

# CARTHAGO

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## GOLDEN ACHIEVEMENTS - PROMO TILE RULES

The Golden Achievement Tiles offer additional ways for players to **earn points at the end of the game** or, in exchange for the potential to earn extra points, players can **take an additional turn** during the game. The 5 Tiles have unique objectives for the players to secretly complete by the end of the game.

To play with the Golden Achievement Tiles, the normal rules of Carthago apply, except as noted below.

During **Game Setup**, shuffle the 5 Golden Achievement Tiles facedown. **Each player receives 1 Golden Achievement Tile**. The extra Tiles are removed from the game without revealing their objectives.

Each Tile has a unique objective for the player to complete, and if completed, will reward

5 victory points to the player at the end of the game. There is no penalty for not completing the objective.

During the game, a player may **remove their Tile from the game to take an additional turn**. Players may only choose to take an additional action **at the end of their turn**. The player removes their Golden Achievement Tile from the game without revealing the objective on the back of the tile. The player must then **take an action or pass**, per the normal game rules. The player is no longer able to score victory points for their discarded Golden Achievement Tile.



The player earns 5 victory points if they have 5 or more ships (both active and inactive).



The player earns 5 victory points if they have 2 or more fully-emptied influence disk columns on their residence board.



The player earns 5 victory points if they have 4 or more disks on achievement tiles.



The player earns 5 victory points if they have at least 4 influence disks placed in the Guild Hall (including the Guild Forum).



The player earns 5 victory points if they have no remaining trade cards in their hand at the end of the game.