timed play

This is Version 1r1 (Feb 2022) of the expansion rules.
It requires the rest of loot fiend to play.

what should be in the box?

Inside this expansion there are no additional pieces. You will need some timers (i.e. phone, stopwatch) to play this version of the game.

Be very comfortable with the base game rules first.

what changes in setup?

There are no changes in setup.

what changes in the rules?

In this expansion, turns are permitted a specific amount of time instead of actions as follows:

Three locks use up to 30 seconds per turn.

Two locks use up to 20 seconds per turn.

One lock use up to 10 seconds per turn.

No locks use up to 5 seconds per turn.

how do turns work?

Each player's turn is now time-limited based on the number of locks in their backpack. Start the timer at the beginning of their turn,and if there are any incomplete actions at the end of the turn follow the rules for 'incomplete actions' on the adjacent page.

how do actions work?

Players can perform an action as many times as needed within the time available. For example, at the start of a game a player can add a map tile as many times as possible within 30 seconds if they so choose.

Any action that is performed must be completed before moving on to the next action.

what is a 'complete' action?

How to determine when an action is completed:

Add a map tile - when the map tile and loot has been placed.

Move character - when the character is placed and released on the tile moving to. Paths should be indicated by tapping the character on the tile.

Collect one loot - when loot is in the backpack.

Reorganize backpack - when all loot has been returned to the backpack.

Remove locks - when the lock has been removed.

what if an action is incomplete?

If an action is incomplete when the timer runs out:

Add a map tile - the map tile is placed by the previous player (if not yet placed), and no further loot is added.

Move character - character ends turn where it was when timer stopped.

Collect one loot - loot remains on the board.

Reorganize backpack - all loot not in backpack is placed on the character's current tile.

Remove locks - complete the removing lock action.

what about the store?

Timed play is paused, and the standard 'head-to-the-store' rules are followed.