

EXPANSION

HELLAPAGOS



CONTENTS:



30 Event cards



20 Object cards



20 Character cards




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This expansion comprises 3 different elements, each of which is independent from the others (Objects, Characters, Events). You can play adding 1 type of cards to the base game, any 2, or all 3.



OBJECT CARDS

There are 20 Object cards (including 14 new effects) marked with this symbol: . Shuffle these cards in with the Wreckage cards from the base game.

Use these new cards in exactly the same way as those of the base game. The effects are explained on each card, but if you have any questions, visit this website:

www.hellapagos.com



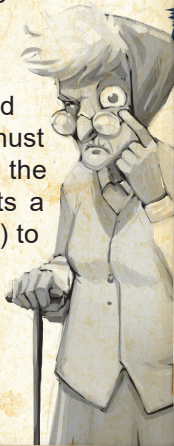


CHARACTER CARDS

As the adventure unfolds, the castaways discover talents, passions, or roles in the community... for better or worse!

Before starting the game, shuffle the 20 Character cards and deal one to each player. Return the others to the box; you will not need them this game.

Place your Character card face up in front of you; it must remain visible throughout the game. Each character grants a power (bonus and/or penalty) to its owner.



This power might be permanent, or might apply only once during the game, depending on the card.

If a character's power conflicts with the rules of the base game, the instructions on the Character card prevail.

If you die during the game, discard your Character card.

Note: For a game with fewer than 5 players, do not use the Character cards marked 5+ and 6+. In a 5-player game, include the 5+ cards; with 6 players or more, include the 5+ and 6+ cards.



EVENT CARDS

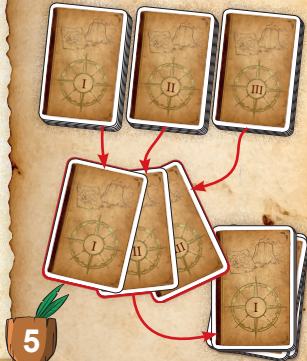


The adventurers have not seen the last of their woes: By venturing further into the jungle, they discover that other castaways populate the island. Considering their getup and their uncivilized manners, it seems they have been here for quite some time.... Friends or enemies? Can't wait to find out....

The Event cards are divided into 3 levels (see the backs of the cards: I, II and III).

Separate the cards into 3 decks according to their level, then form a new deck of 12 cards as follows:

Creating the Event deck



I, II, III / I, II, III / I, II, III / I, II, III,
so the first card visible is a I card, the
second is a II card, the third is a III card,
the fourth is a I card, etc. This new deck
generates your scenario for this game.
Return the other Event cards to the box; you
will not need them this game.

These events represent important moments
that will punctuate the game. At the
beginning of each round, before revealing
the next Weather card, the first player
reveals the first Event card from the deck.
Unless otherwise indicated on the card, this
event must be resolved immediately before
you can continue the round. Everyone can
discuss it to find a solution, but in the end,
the first player makes the decisions.





For Example:

*“A Thirsty Maniac:
Immediately discard
a water bottle card or
lose 3 rations of water.”*

*In this case, either a
player in the group
decides to discard a
bottle of water, or the group loses 3
rations of water on the survival track.
If the group has fewer than 3 rations of
water, the group loses all of the water
rations. If the group has no water rations,
you can simply discard the Event card,
feeling unthreatened.*










Then the game continues normally. These cards can provide beneficial, neutral, or detrimental effects. Sometimes Event cards will require the group to make choices. If the Event card says to gain or lose different resources, you can choose any combination of resources.



Example:

«Deserted Camp: Take 2 resources of your choice.»

The group could gain:

- 2  or 2  or 2 
- or 1  and 1 ,
- or 1  and 1 
- or 1  and 1 .



You can find complete details on the Event cards on our website: www.hellapagos.com



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Keep this information and address
for future reference. 06-2019

