

I spared no expense !

Scenario 2



It's halloween at the new Park the guilds have been invited in, so they can test the big new zoo on an island off the coast of Costa Rica (without saying what kind of animals of course!). When you arrive, it's the panic, customers in bad costume, a big storm, giant reptiles everywhere. Have fun playing fetch the ball with rex, save the goat, and help the owner to improve the park. He spared no expense ! (PS: Don't use the bathroom close to the T-rex fence).

TITLE

If you complete « **Improve the park** » you gain the title « **I spared no expense** » and you win +2 coins for each exploration token you collect in the next scenario.

QUESTS

PVE :

- **Save the goat**
- **Improve the Park**

PVP

- « **Kill X Guild Hero** »

REWARD CARD

- **Pet Goat (Wilhelm) (or another one random)**

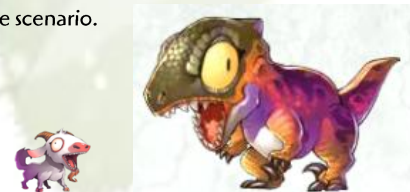


SPECIAL SETUP

Put 4 quest tokens with the exploration tokens, they'll represent the flares to lure the T-rex and save the goat (a token can be used only once). As soon as at least one Korilla is dead, you can use the flare, and move the t-rex up to 4 spaces from your position (not the one of the t-rex) anytime during your turn. The highlighted space represents the fountain. Before starting the game, each player chooses randomly a pet if you have the extension. Talion represents Rex.

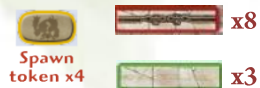
SPECIAL RULES

- The T-rex is invincible, and kills the player one-shot if it triggers a guard reaction, he doesn't attack if you don't move. The only way you can survive is to lure it to another place. He's considered as a pet, so he doesn't occupy a space. You can use a flare (quest token) to move Rex. He will go where you throw the flare, and you can throw it at 4 spaces from your position. Put the Rex there to annoy/block/eat other players. (This action is only possible if at least one Korilla has been killed, that's the moment when the storm go wild and the fences go off). The flare can be used anytime during your turn. The 1st player to move the t-rex wins the quest « Save the goat » and win immediatly Wilhelm as a reward. The players can keep moving Rex with the flare even if the quest is resolved, with the other 3 quest tokens.
- Help Hammond to improve his park. You can throw money in the fountain (no diagonals). This quest can be »stole « by other players. The first player to put money in it wins temporarily the quest. If another player puts more money in it, he steals the quest, until another player puts more money etc... The first player that wins 2 quests (if you did the fountain but someone stole the quest it doesn't count as a win quest) wins the scenario. You can use treasures, coins or both in the fountain. You take back the value of what you let in the fountain at the end of the scenario.





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| 9A | 24A | 7A |
| | 4A | 22A |
| 6A | 23A | 5B |



Arcadia Quest Base Game Map.

Special Rules : Replace the T-rex and the goat by any token or monster that are not on the board. Replace the rule for the korilla by the beastmen (HB, SB).

