

BELFORT

129060

TMG 2013

THE EXPANSION EXPANSION

2"

106"

2221006

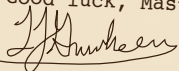
OFFICIAL HANDBOOK:
DELEGATION & RENOVATION
MADE SIMPLE



EXPANSION
EDITION

PROPERTY OF THE BELFORT
RULES LAWYERS' GUILD

Please find enclosed the floor plans for the betterment of each of the different building types in the City of Belfort. These additions to the normal buildings will make your work stand out from that of your competition... which you will need, because the King has cut a month from the project deadline! To help you with this new tighter schedule, we've licensed an assortment of Assistants to help you out. They're a strange bunch, but each of them has skills that should come in handy; although they're a little inexperienced now, rest assured that they will get better at their jobs as the project progresses. Good luck, Master Architect!



Loofer J. Grumbleen
Secretary of Memoranda
Belfort Expansion Commission



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COMPONENTS

10 ASSISTANT TILES

NAME **FILE** **PHOTO**

TOKEN NEST

Some Assistants get a token (or tokens) here.

PHASE CLEARANCE

Describes when this Assistant's Specialty is useful.

SPECIALTY NAME

SPECIALTY TEXT

Explains the Assistant's Specialty.

SEASONAL VALUES

Describes how the Assistant's Specialty varies according to the current season.



20 EXPANSION PERMITS

2 each of the 10 different Permits.

BASE PROPERTY TO BE EXPANDED



RED BOARD

Displays the cost of finalizing the Expansion.

EXPANSION NAME

WORKER PLANK

A worker must be placed here (plank costs paid upon placement) to initiate the Expansion.

BONUS SCORING DETAILS

The reason you expand these things at all.

COMPONENTS

5 NEW GUILD TILES

See the Guilds Appendix for details.

**GUILD
NAME**

CLIPBOARD
MAKERS' GUILD

**COST
TO
BUILD**



**GUILD
ACTION**

Draw 1 Property Card
and +1 Trading Post
visit and hire 1
Gnome for .

8 ASSISTANT TOKENS

Some Assistants come
with tokens.



CHANGES TO BASIC SETUP

Set up the game according to the usual instructions for Belfort. There are only three very simple changes to the main setup:

1. Place the Calendar marker **on** the first month of the Calendar, instead of “next to” it. (*This means of course that the game will have six rounds instead of seven.*)
2. Place all Scoring Markers on the **6th space** of the Score Track, instead of “near the start”. (*This means that players will start feeling the effects of taxes much sooner than in the base game.*)
3. Include the new Guilds when determining which will be included in the game. Check the **Guilds Appendix** to learn all about the new Guilds.

EXPANSION SETUP

In a 2 player or 3 player game, play with only **one** of each Expansion Permit (*so ten total*). Return all ten duplicate Permits to the box.

In a 4 player or 5 player game, play with all twenty Expansion Permits.

Stack the Permits on the top area of the Calendar board. (*On the “clip” of the clipboard.*) Players are permitted to examine the Permits deck at any time.

ASSISTANT SETUP

Shuffle the Assistant tiles and lay out a display of random Assistants; one more than the number of players. Place the rest back in the box. Optionally, players may agree (*using whatever method they like*) to select certain Assistants for their game.

Find the Assistant tokens for any Assistant that needs them (*if any*) and stack the tokens in the token nest of the matching Assistant tile. Leftover tokens are returned to the box.



Example: In this 2-player game we set out three random Assistants. The Giant gets its 3 tokens, and the Goon gets 1. We place them in their nests and return all unused Assistants and tokens to the box.

CHOOSING ASSISTANTS

Every round, during the **Calendar Phase**, each player in **reverse turn order** will choose an Assistant, placing the tile (and any tokens it may come with) face up in front of themselves. There will always be one leftover Assistant each round. Place 1 Gold coin on top of the Assistant that was not chosen. If a Player chooses an Assistant that has Gold on top of it, he collects the Gold as well.

Example: Blue is last in turn order so he chooses first. He chooses the Goon, collecting its tile and token.



Next it's Red's turn. She chooses the Gargoyle, which means that the Giant is left over. The Giant gets 1 Gold from the supply placed on it.



That's it for this round, but **next** round if someone picks the Giant they'll get to take his Gold as well. If nobody picks him again, he'll get a second Gold. If somebody does pick him, it'll be one of the other Assistants that gets the Gold.

