# FURKS Mini-expansion

- <u>Contents:</u> 3 Ability cards 5 Scenario cards
- I Company card

Important: Do not shuffle or look at the Scenario cards.

## Adding Cards to the Base Game:

The Ability cards can be added to those in the base game. The Scenario cards and Company card are only used when playing the scenario.

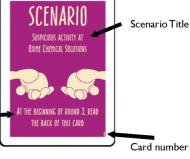
## About the Scenario:

The Scenario describes events that happen over the course of five games of Forks. During the scenario players must choose what happens, which will introduce new rules and situations to the game. The Scenario can be played multiple times with the same players, as different choices will lead the game down different paths. For your first game playing the Scenario, we advise you to play without the Merge/ Swap card, or Abilities.

### Setup:

Setup the game of Forks using the base game rules. Place the expansion Company Card to the side; depending upon the Scenario choices, this may be required later. Place the deck of Scenario cards next to the deck of Company cards, with the Scenario Title as the top card. The numbers on the bottom right of the cards should be in ascending order as you go down the deck. Layout of the top card of the Scenario Deck

Instructions on when to read the back of the card



#### Playing the Scenario

During the Scenario players will be instructed to read the Scenario cards and make a decision. Most of these cards are to be read between games, but the first card is to be read during the first game. Read these cards *before* setting up for the next game. One player will be asked to make a choice from two options., which they do before looking at the outcomes on the back of the card. Once chosen they flip the card and read the corresponding section on the back to all other players, unless instructed not to by the card. Players should try not to read the alternative option.

During the Scenario, players should keep track of their cumulative total scores. The winner is the player who has the highest total score after the final game.

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