Ginkgopolis

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The Experts

2 to 5 players – ages 13 and up – 45 minutes

The success of Ginkgopolis attracts all sorts of experts (artists, engineers, bankers, journalists…) who wish to profit from its success. Design competitions and advertising campaigns eventually lead to increasingly imposing avant-garde buildings. So imposing, in fact, that it becomes necessary to provide green spaces in order to maintain the air quality in this boomtown. And don't let the speed of construction cause you to forget ISO standards… an occasional inspection will set you straight!

Overview and Goal of the Game

This expansion consists of 6 separate modules that can be freely combined to revitalize the base game and offer new strategies.

In order to help you assess whether these modules correspond to your tastes, each module is assigned two ratings: the complexity level (1 = simple, 2 = medium complexity, 3 = greater complexity) and the strategy level (1 = more chance, 2 = a balance of luck and strategy equivalent to the basic game, 3 = more strategy and control over the game).

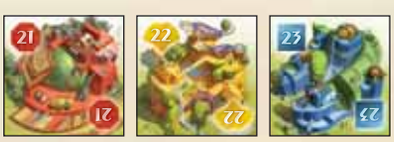
Module	Complexity	Strategy
New Buildings	1	3
Prestige Buildings	1	3
Green Spaces	3	2
Events	2	1
Keep a card	2	3
Experts	3	2

Materials

- 9 Green Space tiles (value I tiles)
- 9 Building tiles (value II tiles): 3 tiles of each color, numbered 21 to 23
- 6 Building tiles (value III tiles): 2 tiles of each color, numbered 24 to 25
- 20 Event tiles
- 19 cards:
  - 9 Building cards: 3 building cards of each color, numbered 21 to 23
  - 10 Expert cards
- 5 Player Aid cards, summarizing the powers of all the cards
- 4 tokens for 50 success points
- this rulebook

Module 1 : New Buildings

The New Building tiles are numbered from 21 to 23 in the three colors of the game (red, yellow, blue). These New Building tiles are value II tiles, the base game's tiles being value I. They work just like Building tiles from the base game, with the following exceptions :



Setup

1. Shuffle the New Building tiles to form a face-down pile. This tile supply is distinct from the base game's general supply of tiles (numbered 4-20).
2. Place each set of New Building cards numbered from 21 to 23 at the end of the stack of Building cards of the same color.
3. Remove 3 random Building tiles from the base game's general supply (numbered 4-20) from the game, without looking at them.

Note: Value II tiles cannot be drawn during the setup (via characters), but only once the game has begun.

Playing the game

When you draw tiles, you may choose to draw a value II tile instead of drawing two value I tiles.

You must take into account the total number of tiles that your action allows you to take before deciding how many value I or value II tiles to take, and you cannot change your mind mid-stream.

EXAMPLE

Nell has played the blue Building #6 card by itself to utilize blue building #6. Because this building is level 3, she can draw 3 value I tiles. She has a permanent bonus card that allows her to take an extra tile, bringing the number of value I tiles that she can draw to four. She can therefore choose to draw either four value I tiles, or 2 value I tiles and 1 value II tile, or 2 value II tiles.

End of the game

When the supply of tiles from the base game is exhausted, you can also return value II tiles to the game, for 1 success point per tile returned — the same way it works for value I tiles. These value II tiles are returned to the supply of value II tiles, which then must be reshuffled.

Depletion of the value II tile supply triggers neither the endgame, nor return of tiles to the game for success points.

Card bonuses

Cards 21 through 23 are endgame bonus cards. If you have them in front of your screen, you receive success points at the end of the game, provided you meet certain conditions.



These cards are worth 1 success point for each permanent bonus card (with an arrow) in front of your screen.



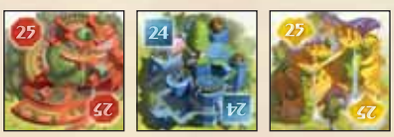
These cards are worth 5 success points for each set of 3 permanent bonus cards of different types (1 Playing a card by itself bonus, 1 Urbanizing bonus, and 1 Constructing a floor bonus) in front of your screen.