USING ASSISTANTS

Players can use their Assistant in **one** of two different ways:

1. USE ITS SPECIALTY **OR**
2. GET A NEW EXPANSION PERMIT

1. USE ITS SPECIALTY

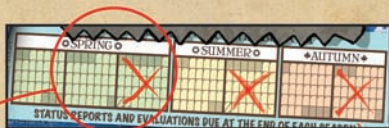
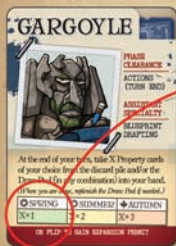
To use an Assistant's Specialty, the player follows the instructions in the Assistant's Specialty text, then flips the Assistant tile face down to indicate that it's exhausted for the round.

A TIME AND A PLACE FOR EVERYTHING

Different Assistants' Specialties are used at different times. Each Assistant tile tells you its Phase Clearance, which is a reminder of when its Specialty is used. Check the Assistants Appendix for precise details.

CHANGING SEASONS

Assistant Specialties improve as the seasons progress. When the Calendar marker is in a Spring month, apply the Spring value for its specialty. When it's in Summer apply the Summer value, and when it's in Autumn, apply the Autumn value.



Example: It's a Spring month according to the Calendar, and Red wants to use her Gargoyle's Specialty. The instruction text says to gain X cards, and the Spring value for X is 1... so Red gains 1 card, then flips the Assistant tile face down to indicate that it's exhausted. In later seasons, that X value grows higher and higher.

2. GET A NEW EXPANSION PERMIT

To get a new Expansion Permit, the player flips the Assistant over (*indicating that it's exhausted for the round*), and then takes any Expansion Permit of their choice that remains in the deck.

- A player may only do this during their own turn during the **Actions Phase**.
- A player may only choose a Permit if the relevant Property card is already built and in play on the table in front of them.

The new Permit is tucked under the relevant Property card so that the name and illustration of the completed Expansion is covered.



Example: During Blue's turn, he decides to grab a new Expansion Permit. He flips his Assistant face down. Blue has a Pub and a Keep built on the table; he could choose a Permit for either of those, assuming that their Permits remain in the Permits deck. He finds and selects the Pub's Permit, and slides it up under his Pub card as shown. Blue's Pub is now ready to be Expanded with a Lodge!



**FLIPPED
ASSISTANT**

EXPANDING A PROPERTY

Now that the Property has an Expansion Permit in place, it can be expanded by the owning player. Expanding a Property is a 2-step process.

STEP ONE OF EXPANDING

During the **Placement Phase**, the player may place a Worker onto a plank of the Permit during the normal routine of placing Workers.

- Some planks show a fee. The fee is paid immediately upon placement.

BUY ONE GET ONE FEE

Gold, Wood, Stone, and Metal fees are paid back into the supply. Property card fees are paid into the discard pile.

Example: Blue places a Dwarf onto the plank of his Pub's Permit when it's his turn to place in the Placement Phase. The plank shows a fee of 1 Stone so Blue pays it to the supply.



STEP TWO OF EXPANDING

During their own turn in the **Actions Phase**, the player pays the cost shown on the Red Board to reclaim the Worker on the Permit's plank and expand the Property.

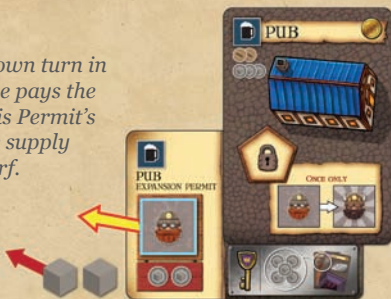
PUT IT ON THE PILE, I SUPPOSE

Red Board costs of Wood/Stone/Metal/Gold go back to the supply. See the Expansions Appendix for what to do with Red Board costs of other types.

- Some of the Permits have two planks. If only one of such a Permit's planks has a Worker on it, the property can not be expanded and the Worker is reclaimed with no effect.
- If the cost on the Red Board can not be paid by the player (*by choice or for lack of resources*), the property can not be expanded and the Worker is reclaimed with no effect.

Then, the player slides the Property card down and left so that the Expansion name and illustration are showing. This Property is now fully expanded and its Bonus Scoring becomes active.

Example: During his own turn in the Actions Phase, Blue pays the two stone shown on his Permit's Red Board back to the supply and reclaims his Dwarf.



