

# Anno 1800

## Advanced Rules for the Base Game

These are the 3 advanced rules that are going to be part of the “advanced mode” of the base game and will be included in the upcoming expansion’s rulebook as per one of the play testers/developers (Stephen Hurn; BGG Used ID - stephen\_the\_geek):

<https://boardgamegeek.com/thread/2689911/article/38062404#38062404>

**1. All population cards in your starting hand that give a Purple Worker (Engineer) must be returned to the deck and a replacement is drawn.**

- These cards seem a shade too powerful in your starting hand but are fine in the draw deck.

**2. Players can choose to place a blocker token on a freshly built building. This stops other players from trading for this good for one turn. After one turn the token disappears.**

- Using the blocking token is optional
- This is a free action
- To simulate the blocker token, just build buildings with the construction side face up to represent a "blueprint", then flip it building side up at the beginning of next turn. No additional components needed and it's thematic to the PC game.

**3. Traded Purple goods (bicycles, gramophones, etc.) pay two gold instead of one gold.**

- According to the original rules, the player got paid only one gold from the supply for all traded goods
- All other traded goods will pay out only one gold from the supply

## Optional house-rule for choosing Old World and New World Islands:

As per the developer’s post here, when discussing randomness in the expansion:

<https://boardgamegeek.com/thread/2689911/article/38061233#38061233>

*“Old world and new world selection is no longer random - you get to choose your islands”*

If you desire, the following **house-rule** may be enforced right away for the base game until there is an official ruling on how to choose the islands during exploration:

**Whenever you explore either the Old World or the New World, you may pick 2 islands and choose one. Return the unchosen island to its respective stack of islands, reshuffle the stack, and place the island stack facedown.**