

HOUSE RULES



Variant Rules

The basic game can be very challenging or very easy depending on roll luck, number of players, and which goals you are given at the start of the game. These rules are intended to make the game feel a bit more like the beloved video game version, and generally offer a way of reducing the impact of random dice rolls.

“Team Trading” Players may trade items and resource tiles if they are in the same location at any time.

“Social Butterflies” Each season, a number of the townsfolk find themselves with an excess of free time, so they head into the town center and socialize. At the start of each season, reveal three friend cards and place them next to the friend deck. Players may make friends with a revealed friend card or draw a card from the top of the friend deck. At the end of the season, put the unselected friends in a discard pile. If you run out of friend cards, then shuffle the discard and restock the deck or revealed friend cards as appropriate.

“Mid-Season Festivals” When preparing the season deck, set aside all festival cards. Randomly choose one festival card of each season and insert it in the middle of each season. The season decks should have 5 cards for each season. When you reveal a season festival card, treat it like a bonus event and not as a new round.

“Buildings and Building Supplies” Robin has expanded her list of available blueprints and now also sells stone.

- All building blueprints are now available as construction options.
- Robin receives a shipment of wood and stone each season. She receives 1 wood and 2 stone per player.
- Wood and Stone cost 2 gold each.

“Mineral Identification and Ore Samples” Clint has a limited selection of ore available for sale each season.

- 1/2 per player of each type of ore is available per season (round up), with ore grade availability depending on the season.
- Availability: **Spring** – copper; **Summer** – copper, iron; **Fall** – copper, iron, gold; **Winter** – copper, iron, gold, iridium.
- Costs: **Copper** – 6 gold; **Iron** – 10 gold; **Gold** – 15 gold; **Iridium** – 20 gold each.



New Locations



Buy Fishing Bait (Beach Action)

Spend 1 action to visit Vincent's Bait Shop where you can buy all the Bug Meat you desire. Bug Meat costs 2 Gold each.

Bug Meat is used to catch Crab Pot Fish.



Recycling

Vincent is collecting Trash to help clean up the beach. You can give 5 Trash to Vincent in order to receive 1 Heart Token.



Buy Epic Items (Forest Action)

During setup, randomly draw three epic item cards and place them revealed next to the Wizard's Tower. Players may purchase an available epic item card for 10 Gold.



The Wizard only has three items available each game, so choose how you spend your gold wisely!