**PROPERTY CARD
SLIDES DOWN TO
THIS POSITION**

*Example continued:
Blue slides the Pub card
down so that the Lodge
name and illustration
are showing. His Pub is
now a Pub+Lodge, and
its Bonus Scoring will
be in effect in future
Scoring Phases!*



**BONUS
SCORING
NOW ACTIVE**

SCORING EXPANSIONS

Scoring is the whole point of adding Expansions to Properties. During every **Scoring Phase**, each player checks their own fully-expanded Properties and earns bonus points as applicable.

Example: The Bonus Scoring for Blue's Pub+Lodge says that Blue earns 1 point for every 5 Stone in the combined Build Costs of his built Property cards. Blue has a Pub and a Keep built, which together total 6 Stone. Blue earns 1 bonus point for his Pub+Lodge; the 1 extra Stone is ignored. Hopefully that bonus will be worth more in later Scoring Phases as Blue continues to build Properties featuring Stone!



GET THE POINT(S)?

Check the Expansions Appendix to learn all of the details about every Expansion.

ENDING THE ROUND

At the end of the Round, before the next **Calendar Phase**, all players return their Assistant tiles (and tokens) face up to the display.

APPENDIX: ASSISTANTS



CENTAUR

Tokens: 1

Active: *Immediately* and *Actions Phase*

Immediately when you choose the Centaur, place its token on one of your available Gnome Locks, unlocking it for the turn. This does **not** count as “Using its Specialty”.

The Centaur token does **not** count as a Gnome for majority purposes.

At the end of the round when Assistants are returned to the display, the Centaur token is returned as well, re-locking that Gnome Lock. Certain effects will need to be “undone” as follows:

Pub or Gardens: Flip one promoted Master Dwarf or Master Elf (*respectively*) back to its normal side.

Gatehouse: Remove any one of your Property markers from any one Gatehouse on the board.

Specialty: *Gnome Transport*

Activate during the *Actions Phase* when you are hiring a Gnome to get a discount of X on that hire. This discount applies to the normal once-per-round Gnome hire that usually costs 3 Gold; **not** to Gnomes you might get from other sources such as **Tower** Property cards or the **Clipboard Makers' Guild**.

 SPRING	 SUMMER	 AUTUMN
X =  	X = 	X = free



DJINN

Tokens: none

Active: *Actions Phase*

Specialty: *A-La-Ka-Zamming!*

Activate during the **Actions Phase** to either:

- Exchange X points for X Metal, **OR**
- Exchange X points for Y Gold/Wood/Stone in the combination of your choosing.

You **may** use an earlier season's X and Y values if you wish.

☀️ SPRING	☀️ SUMMER	🍁 AUTUMN
X=1 Y=3	X=2 Y=5	X=3 Y=7



GARGOYLE

Tokens: none

Active: *Actions Phase (Turn End)*

Specialty: *Blueprint Drafting*

Activate at the end of your turn in the **Actions Phase** to take X Property cards into your hand from the discard pile and/or from the Draw Pool, in any combination. When you're done, replenish the Draw Pool if necessary.

☀️ SPRING	☀️ SUMMER	🍁 AUTUMN
X=1	X=2	X=3



GIANT

Tokens: 3

Active: *Placement Phase (Passing)*

Specialty: *Haulage*

Activate when you pass during the **Placement Phase**, and stack X Giant tokens in **one** Resource Area. During Collection, each Giant token counts as (and functions **exactly** like) one normal Elf or Dwarf (*your choice*) in that area for collection and for majority towards winning the area's bonus.

☀ SPRING	☀ SUMMER	🍁 AUTUMN
X=1	X=2	X=3



GOON

Tokens: 1

Active: *Placement Phase*

Specialty: *"Sharing"*

Activate during the **Placement Phase** to pay X and immediately place your Goon token instead of placing a Worker. The Goon token must be placed on a Guild plank that is already occupied by an opponent's Worker (or by a non-player's Worker in a 2-player game.)

During the **Actions Phase**, both you and the other player occupying the plank will resolve the Guild as normal. If the Guild's effect is one that can logically only be performed once per round (*like the Assistants' Guild*), then only the earlier player in turn order will be able to resolve the Guild.

☀ SPRING	☀ SUMMER	🍁 AUTUMN
X= normal cost of the Guild, +  to supply	X= normal cost of the Guild	X= nothing



GORGON

Tokens: 1

Active: *Placement Phase (Passing)*

Specialty: *Stony Gaze*

Activate when you pass during the **Placement Phase**, and place the Gorgon token into a district of your choice.

During their turns in the **Actions Phase**, other players must pay X to the supply* for permission to build anything (*Properties/Guilds/Walls*) in that district.

