

Playing a 2-Player Game (expanded)

Use these updated rules when playing a 2-player game.

A 2-player game differs from a normal game in the following three ways:

- Adds a turn token to keep track of the turn number during the **2 Sell** phase.
- Changes when and how players can trigger the inspection.
- Changes what happens when you replace a hidden item in your own **storehouse**.

Using the Turn Token

During **Setup**, place a cube of an unused color at **0** on the infamy track of the **game board**. This is the **turn token**.

During each **2 Sell** phase, advance the **turn token** by 1 each time before the starting player begins their turn (including their first turn, which would set it to 1). This tracks the current turn for both players, which determines when the inspection can trigger.

When a new **1 Stock** phase begins, return the **turn token** to **0** on the infamy track.

Triggering the Inspection

The **turn token** determines how and when the inspection can be triggered:

- **Turns 1 - 9:** the inspection is only triggered when a player ends their turn while **neither player** has any hidden items remaining in their **storehouse**. That player is considered to have triggered the inspection, and can receive the ☹️ penalty.

Note: If only one player has no hidden items remaining, they will still continue taking turns as normal until the other player triggers the inspection, or they trigger on Turn 10.
- **Turns 10 - 14:** the inspection is triggered, as normal, when **either player** ends their turn while they have no hidden items remaining in their **storehouse**.
- **Turn 15:** if the turn token hits 15 and the inspection has not been triggered, it happens automatically—start the **3 Inspection** phase immediately. Neither player is considered to have triggered it and neither can receive the the ☹️ penalty.

Replacing Hidden Items in Your Storehouse

There's a **new rule** for replacing hidden items when playing in your **storehouse**:

1. Choose an item in your **storehouse** to replace, remove it from your **storehouse**, and set it aside (until **Step 5**). If you're replacing a hidden item, don't reveal it.
2. Reveal the item from your **stash** that you will play and place it in that vacated **storehouse** slot, revealed.
3. If the item you played has a 🌀 effect, resolve it.
4. If the item you played makes a **set**, sell that **set** (remove the items, gain 🟡, resolve 🟡).
5. Resolve the replaced item:
 - a. If the item you replaced was already revealed: send it to the **discard** as normal.
 - b. If the item you replaced was **hidden**: without revealing it, add that item to your **stash**, then choose any item in your **stash** and send it to the **discard** (this is part of that play action).
6. Your turn ends.

Setup

Place one unused cube score token at **0** infamy to track the turn.

Advance by 1 before starting player's turns.

Turns 1 - 9: Inspection is only triggered when **neither** player has hidden items.

Turns 10 - 14: Inspection triggers as normal (either player ends their turn with no hidden items).

Turn 15: Inspection occurs automatically if it hasn't been triggered already.

2 Sell

1 Set aside the item in your **storehouse** to be replaced.

2 Reveal an item from your **stash** and play it in that slot.

3 🌀 effects (if applicable).

4 Sell the **set**.

5b Resolve the replaced item: it's hidden—add to your **stash**.

Then choose any one item in your **stash** and **discard** it.

*Note: the **MAGIC BOOMERANG**'s effect overrules this and it must be played.*

You must play the **MAGIC BOOMERANG** if that was the hidden item you replaced.

When playing it, you still follow these same 5 Steps for playing items.

Note: this **Step 5b** of sending an item to the discard doesn't count as a new, second action—it's part of the original play action. You can't expend an item (an effect from the expansion), or activate a Special item, or play an additional item into your **storehouse** instead of discarding.