Story

After a long run of dungeon delving and monster slaying, the heroes need a vacation -- you have set out to build an Epic Resort worthy of their presence. You'll leverage your workers' talents and attractions' abilities to draw in hapless tourists and fantasy heroes who are ready to spend some gold and get much needed rest. However, the more you lure in the more likely pirates, two-headed giants and other relentless monsters will attack! Heroes may defend your attractions (losing precious health), or dodge out of the way... letting the monsters devour a bevy of unsuspecting tourists. By earning points from attractions and heroes, cleverly managing your workers, and finding just the right time to throw your lazy peons into the jaws of a hungry dragon, you will be victorious by building the most Epic Resort!

Overview

Players will take turns staffing and upgrading their resort, attracting tourists and heroes, training and managing workers, all while fending off monster attacks to gain the most victory points. Victory points are counted at the end of the game, and are earned from rested heroes, upgraded attractions and heroes at your resort. The game ends at the end of the season when all monsters are gone.

Components

Attractions - Placed in front of a player to form their Resort, Attractions produce Flair ⭐ to attract Tourists ♟ and Heroes. They also produce Gold 🟡 to pay for upgrades and train new Workers. Having more ♟ at an Attraction will earn a player more 🟡, but will generally then earn them less ⭐ (as shown by the payout boxes at the top). Attractions are each worth Victory Points 💎 at the end of the game.

- Each Attraction has one type (Social, Relaxing, Food, Exciting, or Fancy). Some Tourist cards bring more ♟ to specific types of Attractions, and some workers are more efficient at specific Attraction types.
- For each 👑 on the bottom of an Attraction, an equivalent number of symbols are required to be supplied from Workers. For each 👑 not supplied by Workers, one ♟ will leave the Attraction.
- Upgraded Attractions have a special ability which is only available if the Attraction is staffed enough (the number of 👑 next to the ability are supplied by workers at that Attraction).
- Undefended Attractions will be damaged. An Attraction is destroyed if it receives damage equal to its limit (indicated by ⚪ symbols).

Tourist Cards - Attracted from the Dock by spending ⭐. Tourists visit a resort as ♟ placed on Attractions. Tourists brought to an Attraction are filled in from the left of the Attraction, and cannot be redistributed between Attractions once placed.

- Some Tourists are interested in specific types of Attractions (such as Food or Relaxing) and supply bonus ♟ that must be placed on an Attraction of their desired type.

1

Season Pass Holders – A special Tourist for 4 **PLAYER** games that is always available near the Dock. It can be attracted as a normal Tourist card. When attracted, place a 🔒 marker on it instead of placing it in the Dock Discard Pile (it is unavailable for the remainder of the Season). The 🔒 marker is removed during **Phase V - Clean Up**.

Workers – Workers help run players' Attractions and add other unique benefits. Each 🖐 symbol on a Worker helps satisfy the 🖐 requirement when sent to an Attraction.

Players begin with a set of Basic Workers (Apprentice, Street Performer and Lazy Peon) some of which can be trained into Skilled Workers. Skilled Workers must be trained from Workers with a **TRAIN** ability (such as Apprentice, Street Performer or Journeyman) and are typically more efficient or add unique benefits.

To use a Worker's **TRAIN** ability as an action, a player will..
1. Pay Gold 🟡 equal to the cost of the Skilled Worker desired.
2. Remove the Trained Worker in their hand from play.
3. Gain the Desired Skilled Worker to their hand, then place a 🔒 marker on the pile they came from.

*Note: Workers without a **TRAIN** ability cannot be Trained into another Worker.*

Some Workers have **DISCARD** abilities, special abilities that help a player on their path to victory. To gain the ability, workers must be discarded from a players hand to their Worker Discard Pile.

Heroes – Heroes, attracted to a resort by spending Flair ⭐, come for their much needed rest. If a Hero survives the Season with full health (a Health marker ❤ covers the rightmost 🤍), they are set aside to later add to the player's Victory Point 💎 total.

ATTACK! – When drawn from the Dock, the top Monster from the Monster Deck will attack. Be prepared!