If **you** build anything (*Properties/Guilds/Walls*) in that district during your turn of the **Actions Phase**, collect X from the supply*.

* *Once per player per turn only, even if building multiple items in the district during the turn.*

 SPRING	 SUMMER	 AUTUMN
X = 	X = 	X = 



HALFLING

Tokens: none

Active: *Collection Phase (Pay Taxes)*

Specialty: *Cooking the Books*

Activate when you are supposed to Pay Your Taxes during the **Collection Phase**, and do X instead.

 SPRING	 SUMMER	 AUTUMN
X = collect 	X = pay nothing	X = pay  to the supply



HOBGOBLIN

Tokens: none

Active: *Actions Phase*

Specialty: *Corner-cutting*

Activate during the **Actions Phase**. X Properties that you build on this turn (using Property cards from your hand) get a discount of 2 Wood/Stone.

SPRING	SUMMER	AUTUMN
X=1	X=2	X=3



IMPS

Tokens: 2

Active: *Placement Phase*

Specialty: *Breaking & Entering*

Activate when it is your turn during the **Placement Phase** to immediately place X Imp tokens instead of placing a Worker.

Each Imp may only be placed on an unoccupied, unlocked plank on a built Property card belonging to **any** player.



If an Imp is placed on an opponent's plank that has a fee, pay the fee to that player instead of to the supply; if on your own plank that has a fee, pay the fee as normal.

Once an Imp is on a plank, the plank is considered occupied; no other Workers can be placed there this round.

SPRING	SUMMER	AUTUMN
X=1	X=1	X=2



PIXIE

Tokens: none

Active: *Actions Phase*

Specialty: *Adding Value*

Activate during your turn in the *Actions Phase* to immediately choose one district and score it.

The chosen district is scored following all the normal rules used during a Scoring Phase, including all rules for ties. The only difference is that the Pixie's seasonal scoring values are used instead of the normal scoring values.

☀ SPRING			☀ SUMMER			🍁 AUTUMN		
1ST	2ND	3RD	1ST	2ND	3RD	1ST	2ND	3RD
1	0	0	2	1	0	3	2	1

LOSING MASTERS

Unlike in the base game of Belfort, the Expansion Expansion includes ways that you can **lose** Dwarves/Elves during the game; specifically due to the *Inn+Pool* Expansion and the *Non-Human Resources* Guild. It's possible that you will lose **Master** Dwarves/Elves, so a clarification is necessary.

The Rule: You are permitted **at any time** to assess your unlocked Pubs/Gardens to determine how many Master Dwarves/Elves you are entitled to, then to adjust your Worker tokens to the correct amount of Masters. (*For clarity, you are entitled to 1 Master Dwarf/Elf per unlocked Pub/Garden.*)

It is possible that you might find yourself with **more** unlocked Pubs/Gardens than you have Dwarf/Elf tokens. In that situation—following the rule above—once you gain a new Dwarf/Elf, you could immediately assess your Pubs/Gardens and promote the new Worker to a Master if appropriate.

APPENDIX: EXPANSIONS



BANK+TREASURY

Planks: 1, with a fee of 1 Gold

Red Board: 1 Wood + 1 Stone

Bonus Scoring: Earn 1 point for every 3 Gold in your possession, up to a maximum of 4 points per *Scoring Phase*. Ignore remainders.

(Example: 7 Gold would earn you 2 points.)



BLACKSMITH+FOUNDRY

Planks: 1, with a fee of 1 Metal

Red Board: 1 Metal

Bonus Scoring: Earn 1 point for every 3 Metal found in the combined Build Costs of your built Property cards on the table in front of you. Ignore remainders.

(Example: With two Keeps and a Blacksmith built, their combined Build Costs would contain 5 Metal; you would earn 1 point.)



GARDENS+PAVILION

Planks: 1, with a fee of 1 Wood

Red Board: 2 Wood

Bonus Scoring: Earn 1 point for every 5 Wood found in the combined Build Costs of your built Property cards on the table in front of you. Ignore remainders.

(Example: With a Gardens and two Banks built, their combined Build Costs would contain 11 Wood; you would earn 2 points.)



GATEHOUSE+BARRACKS

Planks: 1, with a fee of 1 Gold

Red Board: 1 Wood + 1 Stone

Bonus Scoring: Earn 1 point for every Wall that you've built.

(Example: 4 Walls would earn you 4 points.)



