

COPENHAGEN

Expansion 1: ABILITIES & MISSIONS

Three expansion modules await the players which will change the flow of Copenhagen, offering new and exciting strategies to the game. Each module can be played individually or together.

Module 1: New Abilities

Module 2: Joker Tiles

Module 3: Mission Tiles

Module 1: New Abilities

Components

24 Ability tiles - 6 x 4



Draw pile



Discard pile



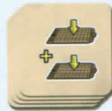
Hand limit



Special tile



Four cards



Construct twice

Back (inactive side)



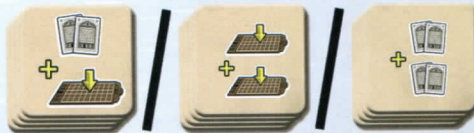
Changes during set-up

As normal, each player takes the "Any cards" ability tile at the start. There are two variants on how to set-up the rest of the ability tiles of the base game and this module:

Variant A:

The players choose four sets of ability tiles that they would like to play with that game.

They must choose one of the three following abilities: Both actions, Construct twice, or Four cards, returning the none selected to the game box.

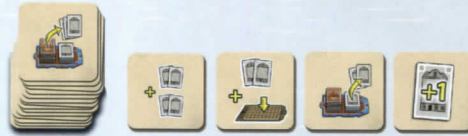


The remaining three abilities can be chosen freely. All tiles sets not used this game are returned to the game box.

As usual, all chosen abilities form a stack with the number of tiles equal to the number of players.

Variant B:

Players take two of each ability tile, shuffle them, and form a stack. Then the top four ability tiles are placed next to the stack to form a display. All unused copies of ability tiles are placed back into the game box.



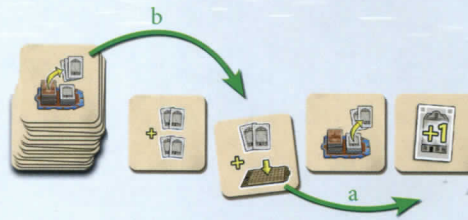
Changes during game play

Variant A:

There are no changes to the game play, except that the new abilities come with different rules that are explained below.

Variant B:

When a player performs a coat-of-arms action and takes an ability tile, they may only choose one of the four ability tiles from the display (a). After taking a tile, it is immediately replaced by a new tile from the stack (b).



A player can only have each ability tile once. If the display shows only abilities that they already own, another coat of arms action must be taken.

If all tiles from the draw stack and display have been taken, players are no longer able to take new ability tiles.

Special actions of ability tiles

Hand limit



When performing the action **A) Take cards**, the player may hold more than 7 cards at the end of their turn; however, they may not take the action **A) Take cards** again until they have 7 or fewer cards. This means that on the next turn, they will need to build a tile, or discard down to 7 cards before drawing new ones.



Discard pile

When performing the action **A) Take cards**, the player takes the top two cards from the discard pile, instead of two from the display.



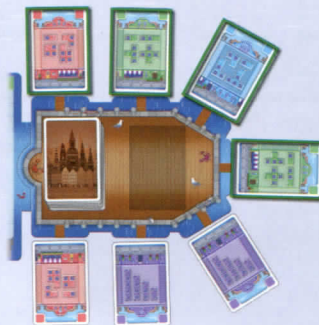
Draw pile

When performing the action **A) Take cards**, the player draws the top three cards from the draw pile instead of two cards from the display. If the End of Game card is revealed this way, the game ends immediately, without the player finishing their turn.



Four cards

When performing the action **A) Take cards**, the player may take four cards from the footbridges instead of two, following the adjacency rule.



Important: No matter which combination of ability tiles is played together, a player cannot pick up more than 4 cards in one turn.



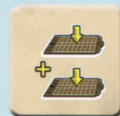
Special tile

When performing the action **B) Construct façade**, the player may take one special tile from the supply and build it according to the construction rules. They may place the special tile before or after the façade tile acquired this turn.



Construct twice

When performing the action **B) Construct façade**, the player may construct two façade tiles, one after the other, discarding cards for both accordingly.



Important: When combining this ability with the "Construction discount" ability, the discount only counts for one façade tile, not for both.

Module 2: Joker tiles

Components

12x Joker tiles



Changes during set-up

Exchange the special tiles for the Joker tiles, returning the special tiles back to the game box.

Changes during game play

When players perform a coat-of-arms action, they can now choose the joker tile instead of the special tile.

