

FROST GIANTS AT THE WALL

You've only heard legends about the Frost Giants storming our lands, but then again, our ancestors DID put up that massive wall to protect our Clan's heritage from something. A few scouts reported that the Giants are real, and they are getting closer. It's time to put that wall to the test.

THE WALL

(You lose immediately if you remove the last [stone icon] from here).

FROST GIANTS

SETUP CHANGES:

- Assign 2 [stone icon] and 1 [person icon] from the general supply to the Wall.

RULES CHANGES:

- If at any moment there are more [person icon] on the Frost Giants than the combined number of Goods on The Wall, immediately remove all [person icon] from the Frost Giants, then remove 1 [stone icon] and half of the [person icon] (rounded down) from The Wall.
- During the Lookout phase, draw two of the Number tokens (instead of one) and resolve the Event for both.

- Action: Spend 1 [apple icon] / [axe icon] to assign 1 [person icon] to The Wall. May be activated any number of times.

SCORING CHANGES:

- Each [stone icon] on The Wall is worth 3 [star icon], and each [person icon] there is worth 2 [star icon] at the end of the game.

GIANT'S BANE

Action: Spend 1 [axe icon] to remove 2 [person icon] from the Frost Giants.



VICTORY POINTS THRESHOLD: **45**

SCENARIO EVENTS

WALL BREACH

- 1 Spend 1 [stone icon], or remove 1 [person icon] from The Wall if possible.

LAST-MINUTE FORTIFICATION

- 2 You may spend 2 [stone icon] / [axe icon] in any combination to place 1 [stone icon] on The Wall. Assign 1 [person icon] from the general supply to the Frost Giants.

SEND THE RAVEN

- 3 You may spend 1 [apple icon] / [axe icon] to place 1 [person icon] on The Wall. Assign 1 [person icon] from the general supply to the Frost Giants.

CATAPULT

- 4 Spend 1 [stone icon] / [axe icon] or assign 1 [person icon] from the general supply to the Frost Giants.

OPEN THE GATES

- 5 You may spend 1 [axe icon] to gain 1 [star icon] for each [person icon] on the Frost Giants.

MY LITTLE FARM

You've decided to make it your goal to become the most famous farmer in the world! You must cultivate the most prosperous farm, so others may spread your renown.

SETUP CHANGES:

- Take any 2 Resources in addition to Resources shown on your Basic Field cards.

RULES CHANGES:

- Each time you Populate also gain:
1 [axe icon] for each pair of [axe icon] on the Farm
OR
1 [sheep icon] for each pair of [sheep icon] on the Farm.
- Each time you Harvest you may also: Discard 1 [apple icon] from the Farm to gain 2 [axe icon] / 2 [apple icon].

SCORING CHANGES:

- Gain 3 [star icon] for each set of [sheep icon], [axe icon], and [apple icon] on the Farm.

THE FARM



VICTORY POINTS THRESHOLD: **40**

SCENARIO EVENTS

CROPS

- 1 Gain 1 [apple icon] for each [apple icon] on the Farm.

SICK SHEEP

- 2 Discard 1 [sheep icon] from the Farm.

LOCUSTS

- 3 Exhaust 2 [locust icon]. You cannot Harvest from them this round. Unexhaust them during cleanup phase.

SPAWN

- 4 Assign 1 [axe icon] from the general supply to the Farm.

