

Uwe Rosenberg Die Glasstraße

Advent Calendar Expansion

NAME	COST	POINTS	EFFECT
REBUILD (BONUS BUILDING)  <p>Umbau ersetzt Waldhütte oder Maurerbrüderschaft</p>	 		<p>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 another upgrade of those Start buildings.)</i></p>
STOCKADE (BONUS BUILDING)  <p>Einfriedung wenn bei Spielende alle Felder belegt sind</p>			<p>* 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 building, landscape, or forest—the three Start buildings are considered buildings and do not need to be upgraded for this).</i></p>
CHRISTMAS MARKET (BONUS BUILDING)  <p>Christkindlesmarkt 1 pro Punkte-Gebäude</p>	 		<p>* 1 point per Bonus building on your Landscape board <i>(including the Start buildings).</i></p>
GUESTHOUSE (BONUS BUILDING)  <p>Gaststube Nutze die Funktion eines ausliegenden Umwandlungs-Gebäudes</p>	 		<p>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.</p>

Glass Road is a game by Uwe Rosenberg. Together with Frank Heeren he devised this expansion, which is part of the Board Game Advent Calendar 2015 by Frosted Games. The English translation was done by Grzegorz Kobiela.

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