

Starting machines

Mini-expansion for
CORROSION

With the help of the **4 starting machines**, you can speed up the game. They can also provide clearer focus.

We especially recommend using these starting machines for your first few games or whenever you want a quicker start. We don't recommend them for the solo game because they skew the final results.



Setup

Set *Corrosion* up as described on pages 3 to 5 of the rule book. Before beginning the game, however, give each player 1 starting machine:

Either shuffle the starting machines and deal each player 1 at random or display them and let each player choose one, beginning with the player to the right of the starting player and then going counter-clockwise.

Afterwards, return any spare starting machines to the game box.

Place your starting machine onto the free area above the rightmost prototype machine on your player board.



Playing the game

How the game is played, including how it ends and the final scoring, remains the same.

Like most machines, you can switch on your starting machine by turning your corrosion wheel. However, starting machines consist of two parts: The **left part** is switched on whenever you turn your corrosion wheel.



The **right part** is only switched on when the X of your corrosion wheel is turned to the bottom sector (like the prototype machines). While it is switched on, you must decide to activate its **one-time effect** or not. If you activate it, you must immediately remove your

starting machine from your player board, and put it in the game box. If you do not activate it, leave your starting machine where it is. You can activate its one-time effect the next time the X of your corrosion wheel is turned to the bottom sector.

Since the effects of starting machines all resemble effects of other machines in the game, their icons should be self-explanatory. These effects may need clarification:



Perform the action “Hire a qualified engineer” up to 2 times (including refilling the general display in between). Then gain 1 special point marker and 2 green points from the supply.



Perform the action “Build a turning machine” up to 3 times (including refilling the general display in between). Then gain 1 special point marker from the supply.