These cards are worth 4 success points for each set of 3 cards of different colors in front of your screen.

Module 2 : Prestige Buildings

The Prestige Building tiles are numbered 24 to 25 in the 3 colors of the game (red, blue, yellow). These Prestige Building tiles are value III tiles, the base game's tiles being value I. They work just like Building tiles from the base game, with the following exceptions :



Setup

1. Form three face-up piles with the Prestige Building tiles, each comprising one color, with the 24 tiles on top, and the 25 tiles on bottom.
2. Remove 3 random Building tiles from the base game's general supply (numbered 4-20) from the game.

Note : Value III tiles cannot be drawn during the setup (via characters), but only once the game has begun.

Playing the game

When you draw tiles, you may choose to draw a value III tile instead of drawing three value I tiles.
You must take into account the total number of tiles that your action allows you to take before deciding how many value I or value III tiles to take, and you cannot change your mind mid-stream.

EXAMPLE

Nell has played the blue Building #8 card by itself to utilize blue building #8. Because this building is level 1, she can draw 1 value I tile. She has two permanent bonus cards that allow her to take two additional tiles, bringing the number of value I tiles that she can draw to three. She can therefore choose to draw either 3 value I tiles or 1 value III tile.

Note : Value III tiles do not have cards associated with them, so it is not possible to build on or utilize these buildings. Thus, it is unnecessary to place a Construction Site pawn on them.

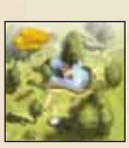
End of the game

When the supply of tiles from the base game is exhausted, you may also return value III tiles to the game, for 1 success point per tile returned — the same way it works for value I tiles. These value III tiles are returned to the supply of value III tiles, face-up.

Note : Depletion of the value III tile supply triggers neither the endgame, nor return of tiles to the game for success points.

Module 3 : Green Spaces

Green Space tiles are green tiles that are not numbered, which have their own specific rules :



Setup

1. The Green Space tiles are placed face-up in a separate pile near the base game's tiles.
2. Remove 3 random Building tiles from the base game's general supply (numbered 4-20) from the game.

Playing the game

Whenever you draw tiles, you may choose to draw a Green Space tile instead of a value I tile. You can only draw a single Green Space tile per turn.
The Green Space tiles can only be played using the Urbanizing action. The rules are then almost identical to the normal Urbanizing action, using the Green Space tile instead of a Building tile:

1. Replace the Urbanization token (corresponding to the card played) with the Green Space tile.
2. Place a resource from behind your screen on this tile to mark the fact that you are the owner of the green space. It is not necessary to place a Construction Site pawn on it, because there is no card associated with it.
3. Move the Urbanization token to an empty space orthogonally adjacent to the new tile (not diagonally).
4. You utilize the buildings orthogonally adjacent to the tile you just placed (but not diagonally). "Utilizing a building" allows you to earn the items as if you had played those buildings' cards by themselves.
5. If you have any cards with an Urbanizing bonus in front of your screen, you receive the items specified by these cards.
6. After resolving the action, place the played card in the discard pile.

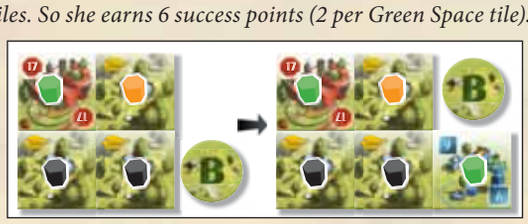
Notes :

- *It is not possible to cover an existing building with a Green Space tile.*
- *The Green Space tiles do not have cards associated with them, so it is not possible to build on or utilize a green space.*

One or more isolated adjacent Green Space tiles are called a park. A player who urbanizes (with a Building tile or another Green Space tile) next to a park receives 2 success points per Green Space tile in the park.

