

Patchwork Expansion

Rules

Additional Setup:

- Place the 9 card tokens (6 blue and 3 red) on top of the buttons on the game board, in the order of: blue, blue, red; repeat.
- Place the blue cards and the red cards near the playing area.
- Place the 20-sided die (d20) near the playing area.

Additional Rule During Play:

- The *first* player to move past a button on the game board which has a card token on top of it must do the following: First, finish your movement/time cost phase. Next, draw a card matching the color of the card token (i.e., for blue tokens, draw a blue card; for red tokens, draw a red card). Then, resolve the card.* Finally, remove the card token from the board. (This is done in order to indicate that the next player to move pass this button does *not* draw a card.)

** A Note on Language: If a card states that "you may" do something, then doing it is optional. Otherwise, it is obligatory.)*

Clarifications

(additional rules and clarifications for some of the cards below)

Blue Light Special: Whenever you purchase a piece with a blue token on it, the effect of the blue token is triggered. Resolve this effect in this order: 1. Pay buttons for whatever piece you were purchasing (Piece A), 2. Place that piece on your quilt, 3. Draw a blue card and resolve it, 4. Pay the time cost of the piece you were purchasing.

(Note: If you draw Extra Purchase, and choose to make an extra purchase (Piece B), the resolution of the entire extra purchase will take place, nested within step 3, above. In that case, the order will be as follows: 1. Pay button cost of piece A. 2. Place piece A on your quilt. 3. Draw blue card—which in this case is Extra Purchase. 4. Pay button cost of piece B. 5. Place piece B on your quilt. 6. Pay the time cost of piece B. 7. Pay the time cost of piece A.)

Double Buttons: If you draw this card as a result of a Blue Light Special rather than by passing a button, then do nothing.

Extra Purchase: Note that all of the normal rules apply to your extra purchase. That is, you may select from the three pieces in front of the neutral token, as usual; and you must pay the full cost of the purchased piece in buttons and time, as usual.

Limited Options: Note that you may use this card to limit your opponent's options during *any* purchase. So, for instance, you may choose to play this card to limit your opponent's options if they have just drawn 'Extra Purchase'.

Movement Income: This does not produce income for *any* movement. It only increases income for that movement that already produces income—so, for instance, if you decide to move forward three spaces instead of purchasing a piece, you would now earn 6 buttons for doing so, rather than the usual 3.

Neutral Mover: This action does not trigger Red Light Special. (Think of the neutral token as teleporting to its new location, rather than moving clockwise around the circle of quilt pieces.)

Not Your Income: If you draw this card as a result of Red Light Special rather than by passing a button, then do nothing.

Red Light Special: Whenever you purchase a piece with a red token on it, *or* move the neutral token past such a piece, the effect of the red token is triggered. Resolve this effect in this order: 1. Pay buttons for whatever piece you were purchasing, 2. Place that piece on your quilt, 3. Draw a red card and resolve it, 4. Pay the time cost of the piece you were purchasing.

(Note 1: Playing Neutral Mover does not trigger the red token, however.)

(Note 2: Some red cards will do nothing when gained via Red Light Special. For instance, if you draw Not Your Income, it will not apply, since you did not just pass a button and earn income. In this case, set the red card aside and do nothing.)

Time is Money: The standard order of play is 1. Pay buttons, 2. Place piece, 3. Pay time. If you choose to pay some or all of a piece's time cost in buttons, you must also pay those up front as well. For instance, if you choose to purchase a piece with a regular cost of {2 buttons and 2 time} by instead paying {3 buttons and 1 time}, the 3 buttons must all be paid up front.