When Monsters **ATTACK!**, players may disturb the Heroes to help protect the Tourists and defend against the Monster. If they do, Heroes lose ❤ and may leave the resort -- but at least the Tourists were safe. A Hero may choose to dodge out of the way to another Attraction to avoid an **ATTACK!**

Monsters – Attracted to the resort with the most Tourists 🏠, Heroes, or Gold 🟡, monsters will eat a player's Tourists unless a Hero rises to defend against them. If a Monster attacks an Attraction without a Hero or Tourists, the Attraction will be damaged, gaining a Damage Marker 🔥, potentially destroying it!
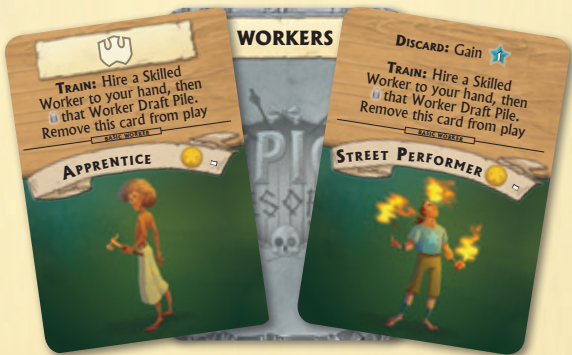
Damage Markers – Placed on Attractions to indicate damage. If an Attraction has Damage markers equal to its limit 🔥, it is destroyed. Damage is removed when upgrading an Attraction.

Lock Markers – When placed on Worker Draft Pile, Attraction or Hero, these markers indicate that the locked item is not available for the remainder of the Season.

Harbormaster Card – Indicates which player is the start player at the beginning of the Season. The first player to pass each Season chooses the next Harbormaster.

Gold Tokens – Accumulated each time a player keeps the Harbormaster card, these indicate how much gold is gained by the next Harbormaster.

Tourists – When Tourists are attracted from the dock, the indicated number of markers fill payout boxes from left to right on the Attraction.

Health Markers – Used to track how much health a Hero currently has. When their ❤ reaches 0, the Hero is placed in the Dock Discard Pile. After refilling the dock, a Hero with full health leaves the resort and earns the player victory points. All remaining heroes gain 1 ❤ at the end of each Season.

Resource Track & Markers Help keep track of how much Flair and Gold a player has. Resources gained move the respective marker to the right on the track. Spending resources moves them to the left. *Both Flair and Gold are limited to 14 maximum.*

Player Setup
Each Player will form their own resort, placed in front of them. To form their resort, **each Player will...**
1. Place **1 Beach** and **1 Tiki Hut** side-by-side in any order.
2. Place 🏠🏠 on the leftmost squares of **both** the Beach and Tiki Hut (4 🏠 total).
3. Place a Resource Track near their Resort.
4. Place a 🟨 Flair and a 🟧 Gold Resource Marker Cube near their Resource Track. *(All players begin with 0 Flair and 0 Gold)*
5. Shuffle together **7 Apprentices, 3 Street Performers, and 3 Lazy Peons**, then place these face down to form their Worker Draw Pile.

Player Areas
A. Resort – The collection of Attractions in front of each player, limited to three.

B. Worker Discard Pile – Each player's own collection of used workers. At the end of each Season, all Workers (in hand or at Attractions) are discarded to this pile. If the Worker Draw Pile is ever depleted, shuffle the Worker Discard Pile to form a new Worker Draw Pile.

C. Additional Attraction Slot – Each player has one additional (empty) Attraction Slot to the right of their starting Attractions that can be filled during Gameplay.

D. Scoring Pile – At the end of each Season, any Hero at a player's resort with full health is moved here to be later counted toward their Victory Point 💎 total.

Gameplay Setup

This example shows the setup for a 2-player game. Changes for 3 or 4 players are indicated below.

1. Form the **Attraction Draft Area** by separating the Attractions by tier. Shuffle the Attractions within each tier and place them face up. Move the top Attraction from each Draft Pile just below the pile such that 2 Attractions from each tier are visible. All visible Attractions are available for purchase during the game.

2. Place all 6 copies of the **Day-worker** cards in the Worker Draft Area.

3. Randomly select additional Skilled Worker types that will be available based on the number of players. Place all 4 copies of each selected type in the Worker Draft Area.

  2 Players - 4 Additional Skilled Worker Piles
  3 Players - 4 Additional Skilled Worker Piles
  4 Players - 5 Additional Skilled Worker Piles

  A suggested "first game" set is: Maitre D', Mixologist, Valet, Accountant, Squire (4 Players). Each game can be played using a different set of Workers to change the gameplay experience.