EXAMPLE

Miley has urbanized by playing the Urbanization B card with Blue Building tile #9. She urbanized next to a park consisting of three Green Space tiles. So she earns 6 success points (2 per Green Space tile).



End of the game

The green spaces have a big influence on the final scoring :

1. Parks are not counted as being districts. On the other hand, they influence the scoring of all orthogoally adjacent districts (not diagonally):
   a. The resources you have in the park are taken into account in the scoring of an adjacent district, provided that you have at least one resource in that district. Note: You must consider the resources present on all the tiles of the park, even those not adjacent to the district being scored.
   b. A single park can be taken into account for the scoring of several districts. So do not remove the resources from a park after the first scoring.
2. Each Green Space tile earns 1 success point for its owner for each floor of the building(s) adjacent to that Green Space.

When the supply of tiles from the base game is exhausted, you may also return Green Space tiles to the game, for 1 success point per tile returned — the same way it works for value I tiles. These Green Space tiles are returned to the supply of Green Space tiles.

Note: Depletion of the Green Space tile supply triggers neither the endgame, nor return of tiles to the game for success points.

EXAMPLE



1. The blue district is adjacent to a park consisting of two Green Space tiles. Miley's and Nell's resources in the park are included in the scoring of the blue district because both players also have resources in that district. Miley has the most resources (4 = 3 in the district + 1 in the park) and she earns 10 success points. Faye earns 3 success points with her 3 resources and her building being taller than Nell's. The yellow district is also adjacent to the park. The resource Nell placed in the park is not taken into account in the scoring of the yellow district because Nell doesn't have any resources in the yellow district. Faye earns 5 success points and Miley earns 2 success points.
2. Miley earns 2 success points for her Green Space tile because it is near a building of 2 levels. Nell earns 5 success points.

Module 4 : Events

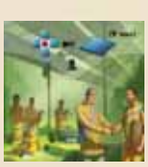
The Event tiles are special tiles that you can play at the same time as your normal action. This then triggers an event at the location defined by the card played.

Setup

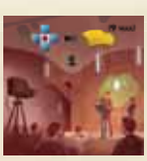
If you are playing with the Experts module from this expansion, each player takes the 2 Event tiles indicated (in the upper-left corner) on the Expert card she selected and places them behind her screen.
If you are playing without the Experts module from this expansion, each player receives four Event tiles (one of each type), and selects two that she keeps behind her screen.

Playing the game

To trigger an event, you must play an Event tile in addition to the card (and possible tile) that you chose for your action. Place the Event tile face-down on the card. It is therefore possible to play two tiles in the same turn — possibly even three, if you have the Master Architect expert (see Module 6). You choose whether the effects of the event are applied before or after resolution of your chosen action. Once you have resolved the event, the Event tile is removed from the game. Here are the effets of the event tiles:



Design Competition - Count the number of resources that you have both on the building designated by the card (when constructing a floor or utilizing the building), and on the adjacent buildings (when urbanizing, constructing a floor, or utilizing the building). Draw one tile per resource counted (maximum 9). You can target a building that does not belong to you.



Advertising Campaign - Count the number of resources that you have both on the building designated by the card (when constructing a floor or utilizing the building), and on the adjacent buildings (when urbanizing, constructing a floor, or utilizing the building). Earn one success point per resource counted (maximum 9). You can target a building that does not belong to you.



Expropriation - Replace all the resources on the building designated by the card with your own resources from your personal supply, and earn 1 success point per resource replaced. The targeted player retrieves her resources, and puts them behind her screen, but does not receive success points as compensation. This event cannot be played with an Urbanization card.