INN+POOL

Planks: 2, with no fees

Red Board: 1 Dwarf* or 1 Elf*

Bonus Scoring: Earn 1 point for every complete set of Workers (Dwarf + Elf + Gnome) you have.

(Example: 3 Dwarves, 4 Elves, and 5 Gnomes, would earn you 3 Points.)

*This Worker goes back into the supply.

See the Losing Masters
note on page 16



KEEP+CHAPEL

Planks: 1, with a fee of 1 Gold

Red Board: 2 Gold

Bonus Scoring: Earn 1 point for each district in which you have at least one Property marker.

(Example: Property markers in 3 different districts would earn you 3 points.)



LIBRARY+ARCHIVES

Planks: 1, with a fee of 2
Property cards*

Red Board: No cost

Bonus Scoring: Earn 1 point for every 2 Property cards in your hand, rounding up.

(Example: 3 cards would earn you 2 points.)

*These cards go into the discard pile.



MARKET+PLAZA

Planks: 2, with no fees

Red Board: 2 Wood/Stone

Bonus Scoring: Earn 1 point for every Guild that you have built.

(Example: 2 Guilds would earn you 2 points.)



PUB+LODGE

Planks: 1, with a fee of 1 Stone

Red Board: 2 Stone

Bonus Scoring: Earn 1 point for every 5 Stone found in the combined Build Costs of your built Property cards on the table in front of you. Ignore remainders.

(Example: With a Pub, a Tower, and a Keep built, their combined Build Costs would contain 9 Stone; you would earn 1 point.)



TOWER+SCRIPTORIUM

Planks: 1, with no fee

Red Board: 1 Gnome*

Bonus Scoring: Earn 1 point for every Expansion Permit (*expanded or not*) that you own.

(Example: With three Expansion Permits in your possession, you'd earn 3 points.)

*When a Gnome is discarded (back to the supply) from a Gnome Lock, certain effects will need to be “undone”. **Pub or Gardens:** Flip one promoted Master Dwarf or Master Elf (respectively) back to its normal side. **Gatehouse:** Remove any one of your Property markers from any one Gatehouse on the board.

APPENDIX: GUILDS

These five new Guilds can be included in your selection of Guilds when setting up your game. (*Although to use the **Assistants'** and **Planners'** Guilds you must be playing with the full Expansion Expansion.*) Note the new type of resolution timing: "On Placement", as seen on the **Assistants'** and **Non-Human Resources** Guilds.



BASIC GUILDS



ASSISTANTS' GUILD

Cost:      

Action: **Immediately** when you **place** your Worker here during the Placement Phase, take the remaining Assistant tile from the display (*plus its tokens if it has any and any Gold that is on it*). You may use this Assistant this round (*in addition to using your original Assistant*), following all of its normal rules of use.



CLIPBOARD MAKERS' GUILD

Cost:      

Action: Draw 1 Property card from the deck.

Second Action: You get one additional Trading Post visit during this **Actions Phase**.

Third Action: You may hire a Gnome for 1 Gold. This hire does **not** count towards the normal 1-per-round Gnome hiring limit.

DECORATORS' GUILD



Place from the supply under 2 of your . Each is worth 1/2 when scoring.

DECORATORS' GUILD

Cost:

Action: Choose 2 of your own Property markers on the board and “decorate” them by placing a Gold coin from the supply under each one. During the **Scoring Phase**, any “decorated” marker is counted as 1.5 Property markers when calculating majority for its district.

For example if you have 3 markers in a district and one of them is decorated, that counts as 3.5 Property markers towards winning the district's majority.

NON-HUMAN RESOURCES GUILD



On placement gain any 3 Workers. At the end of your Action phase, return **any** 3 Workers to your supply.

NON-HUMAN RESOURCES GUILD

Cost:

Action: **Immediately** when you **place** your Worker here during the Placement Phase, take **any** combination of 3 Elves/Dwarves from the supply. At the end of your turn in the **Action Phase**, return **any** combination of 3 Elves/Dwarves to the supply.

For example you could take 2 Elves and a Dwarf upon placement, then return 3 Elves at the end of your turn in the Action Phase.

See the
Losing
Masters note
on page 16

PLANNERS' GUILD



Take up to 2 Expansion Permits for Properties you have in play.

PLANNERS' GUILD

Cost:

Action: Take up to 2 Expansion Permits for Property cards that you have built on the table in front of you; treat them exactly as if you'd obtained them through the normal method.

GAME DESIGN

JAY CORMIER & SEN-FOONG LIM



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