstation (as usual), **OR** pay \$2 more than the listed price and gain 1 VP, **OR** pay \$1 regardless of price and lose 1 VP. The last option cannot be taken if the player has 0 or fewer VP.

27. Political Lobbying



This Department has an ongoing effect as long as it contains an active employee. The player may build on spaces that do not match the chosen project type. If the player builds in a small town, or on a space that matches the chosen project type, they gain 1 VP.

31. Archives



This Department has two ongoing effects as long as it contains an active employee. First, when receiving transport income the player may choose to receive a lower level of income, according to the position of their disk on the Mission region's transportation track. Second, the player's transportation marker may enter the final box of each transportation track and receive the end-of-track bonus, even if those boxes are already occupied by other players' markers.

Set 4: Miscellaneous Achievements

These 4 Departments affect final scoring, thus encouraging players to try new strategies.

20. Green Spaces



This Department has an effect on final scoring as long as it contains an active employee at the end of the game. The player scores 2 VP for each space on their Company board that does not contain a Department.

24. Public Relations



This Department has an effect on final scoring as long as it contains an active employee at the end of the game. The player gains 2 VP for each project they have built in a single region of their choice.

28. Post Office



This Department has an effect on final scoring as long as it contains an active employee at the end of the game. When counting connections between major cities the player may add 1 connection point to their total, to a maximum of 6 connection points. If the player finishes the game with 6 connection points, they receive a bonus of 9 VP in addition to the points earned for their connections between major cities.

32. Network of Libraries



This Department has an effect on final scoring as long as it contains an active employee at the end of the game. The player gains 4 VP for each project they built in the region in which they had built the fewest projects.

3. NEW DONATIONS

Setup Changes

Complete step 10 of setup as normal. Then, starting with the first player and going clockwise, each player may select a “New Donations” tile and use it to cover **ANY** donation area printed on the board. A New Donations tile may cover **ANY** type of donation. (*Example: A player may place an “Education” donation tile on top of the “Health” donation section of the game board.*)

If disks (*from step 9 of setup*) are present on a donation area covered by a New Donations tile, replace those disks at their same positions on the new tile(s). The VP awards from these donations are only scored at the end of the game.



The player receives 4 VP for each Department of a single type that was added to their Company board (the type is chosen during game-end scoring).



The player receives 3 VP for each different type of Department that was added to their Company board.



The player receives 3 VP for each Department that was added to the leftmost column of their Company board.



The player receives 3 VP for each Department that was added to the topmost row of their Company board.



The player receives 4 VP for each Education donation that they made.



The player receives 3 VP for each project they built of a single type (the type is chosen during game-end scoring).



The player receives 3 VP for each different type of project that they built.



The player receives 1 VP for each project that they built.



The player receives 3 VP for each type of donation that they made.



The player receives 4 VP for each Human Rights donation that they made.



The player receives 2 VP for each space on their Company board that does not contain a Department.



The player receives 2 VP for each inactive employee in their Company (on the Company board and/or on a mission).



The player receives 2 VP for each active employee in their Company at a Workstation with an activation cost (\$1 or more).



The player may pay \$3 and 1 goods cube to the supply in exchange for 3 VP. This may be done up to 4 times.



The player receives 4 VP for each Welfare donation that they made.



The player receives 2 VP for each medium city connected to the indicated Large City as part of a continuous network of their own adjacent construction disks.



The player receives 4 VP for each Health donation that they made.

CREDITS

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4. OPTIONAL RULES

These optional rules give experienced players new and advanced ways to play.

Open Bar Setup

This implementation increases the variety of Departments that will be available during the game, but there can be no more than one of each Department.

Just before step 4 of setup, select one copy of each Department, so that you have 32 Departments in total. You should have 16 Departments from the basic game, plus 16 from the expansion, with no duplicates.

Wait Option

The first player (and only the first player) has the option to wait. That player simply has to announce that they are waiting, rather than playing first. The other players must then play their turns normally, and the first player will go last in turn order.

Tip: This rule can be particularly useful with regard to selecting the Human Resources action, as it allows the first player to see what other players have chosen before making their own moves.

The Secret Donation

This rule adds a new strategic option and a hidden element to final scoring.

After completing game setup, each player must secretly choose a donation space and make note of it on a piece of paper. Indicate the donation you have chosen by identifying the type of donation (numbered 1-4, from left to right), and its line (numbered 1-5, from top to bottom).

Players should keep their papers face-down, next to their Company boards. These papers

will be revealed and counted at the end of the game, after the other donations have been scored. A player may look at their own paper at any time.

Secret donations have no cost, and they do not increase the cost of a player's subsequent donations. They are always active, even if their donation spaces are occupied by any player's disk. A player may place a donation disk on the space that matches their secret donations – in this case, the player will score that donation twice at the end of the game.