4. Shuffle the Hero, Tourist, **Attack!** cards together to form the Main Deck.

5. Deal cards from the Main Deck face up to form the Dock based on the number of players:

  2 Players - 6 Card Dock
  3 Players - 7 Card Dock
  4 Players - 7 Card Dock, 1 Season Pass Holder Tourist card

  Any **Attack!** cards dealt to the Dock during setup are shuffled back into the Main Deck and immediately replaced.

6. Separate the Monster Cards by tier into separate piles. Shuffle each pile individually, then stack the piles with Tier III on bottom, Tier II in the middle and Tier I on top to form the Monster Deck. Monsters with an X in the corner are optional may be incrementally added for a more challenging gameplay experience –– we suggest playing without them for your first game.

  2 Players - Only Monsters with 2♧ in the bottom right corner.
  3 Players - Monsters with 2♧ or 3♧ in the bottom right corner.
  4 Players - Monsters with 2♧, 3♧, or 4 in the bottom right corner.
  Advanced Variant: Play with the Monster Pile face up, keeping the Tiers ordered as described above. Players can then better plan around Attacks.

7. Place all Damage Markers 🔥, Tourist Meeples 🏃, Lock Markers 🔒, Health Markers ❤ and Gold Tokens 🟡 together to form the supply.
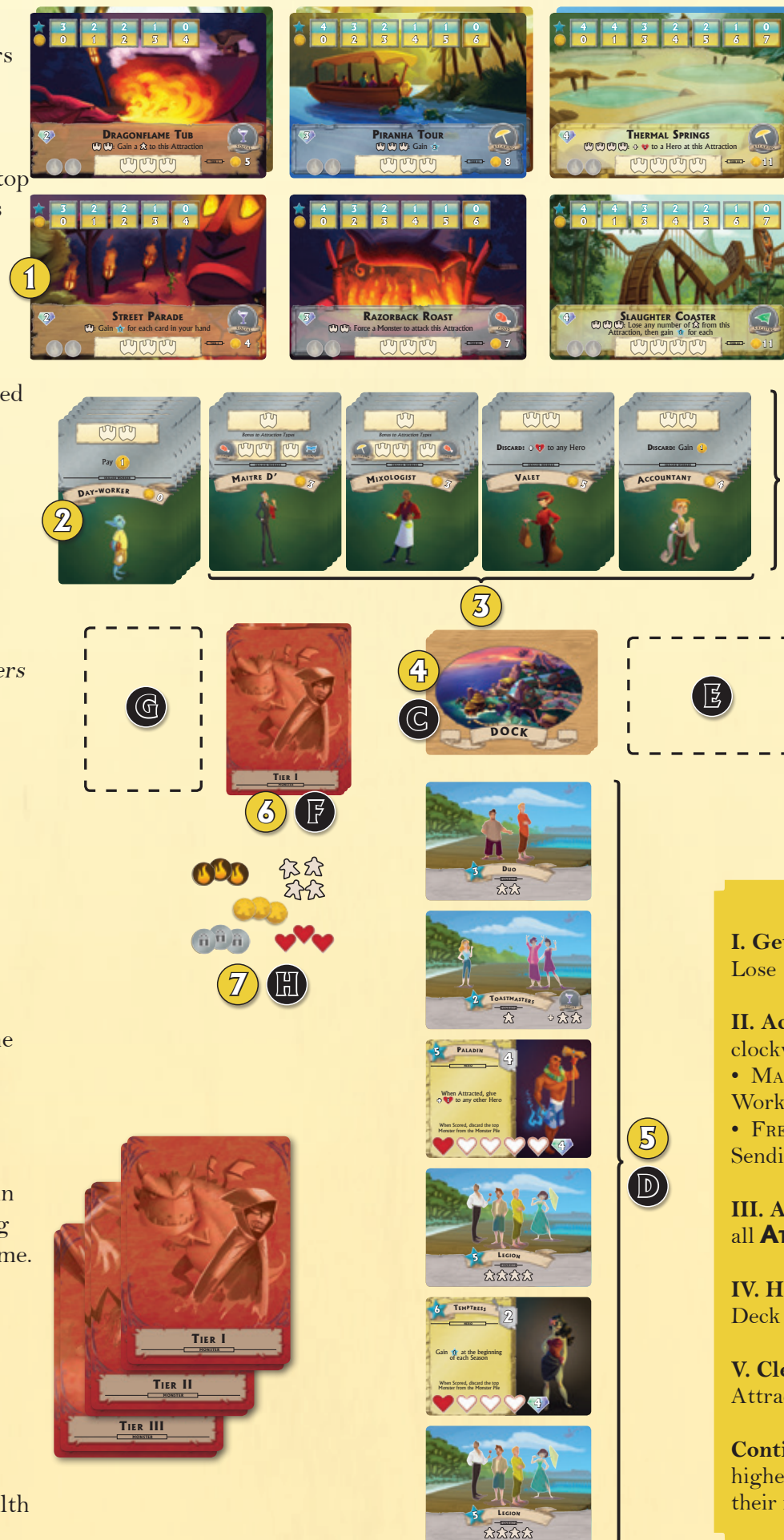
Gameplay Areas

