



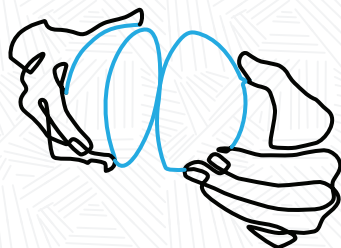
RENEW



SHARE



Take any 1 MATERIAL from central LANDFILL. Pay double \$ to WORK AREA to determine its QUALITY.



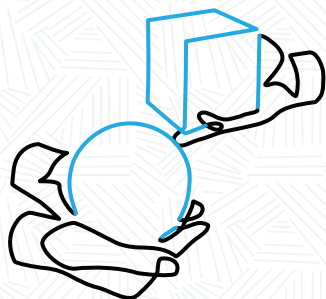
Use 1 QUALITY of any MATERIAL in BUY AREA to CONSUME. Move it to central LANDFILL if it is BROKEN.



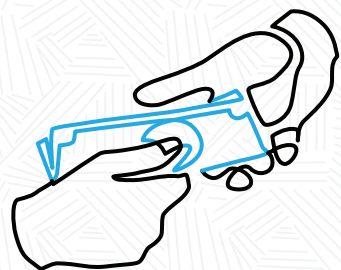
BARTER



ACQUIRE



Exchange 1 MATERIAL with BUY AREA with same or less QUALITY.



Take 1 MATERIAL from BUY AREA and pay \$ equal to its QUALITY to the WORK AREA.



SLASHER



Set Up

- Choose any 2 Not-For-Solo CAREER to play (except Tycoon).
- Starting Resource follows 1 of the CAREER.

Gameplay Variation

- When WORK, follow the SALARY of 1 of the CAREER minus 1 \$.
- May use both CAREER's ABILITIES in game.
- If the Conditional ABILITY is only available under "when WORK", you must follow that CAREER's SALARY to use it.

End Game & Winning Condition

- Unchanged.

OVERSUPPLY



Set Up

- Unchanged.

Gameplay Variation

- At the beginning of each turn, flip over a new ACTIVITY to replace any 1 of the face-up ACTIVITY.

End Game & Winning Condition

- Unchanged.

BUCKET LIST



Set Up

- Draw 10 random GOAL instead of 4 to start game.

Gameplay Variation

- Unchanged.

End Game & Winning Condition

- Reach HAPPINESS 11 and achieve at least 7 GOAL.

LOCKDOWN



Set Up

- Unchanged.

Gameplay Variation

- Any ACTIVITY with an illustration of more than 1 person will be moved to Discard Pile if is not consumed in 1 turn. At the end of each turn, move all face-up ACTIVITIES that illustrate more than 1 person to Discard Pile, then refill all empty slots once.

End Game & Winning Condition

- Unchanged.

COMMAND ECONOMY



Set Up

- Unchanged.

Gameplay Variation

- When BUY, you must pay \$ to get MATERIAL at its Exhibited QUALITY.

End Game & Winning Condition

- Unchanged.

CROWDED SPACE



Set Up

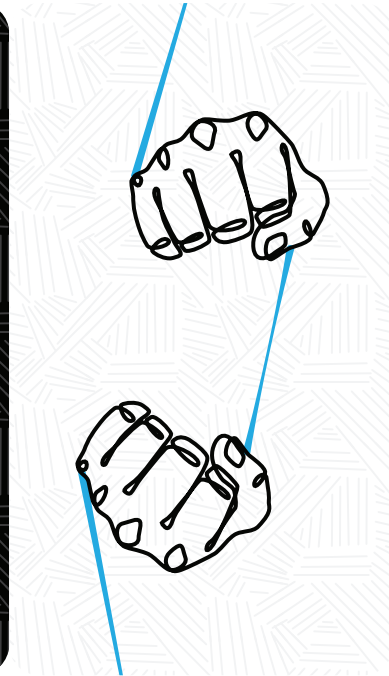
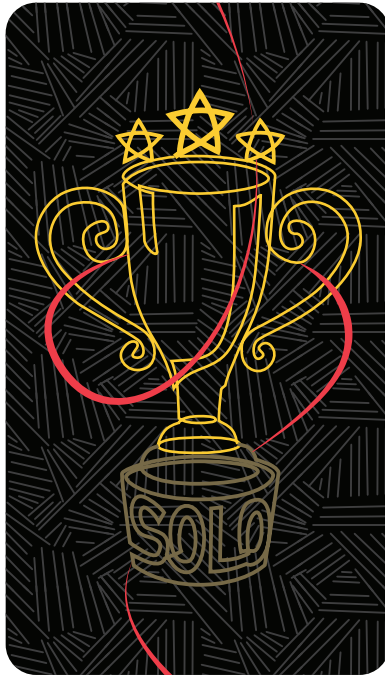
- Unchanged.

Gameplay Variation

- Only refill empty card slots up to 3.

End Game & Winning Condition

- Unchanged.





RESELL



Move 1 MATERIAL from your AREA to the bottom of MATERIAL Deck. Take \$ equal to its QUALITY from WORK AREA.



STUDENT LOAN



Set Up

- Add 2 more \$ to Starting Resource.
- Place 2 Credit Card in your AREA, which you must PAYOFF.

Gameplay Variation

- Unchanged.

End Game & Winning Condition

- Unchanged.

EXTRAVAGANCE



Set Up

- Unchanged.

Gameplay Variation

- Lose 1 \$ when BUY and lose 1 QUALITY when CONSUME.

End Game & Winning Condition

- Unchanged.

LANDFILL SATURATION



Set Up

- Unchanged.

Gameplay Variation

- Unchanged.

End Game & Winning Condition

- Game ends immediately when there are 8 cards in Central LANDFILL.