

TaZmania Prototype for playtesting

Introduction

1-2 player game set in Tasmania. 3rd player if one person is the OOP using Revenge Mythos deck.

Note: this Tabletopia setup includes all components needed to play regular or revenge on this map. Use Ports/Outposts accordingly.

Starting the Game

Conduct the survey as normal, placing a survey tile on each of the 13 survey markers. No resources are to be placed in the Cornlands, and Old One tiles only in the Outback hexes, as in the base game.

Players select a hex adjoining the coast of any terrain type and place their port. It cannot be placed next to another player's port or in a hex with resources/Old one/ Spawn tile.



Playing the Game

Lake hexes are impassable for all. Old Ones cannot move onto them.

Revelation cards: when determining which Old Ones are revealed - look at the numbering atop the columns, starting with the left-most hex column and count downwards.

All other rules are the same.

Revenge? If playing with 3 then place Spawning tiles instead of Old One tiles during the Survey. **See the Revenge rulebook for how the Old One Player operates.**

Play Test data form:

https://docs.google.com/forms/u/0/d/e/1FAIpQLSfHtt7zfNZyM7w0Qy9MFISGh_alu_Fev_oIuNA0w3pXL7VUXMw/formResponse