

## OPTIONAL RULES

Players may agree before the game begins to add any of the following rules.

### 1. SIX PLAYER SET UP (RECOMMENDED)

In a six player game, after dealing one Item, one Companion and one Ally to each player, shuffle the remaining Items, Companions and Allies together and deal two more cards to each player. Shuffle the remaining cards into the Fate deck once the Event cards have been dealt out.

### 2. ALLY OPTION

You may add the option of rolling 1 die and taking that number of Luck Points when you pay an Ally for help.

### 3. HOME FIELD ADVANTAGE

- (i) When you stop on the home Location of one of your Companions, your Companion may be used as an Ally, ie. you pay him 50 Crowns to receive one of the benefits an Ally is able to bestow.
- (ii) If you are involved in a Challenge while on the home Location of one of your Companions, that Companion adds 2 points to your score in the Challenge rather than the usual 1.
- (iii) When you are involved in a Challenge on the Location of one of your Allies, that Ally adds 1 point to your score in that Challenge.

### 4. TWIST OF FATE

When you stop on the same space as another player, you may, instead of Challenging him, select a Fate Card from your hand and swap it with one randomly chosen from his hand. (If you do this, you do not draw a Legend Card for that space.)

### 5. VICTORY CONDITIONS

- (i) For a shorter game reduce the victory condition to only 2 or even 1 Treasure.
- (ii) Time Limit Game: To ensure the game ends within a certain time limit, say one and a half hours, set the following victory conditions: The first player to deliver one Treasure wins the game unless another player can deliver 2 treasures within the time limit. The delivery of a second Treasure ends the game, even if there is time left to play.