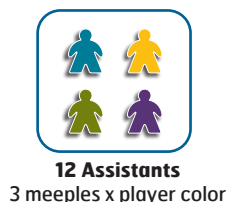


// KICKED-OUT CRAZINESS

This 2 Player variant adds some more dynamics to the game play with a few extra rules.

SETUP

Each player needs the 3 Assistant meeples in their color, they are similar to the Workers, but smaller.



GAMEPLAY

Each player has 3 Assistants in addition to their Workers. When moving an already-placed Worker on the board to a new space, you may opt to leave an Assistant behind on that Action space. This Assistant can be one you have in supply, or you can move one of your Assistants already on the board instead.

Players are allowed to have multiple Assistants and a Worker at the same Action area as a result. However, you still cannot move your Worker to an Action space that's occupied with your own Worker, nor can you place a Worker on an Action space with your own Worker already on one of the Kick-out spaces.

If you place a Worker on an Action space occupied by another player's Assistant, the other player selects an available Kick-out space to move their Assistant to and receives its benefit.

If you place a Worker on an Action space occupied by your own Assistant, you either remove it from the board, or you may place it in the vacant space your Worker just came from, you do NOT place it in a Kick-out space.

Your Assistants will remain on the Kick-out spaces until you voluntarily move them to a new Action space that your Worker just left, or if a Kick-out occurs where there's no available Kick-out spaces left. In the latter case, the active player who caused the Kick-out chooses one of their own Assistants to remove from the Kick-out spaces if possible. If the active player has no Assistants there, then they may choose any of their opponents' Assistants to remove, returning it to its owner, and then continues with the Kick-out as normal.

Workers on Kick-out spaces cannot be displaced by Assistants. Additionally, multiple Assistants and a Worker of the same color can occupy the same Action area simultaneously.



Example: The green player took their Worker from this Street Action space last turn, and left their Assistant behind. Next turn, the yellow player places a Worker on that Street Action space, kicking out the green Assistant. The green player opts to put their Assistant on the left Kick-out space and pays \$1 to take a Notation tile.

// PROMO MUSICIAN TILES

SETUP

Randomly remove 1 musician of all 3 types from the base game's 18 musicians, but make sure the ones you remove all have different Notation tiles on them. You can use one of the dice to roll a random number 1-6 and remove that tile, rerolling when you pick tiles that have matching symbols.

GAMEPLAY

These musicians start at a higher Fame level than 1. The normal rules apply to upgrading their Fame and hiring costs. When one is first hired place a die set to the starting Fame value printed on the tile. You may not have more than 1 of these promo Musician tiles in your restaurant at the same time.

Instead of taking a Notation tile when you hire or contract one of these special Musician tiles, they have unique one-time bonuses explained below:

JOÃO (2 STARTING FAME)

When you close your restaurant, his ability allows you to remove an additional cube from your Prestige track if you have a critic in your restaurant. You can use this ability the same turn you dismiss this musician.



VITAL (3 STARTING FAME)

When you close your restaurant, his ability allows you to use an additional 2 Customer's worth of "applause" to upgrade the Fame of your musicians. For example if you only had 2 Customers when you closed, you could still spend as if you had 4 Customers. The additional Customers can be any color you decide.



MARINA (2 STARTING FAME)

When you hire or contract Marina, immediately gain 2 money. You must pay the cost for the Musician tile before gaining this bonus.



After you use a musician's bonus, move their Fame die to the bottom left of their tile, covering the bonus icon to remind you not to use it again. However, once you or another player dismisses or sends one of these musicians to the Billboard, the musician has their bonus restored (move the die back to the upper right corner) and the next player to hire them may use the bonus again.



**EAGLE-GRYPHON
GAMES**

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