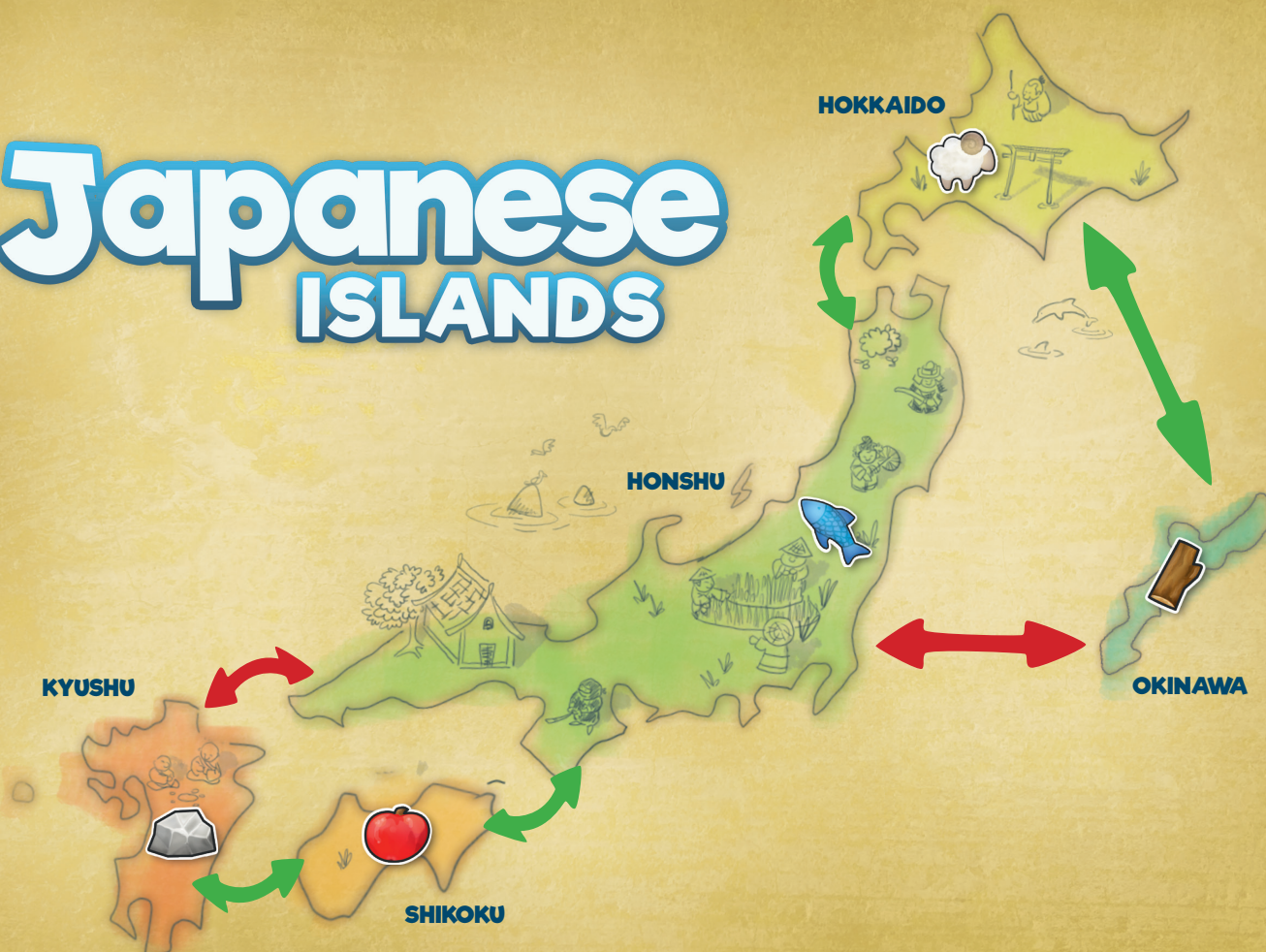
NEW NETS

- 5 Spend 2 [axe icon] to gain 2 [axe icon] or discard 1 [axe icon] from the Farm.

PROPAGATION

Action: Spend 1 [person icon] to assign 1 [sheep icon] / [axe icon] / [apple icon] to the Farm.
May be activated any number of times.

Japanese ISLANDS



FEUDAL AGE

You have dropped the anchor at the shore of the Samurai. Quite fast you have realized that the political situation on the islands is shaky. Feudal lords are fighting to take control over the archipelago. You will have to choose between conquering the islands or focusing on securing the resource supply.

For advanced play, use rules with *

SETUP CHANGES:

- Assign 1 or 2 (from your pool) to **HONSHU**.
*Start on **HOKKAIDO** instead*
- Gain 1 for each on **HONSHU**.
*Gain 1 for each on **HOKKAIDO** instead*

RULES CHANGES:

- The term 'Japanese Islands' refers to Islands illustrated on this scenario sheet: **HONSHU**, **KYUSHU**, **OKINAWA**, **HOKKAIDO**, and **SHIKOKU**.
- You may Harvest from Japanese Islands as if they were : Choose 1 Japanese Island and gain 1 Resource (of type shown on that Japanese Island) for each on it.
- Japanese Islands with are considered Conquered.
- Consider Japanese Islands connected by or adjacent.

*Do not use *

- Action:** Spend 1 to Assign 1 to any Conquered Japanese Island. May be activated any number of times.
- Action:** Spend 1 to move any number of Assigned from 1 Japanese Island to any adjacent Conquered Japanese Island. May be activated any number of times.

SCORING CHANGES:

- Gain 3 for each Conquered Japanese Island.
- Gain 1 for each on **KYUSHU** and **OKINAWA**.

SAILING SAMURAI

Action: Spend 1 (Place it on this Action) and 1 to Assign 1 from the general supply to any Japanese Island adjacent to a Conquered Japanese Island. (During the Cleanup phase comes back to your supply).

VICTORY POINTS THRESHOLD: **45**

SCENARIO EVENTS

EARTHQUAKES IN THE NORTH

- This round you may only Harvest from Japanese Islands.

SHOGUN'S SEA BLOCKADE

- This round you can't move from/to **SHIKOKU**.

SHOGUN'S NINJAS

- Place 1 on Okinawa and Kyushu—for each there you must spend one additional when Assigning a to them by activating **SAILING SAMURAI**.

TOKUGAWA'S SHIPYARD

- This round you may spend 2 to gain 1 (only once per activation of this event)

SHOGUN'S REVENGE

- Remove 1 from **KYUSHU** and remove 1 from **HONSHU** (If you cannot remove them, do not lose 2 .)