

Expando Deck Rules

This expansion deck adds new and exciting gameplay elements to Trogdor!! The Board Game with the addition of Emergency cards, Spell cards, and more Action cards. Since the Action deck is now larger, additional Troghammer cards are included to balance difficulty. Add these to the existing Troghammer cards and use them like you would during a normal game.

New Action Cards

These are additional Action cards that give players new abilities. Simply shuffle these in with the rest of the Action Deck during game setup. When drawn, follow the instructions on the card just like the existing Action cards from the base game.



Emergency Cards

These are communal cards with abilities that can be used on anyone's turn at any time including Phase Two when the countryside moves.



During setup, separate the 10 Emergency Cards and shuffle them. Now draw one and place it face up on the table. This card is available to use at the start of the game. Shuffle the remaining Emergency Cards into the Action Deck **AFTER** all players are dealt their initial Action Card. Continue setup and play.

During play, when an Emergency Card is drawn, read it to all players, then place it face up on the table next to any previously drawn Emergency Cards. Draw a new Action card. Play continues. Multiple Emergency Cards can be played on a single turn.

After an Emergency Card is used, discard it (but don't, like, rip it up!).

Spell Cards of Un-Voidening

Spell Cards have a list of three tasks which, when completed, bring a Peasant back from the Void. These are difficult spells that may take some setup and cooperation to pull off.



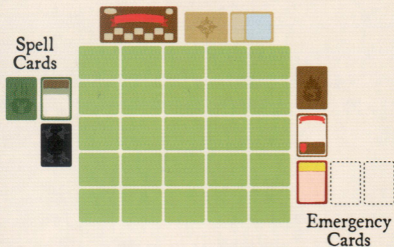
During game setup, shuffle these cards and place them face down next to The Void. Turn over the top card and read its tasks aloud. This is now the active Spell.

During any one single turn, if all three tasks of a spell are successfully completed, choose a Peasant from the Void and return it to the Trog-meter. Discard that Spell card and turn over the next one to reveal the new active Spell.

Note: Visiting a tile is defined by Trogdor touching it at any point during a turn, including starting on it.

Suggested Setup

Setup as indicated in the Trogdor!!
The Board Game Rulebook, adding
Spell Cards and drawn Emergency
Cards where indicated.



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