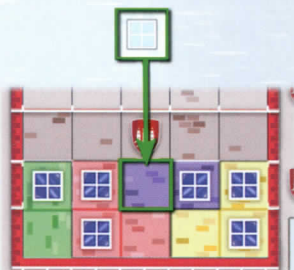
The joker tile comes with unique abilities:

- Joker tiles are built like any other façade tile, in the first row, or on top of another façade tile. For purposes of discounts on placing future tiles, Joker tiles count as all colours, meaning any façade tile built next to or on top of the joker tile will require the player to discard one fewer card.



Example: Since the façade tile is build adjacent to the joker tile the player has to discard only one instead of two cards.

- A Joker tile can be built over any façade square showing brickwork, adding a window there. By doing this, players can improve their score of a row or a column previously scored. If they scored 1 or 2 points for a row or column showing only one brickwork square, adding the window through the joker tile scores the row or column again. The player gains 1 point for a row and 2 points for a column completed this way.

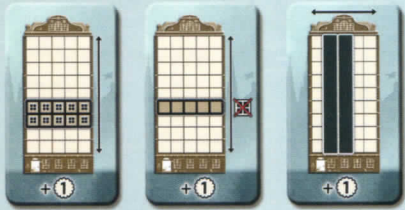


Example:
By placing the joker tile the row now only consists of windows.
Therefore the player gets awarded one point.

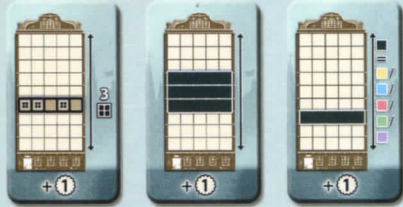
Module 3: Mission Tiles

Components

6x Mission tiles



Only windows Only brickwork Two columns



Three windows Three rows One colour

Changes during set-up

The mission tiles are shuffled face down, then two are drawn at random and placed face up next to the harbour. The remaining mission tiles are placed back in the game box.

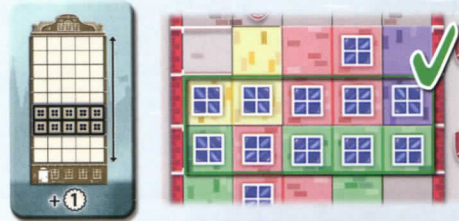
Changes during game play

The mission tiles all show a different condition that has to be met by a player in order to gain one extra point. Each mission can only be scored once per player.

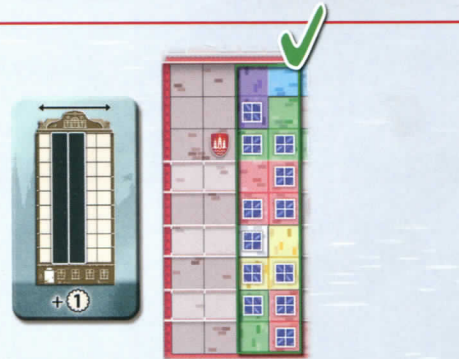
The condition is checked every time a player scores for a row or a column. If the mission is fulfilled, the player gains 1 point. For all missions, it does not matter where in the construction grid the condition is met.

The mission tiles

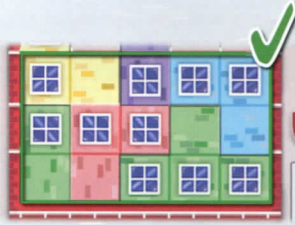
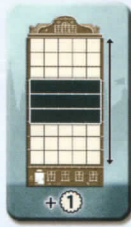
Only windows – The player must complete two adjacent rows of windows only.



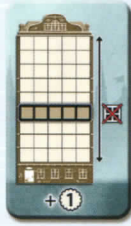
Two columns – The player must complete two adjacent columns. The number of windows in these columns does not matter.



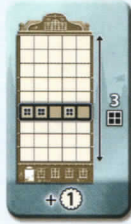
Three rows – The player must complete three adjacent rows. The number of windows in these rows does not matter.



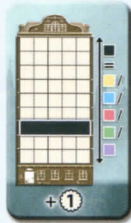
Only brickwork – The player has to complete a row with only brickwork.



Three windows – The player has to complete a row with exactly three windows.



One colour – The player has to complete a row that consists of only one colour. The number of windows in the row does not matter.



Module Kombinieren

For advanced play, it is best to combine all three modules together, using this special rule.

Mission tiles and joker tiles:

When completing a mission, the player has a choice: Either take the extra point, or build a Joker tile.

