

ERRATA AND CLARIFICATIONS

Setup

After playing a few games, you may want choose ten types of normal buildings for each game, instead of seven.

Player Card Symbols

The numbers/symbols on the top right of the player card show how many of each card type is in the level deck.



Finishing the Level

If you draw all 10 level cards, resolve the final card and then all players remaining in the level must return home and the buy phase begins immediately.

Trading With the Rabbit

You may trade carrots from storage with the rabbit. However, the new cards may **not** go back into storage. The new cards are considered a part of the level run and will be lost if you fall.

Tie Breakers

If players tie for coins, the winner is the player with the most remaining treasures. If this also results in a tie, the winner is the player with the highest total value of purchased buildings. If this also results in a tie, the players share the victory.

Heart Tokens

Hearts are limited components. If all heart tokens have been purchased by players, then no more hearts are available for the course of the game.

Building Stacking

Every building's abilities stack except for the Soap Maker's. All buildings of the same type trigger simultaneously.

Ex: Vera has two Arcade cards. After the buy phase, every player counts their coins. Vera has the fewest coins. Both of her arcades trigger at the same time, and she gains 4 coins.

Temple of Zoz

If you use a jump token to avoid damage from the The Red Serpent, it still counts as meeting the serpent.

Reptile Stables

When you return home, draw 1 treasure first, and then choose 1 to discard.

Fishing Pond

Cards received from the Fishing Pond don't need to be stored immediately, and they can not be lost during the next level run. During the next buy phase, the standard rules apply (all treasures must be spent, stored, or discarded).