

# Uwe Rosenberg Glass Road

## Advent Calendar Expansion

**Setup:** Shuffle these Buildings together with the other Building tiles of their type.




NAME	COST	POINTS	EFFECT
<b>REBUILD</b> <i>(BONUS BUILDING)</i> 	 	3	Immediately place this building on top of one of the Start buildings “Forest Glassworks” or “Brotherhood of the Masons”. The Rebuild is worth 3 points. <i>(You cannot place it on top of an another upgrade of those Start buildings.)</i>
<b>STOCKADE</b> <i>(BONUS BUILDING)</i> 		*	* 4 points if you have no empty spaces left on your Landscape board at the end of the game. <i>(In other words, each space must contain a (start) building, landscape, or forest—the three Start buildings do not need to be upgraded for this).</i>
<b>CHRISTMAS MARKET</b> <i>(BONUS BUILDING)</i> 	 	*	* 1 point per Bonus building on your Landscape board <i>(including the Start buildings)</i> .
<b>GUESTHOUSE</b> <i>(IMMEDIATE BUILDING)</i> 	 	2	When you build the Guesthouse, immediately use a Processing building on the Building board <i>(i.e. one of the buildings in the first row of the Building board that has not been built yet)</i> . You can use the chosen Processing building any number of times. Once you finish using it, you cannot use it again unless you build it.



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## The Oktoberfest

**Setup:** Shuffle the Oktoberfest together with the other Immediate Building tiles.

NAME	COST	POINTS	EFFECT
<b>OKTOBERFEST</b> <i>(IMMEDIATE BUILDING)</i> 	2  2 	<b>3</b>	<p>Immediately remove any number of landscape tiles that are adjacent to this building from your board.</p> <p>For each removed</p> <ul style="list-style-type: none"> <li>• Pond, gain 4 Water.</li> <li>• Pit, gain 4 Quartz sand.</li> <li>• Grove, gain 4 Wood.</li> </ul> <p>Rotate the Production wheels after every removal if necessary.</p>

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## The Harlequin (solo game only)



When you choose the Harlequin for a building period, do not shuffle it with the other cards. Instead, only shuffle the other selected cards and then place the Harlequin at the bottom of the shuffled stack. The Harlequin will always be one of the last two cards from which you can choose one to play for both actions.

His first ability clears all remaining buildings in 1 row on the central board.

His second ability gives you 3 of a certain resource, determined by rolling a die.