

Key West: Mafiosi

Two Mafiosi cards will be placed on two of the seven Key West decks already assembled. Both decks have to be placed aside, they are used in play rounds 6 and 7. In those rounds, during the bid phase, 7 instead of 6 cards are available. In round 8 again only 6 Key West cards can be used.

The player who obtains a Mafiosi card acts immediately in the following way: He removes a wood disk which indicates the ownership of a hotel, a factory or a plantation and gives it back to the owner. Instead he places one of his own wood disks. This replacement is free of charge.

Bangkok Klongs: Dragon Boat

Each player gets one dragon boat in his color.

During his move, the player can use his dragon boat in addition to placing a boat. It can only be used once during the game, the player gives away his dragon boat after using it. While playing the action dragon boat, the player can move one of his own boats to another free area anywhere on the game plan which need not be connected. The player only has to consider the laying rule that in any one market area only 3 boats can be placed. The move can be made either before or after placing a new boat as usual, also in addition to a movement card.

Siberia: Warehouse

Both warehouse tiles will be mixed up together with the investment tiles during the preparation period. A warehouse can be obtained like the other investment tiles during the Investment action.

If a player obtains one of the warehouse tiles, he places it beside his gaming board visible for the other players. After a Resource action, resources can be stored in the warehouse. They can be sold at a later time. Storing resources is voluntary, i.e. a player can choose to sell his resources immediately after the Resource action. But he can also choose to store one or two resources in his warehouse, up to a total capacity of 2 resources (same or different). Resources in the warehouse can be sold later in addition to any other action of the player, either before or after that action. If a player has stored two resources, he decides whether to sell both or only one resource. If he sells both resources, he may sell them at different stock exchanges. Each player can only own one warehouse.