


Overview

The Epic Resort: Villain's Vacation expansion is added to the Epic Resort base game. All of the cards have a small  symbol on them to help differentiate expansion cards from the base game card.



Setup

Setup is very similar to the base game:

Shuffle the Villain, Tourist and The Kraken Strikes **ATTACK!** cards from the expansion into the Dock deck. These cards all have DOCK on there back.

- Set aside THE KRAKEN, it will come into play during gameplay.
- Shuffle the Attraction cards into their respective piles by tier.
- The new Workers can be selected during setup along with the Workers from the base game.



Villains

Villains are fairly similar to Heroes from the base game, however Villains do not defend during Monster attacks. Compared to Heroes, Villains are typically worth slightly more points and take slightly longer to score.

Note: Any ability or text that specifically refers to Heroes does not apply to Villains and vice-versa.



Attracting Villains

As a MAIN ACTION, players may attract one Villain from the Dock to their resort during their turn.

- Pay the ★ cost and place the Villain in front of an empty Attraction.
- Each Attraction can only hold a single Hero or Villain.
- A player is allowed to have both Heroes and Villains at their Resort simultaneously.

Monster Attacks

If a Monster attacks an Attraction with a Villain, the Villain will not defend the Attraction. Every Villain has 0 🛡️ to help

remind players of this difference.

When an Attraction with a Villain is attacked:

- Lose tourists from the Attraction equal to the Monster's strength (as normal).
- If there are no Tourists at the Attraction, it is not considered defended and will receive 1 🔥.
- Villains still loses 1 ❤️ since the monster disturbed their rest.
- Villains may dodge out of an attack. If a Villain dodges a Monster attack a Hero may not dodge in to defend that same attack.
- Villains may only dodge in or out of a Monster attack once per Season, place a 🔒 marker on the Villain as a reminder.

Note: Villains may dodge into a Monster attack, but this is typically not helpful.

End of Season


Villains gain rest and score similarly to Heroes.

- If the Villain is fully rested, they are instead placed in the player's scoring pile. The Villain then recruits the top monster of the monster pile (placing the monster in the Monster discard pile).
- Each remaining Villain gains 1 ❤️.

Workers

Every game setup still includes the Day-worker, and can include both workers from the base game and the expansion.

Monster Hunters

There is a cycle of Workers that allow players to “catch” Monsters that are attacking their resort, giving that player 2  each. With these workers, the Monster still attacks as normal, and may be negated by a Lazy Peon, before being captured.

- DRAGON KEEPER may capture Baby Dragon, Dragon and Elder Dragon Monsters.
- GHOST HUNTER may capture Mischievous Spirit, Ghastly Apparition and Vengeful Banshee Monsters.
- WAR ADMIRAL may capture Pirate, Pirate Raid and Pirate Fleet Monsters.

Attractions

New Attractions have a type of OMINOUS instead of a type from the base game, such as Food, Relaxing, etc. As a result, these Attractions do not receive bonuses from the base game tourists (e.g. Culture Vultures) or Workers (e.g. Mixologist).





The Kraken

When the Dock is refilled toward the end of each Season, an **ATTACK!** card called The Kraken Strikes may be revealed. Instead of revealing the top Monster of the Monster pile, it is defeated and placed in the Monster discard pile.

The Kraken Strikes:

- The player with the most Tourists loses Tourists until they have as many as the next highest player. *Example:*
Player A - 5 tourists
Player B - 5 tourists
Player C - 3 tourists
Player D - 2 tourists
Result - Players A and B each loses 2 tourists.
- The player losing Tourists may choose which Attractions they lose the Tourists from. Tourists lost this way are removed from the right of each Attraction.
- If multiple players are tied for the most Tourists, each tied player loses Tourists
- All tourists lost this way are placed on The Kraken.

If the Kraken now has 10 or more Tourists on it, then **RELEASE THE KRAKEN**:


- Return all Tourists on the Kraken to the supply.
- The Kraken attacks the player with the most . Ties are broken clockwise, starting from the Harbormaster.  are counted as the would be for **End of Game** scoring.
- The Kraken attacks each Attraction at the defending player's resort.




Note: The Kraken may be released multiple times per game.


Note: Be sure to place the top Monster of the Monster pile into the discard pile after resolving the **KRAKEN STRIKES** card.



End of Game


Victory Points are tallied at the end of the game as normal. In addition to Heroes and Attractions, players may now gain  from:

- Villains in their scoring pile, equal to their  value.
- 1  for each Villain remaining at their Resort.
- 2  for each Monster captured by a Monster Hunter Worker (Dragon Keeper, Ghost Hunter, and War Admiral).

Note: Having multiple copies of these Workers does not change the  value of the monsters.

Second Edition Changes

There were some refinements to the base game with the second edition that help improve gameplay. Many of these changes can be implemented with the first edition:

- First player to pass **chooses** the next Harbormaster. Everything else regarding the Harbormaster is unchanged (e.g. If the current Harbormaster is selected, place 1  on the Harbormaster card).

- **Smaller Monster pile:**

2 PLAYERS - Use base Monster set (no **3+** or **4** in the corner), removing Tier I: 1 Pirate. Tier III: 1 Two-Headed Giant, 1 Vengeful Banshee.

3 PLAYERS - Use base Monster set (no **3+** or **4** in the corner)

4 PLAYERS - Use base Monster set (no **3+** or **4** in the corner), adding in Tier II: 1 Dragon, 1 Ghastly Apparition. Tier III: 1 Pirate Fleet.

***Note:** For a more “cut-throat” and challenging gameplay experience, add in an increasing number of Faerie Monsters.*

- **No Double Attacks** - Simply treat **DOUBLE ATTACK!** Cards as if they were a normal **ATTACK!** card.



Credits

Publisher: Floodgate Games

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