

# Glenn Drover's Empires: The Age of Discovery Builder Expansion



## Game Highlights:

- Expands the game to 6 players with a Complete set of purple colonists
- 34 Base Buildings
- 60 Builder specialists in 6 colors
- 6 New national advantage counter
- 1 Rule book
- Compatible with Age of Empires III: The Board Game

## A NEW SPECIALIST: THE BUILDER

When placed on the colonist dock and sent to the New World it will increase the VP's scored for the region: +2 VP's/ Builder (of any color) for 1st place; +1 VP for second place. When placed in the Capital Building track, the player pays half the normal cost

## 20 NEW CAPITAL BUILDINGS

These include some "buildings" that cost zero, but offer a one-time instant effect such as \$7, 2 free specialists, and 2 free trade goods. So even if a player is short on cash, a building action is available.

**A RULES SHEET** with the new Builder Rules, Capital Buildings, and even special rules for a historical start (Each Nation has a special ability and one or two Capital Buildings to start the game).

*"An outstanding game. Multiple paths to victory ensure replayability, the theme matches game play and the game has excellent components. Glenn Drover's best game to date."*

-JR Dundas on Age of Empires III from BGG

Game designed by Glenn Drover

Published by Eagle Games

Made in China

Players:	3 - 6 players
Playing time:	90 minutes
Age:	13 and up
Case size:	6

Product Code:	101309N
UPC:	1812256589
Size:	12.25" x 8.75" x 2"
MSRP:	\$39.99

## Target Audience:

- Advanced gamers
- Fans of the original game (Age of Empires III/Empires:Age of Discovery)

## Core Mechanics

- Area Control / Area Influence
- Set Collection
- Variable Player Powers
- Worker Placement