Quality Control - Consider the resources both on the building designated by the card, and on the adjacent buildings. For each such resource, its owner loses 1 success point, or 1 resource from behind her screen to the general supply. The player who triggered the quality control is not affected. If a player chooses to lose success points, the success points go to the player who triggered the quality control, who can only receive a maximum of 6 success points in total (any further success points lost are returned to the general supply). If a player does not have enough resources and success points, she must pay what she can. She must lift her screen to prove her claim.

Module 5 : Keep a card

This module requires neither additional components, nor any specific setup. It only modifies the Choose a card step of each turn. In addition to the card you choose for your action, you must choose another card that you will place behind your screen. At the end of the turn, each player thus passes only 2 cards to the left, instead of 3. Then add the hidden card to your hand, such that you again have 3 in your hand — before drawing the usual fourth one, of course.

Note : This module is designed for players wanting a little more control over the game. As a result, it lengthens the game, and reduces its fluidity.

Supplementary variant: In games with 2–4 players, you can play this module with a hand of 5 cards, instead of a hand of 4.

Module 6 : Experts

Experts are new Character cards that require using the draft technique for distributing the Character cards. Each player starts the game with 3 characters from the base game and 1 Expert.

Setup

Before choosing their Character cards, each player receives 2 Expert cards in addition to 4 Character cards from the base game. Choosing cards then proceeds as in the base game:

1. Each player chooses one card (Expert or Character) which she keeps secret.
2. Each player passes the remaining cards to her left before choosing a new card from those that she has received.
3. This continues until each player has chosen 3 Character cards and 1 Expert Card. You are neither allowed to choose 4 Character cards nor more than 1 Expert card.

Exceptional case: If you have chosen 3 Character cards in the first 3 stages of the draft, you are forced to take an Expert with your final pick. If at that time, there is no Expert available in your hand, draw a random Expert card from the cards that were part of the draft, but were not selected by anyone.

If you are playing with the Events module from this expansion, take the Event tiles to which you are entitled (shown in the top left of the Expert card) and put them behind your screen (see "Module 4 : Events").

Special Power

Each expert gives its owner a special power. Some experts apply during the game, while others have an impact on the final scoring. Here are the different powers :



Artist

You do not have to pay any success points when constructing a floor with a lower number.



General Counsel

You gain 2 success points per resource retrieved, instead of 1, but only when another player Constructs a floor over a building you owned.



Banker

When you resolve your action, you can exchange success points for resources if you lack the resources to build (1 success point per resource). During the final scoring, each resource behind your screen counts as 1 success point.



Inspector

When you urbanize, you earn 2 success points if you create a new district, or enlarge an existing one, or join two different districts of the same color.



Entrepreneur

During the final scoring, you earn 1 success point per production building (red) owned by another player, and 2 success points per production building you own



Engineer

You gain 2 success points for each tile you return to play when the general supply is first exhausted. If the game ends without the base game's tiles having been exhausted, you earn 1 success point per tile you have behind your screen.



Mayor

When you construct a floor, you do not need to pay a resource if you change the color of the building. Additionally, you earn 1 success point per district in the city at the end of the game.



Professor

During the final scoring, you earn 1 success point per office building (blue) owned by another player, and 2 success points per office building you own.



Journalist

During the final scoring, you earn 1 success point per daily life building (yellow) owned by another player, and 2 success points per daily life building you own.



Master Architect

When selecting the Urbanizing action or the Constructing a floor action, you can build two floors in one turn. To do this, place two tiles on the card you played to execute this action, instead of one. These two tiles, chosen from behind your screen, are placed face-down on the card played.

Upon resolution of the action, place the two stacked tiles on the city, making sure of keeping the lower tile hidden. The lower tile can be any type (green space, prestige building…). The color and number of the bottom tile is completely irrelevant, and it causes no additional cost. On the other hand, the upper tile can cause the usual additional costs.

You must also add two resources to the building, so that the total number of resources is equal to the number of floors.

Only the card associated with the visible upper tile is added to the deck; the card associated with the lower tile will therefore never enter the game.

Note: The master architect starts the game with 2 additional tiles.

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