



# loot or fiend

This is Version 1 (Oct 2021) of the expansion rules.  
It requires the rest of **loot fiend** to play.

## what is the loot or fiend expansion?

The loot or fiend expansion adds a means for players to subvert the game rules to either collect more loot, or be a fiend to other players.

## what should be in the box?

Inside this expansion there should be...



SEVEN LOOT CARDS



SEVEN FIEND CARDS

## what changes in setup?

Shuffle the loot and fiend cards. Keep each deck separate. Keep them face down.

## what changes in the rules?

Once all players are at the store, two loot cards and two fiend cards are played face down.

Starting with the store finder, each player in turn order may choose to purchase one of the cards for three loot. Loot spent this way is removed from the game and no change is provided.

Only one card can be purchased by each player per store.

Once each player has decided if to purchase a card, shuffle the remaining cards back into their respective decks.

## using cards

Each card will include complete instructions on how and when it may be used. Cards only need to be revealed once first used.

If one card's effects influence another, the card player later has its effects followed. For example:

1. Player A uses a card that allows them to go to the store first.
2. Player B immediately after uses a card that lets them decide who goes to the store first.

The result is Player B gets to choose who goes to the store first. Player A's card is used, and has no effect.