

plans

This is Version 1r1 (Oct 2021) of the expansion rules.
It requires the rest of **loot fiend** to play.

what is the plans expansion?

The plans expansion switches the playstyle from guessing when the store will appear, to knowing where the store is.

what should be in the box?

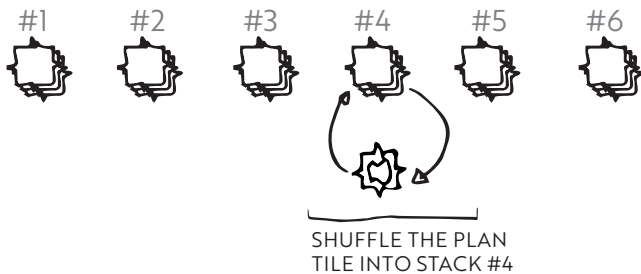
Inside this expansion there should be...



ONE PLAN TILE

what changes in setup?

After shuffling a store into stacks #3, #5, #6 - step (b) in the original rules - shuffle the plan tile into stack #4.



what changes in the rules?

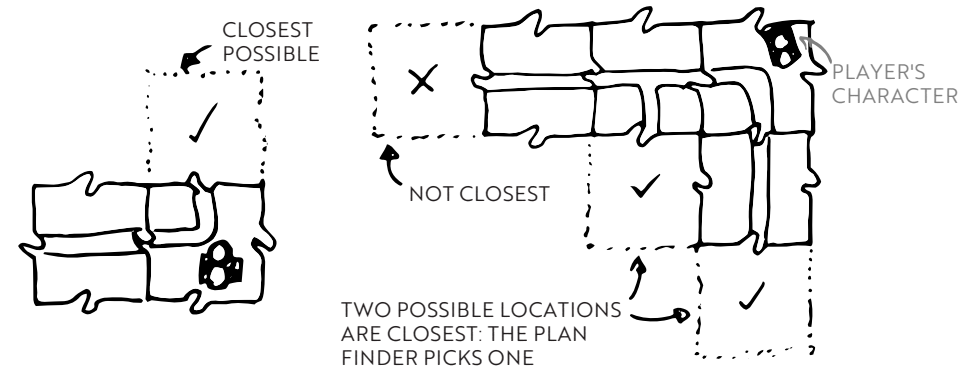
In this expansion, the plan tile builds out all the map leading up to the second store.

the plan tile

When flipped, place loot as normal on the plan tile. The plan finder pauses their turn and notes the number of actions they have left.

Starting with the player after the plan finder in turn order:

- (a) The plan finder selects a possible map tile location closest to the player's character (not the plan finder's character) to add a map tile. Closest means an empty road with the least distance from the player's character.



- (b) The player flips and places one map tile and loot as they would normally for that space.

Each player including the plan finder repeats this process in turn order of placing one map tile and loot until the store is placed.

continuing the game

Play continues with the plan finder resuming their turn if they had any actions left. Otherwise the next player continues with their turn.

The 'heading to the store' rules do not happen until a player moves their character to the second store. Then all players head to the store following standard game rules.