

General House Rules

If a die rolls off the table, it must be re-rolled.

If you take your hand off the piece / card / tile / maguffin it is played and cannot be changed.

Loser of the previous game gets to nominate two games for the next game. The remainder of the group choose between those two.

Scoville

Turn-Order Auction

Winner pays what 2nd place bid, 2nd place pays what 3rd place bid, etc.

Last place pays nothing.

Turn-Order Replacement

Instead of auctions, each player is dealt five cards from the chili deck.

Each turn, they select one card to keep and pass the remainder to the player to their left.

Once only one card remains, it is discarded and five new cards are dealt.

Ticket to Ride

Destination Tickets

Deal five destination tickets face-up so all players can see them.

[Optional] No destination tickets dealt to players.

Whenever a player completes one of the face-up tickets, they immediately score that ticket.

Each time a face-up ticket is completed, it is discarded and replaced.

If a newly-dealt ticket is already completed by the player, they may claim and replace it immediately.

Five Tribes

Turn Order

Alternate turn order between players (no bidding).

Takenoko

Objectives

Shuffle all cards together. Deal three to each player at start.

Hand limit of three incomplete objectives per player.

Turn over top three objectives from pile and place next to draw pile.

When selecting objectives, players may choose from revealed objectives or blind from draw pile.

Declaring an objective completed takes one action point (same as any other action)

Kingsburg

Scoring

Scores should be hidden until after the final round. Instead of moving the score markers around the scoring track, players receive tokens each time they score.

Reinforcements

At start of game, each player receives tokens with values: 0, 1, 1, 2, 3, 4.

Instead of die roll for reinforcements, each player selects a token to play.

Each token can be used only once.

The unused token grants equal value of victory points at the end.

Pandemic

Anti-Quarterbacking

No advice to be given unless requested!

Roles

Deal two role cards to each player, and they select one from the two to keep.

Tsuro of the Seas

Player Elimination

When eliminated, you continue to roll for dragon movement.

Whenever you would be destroyed by a daikaiju, instead your hand size is reduced by one for the remainder of the game.

Carcassonne

First Player

Roll your meeples to see who goes first - 2 pts for each standing up, 1 for on the side, 0 on their back.

Tile Drawing

Pick up a new tile at the end of your turn, rather than waiting for the beginning of the next turn.



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