A. Attraction Draft Area - Attractions available to purchase during the game. Only visible Attractions in this area may be purchased.

B. Worker Draft Area - The set of Workers that will be available to train during the game. Each Worker type forms its own Worker Draft Pile.

C. Main Deck - Formed by shuffling the Tourist, Hero and **Attack!** cards together. Placed face down between all players

D. The Dock - Cards are drawn from the Main Deck, placed in a row to form The Dock. Cards in the Dock may be attracted during a player's turn. The Dock is replenished from the Main Deck at the end of each Season.

E. Dock Discard Pile - All Tourist cards are placed in the Dock Discard after being attracted. Any defeated Heroes and **Attack!** cards are also placed in the Dock Discard. If the Main Deck is depleted, shuffle the Dock Discard to form a new Main Deck.

F. Monster Deck - The top monster from this deck attacks when an **Attack!** card is revealed from the Main Deck. The game is over when this Deck is depleted.

G. Monster Discard Pile - When an **Attack!** has ended, the Monster card is placed here.

H. Supply - Tourist, Gold Token, Damage, Lock, and Health Markers Supply. *Note: If any of these run out, use a suitable replacement.*

Gameplay Quick Summary

I. Get to Work - All Players Simultaneously: Draw 5 Workers, Send Workers to Attractions, Lose 1 🏃 for each 👑 not supplied by Workers, then gain ⭐ and 🌰.

II. Actions - Beginning with the Harbormaster, 1 Main Action per player each turn. Continue clockwise until all players pass.
• Main Actions: Attract Tourists, Attract a Hero, Upgrade an Attraction, **Train** a Skilled Worker, or Pass (first to Pass selects the new Harbormaster).
• Free Actions (any number each turn): Worker **Discard** Abilities, Attraction Abilities, or Sending Workers to Attractions.

III. A Ship Arrives - Discard the oldest card in the Dock. Refill from the Main Deck, Resolving all **Attack!** cards as they are drawn (the top Monster of the Monster Deck attacks a resort).

IV. Hero Rewards - Heroes with full health are scored (remove the top monster of the Monster Deck for each). All remaining Heroes move their ❤ to the right by 1.

V. Clean Up - Remove all 🔒 markers. Discard all Workers from players' hands and Attractions. Lose unused ⭐.

Continue or Game End - If there are no Monsters in the Monster Deck, the player with the highest total 💎 from all Attractions, Scored Heroes, and 1 💎 from each Hero remaining at their resort is the winner. Otherwise, gameplay continues with Phase I.

Gameplay

Gameplay will consist of several Seasons, each consisting of five phases. Gameplay ends at the end of the Season when the Monster Deck is depleted.

Randomly determine the starting player, one suggestion is whoever was most recently on vacation. This Player gains the Harbormaster card.

Phase I - Get To Work

Players all perform this phase simultaneously.

Draw Workers

Players each draw five cards from their Worker Draw Pile. If the Worker Draw Pile is ever depleted, shuffle the Worker Discard Pile to form a new Worker Draw Pile.

Send Workers

1. Each player chooses any number of Workers to send to work at their Attractions, placing Workers from their hand below the Attraction they are working at.
2. Unplayed Workers are kept in a player's hand and may be used during the a player's turn for their **Train** or **Discard** abilities.
- Workers at Attractions cannot be used for their **Discard** or **Train** Abilities.
- Workers at Attractions cannot be moved once placed at an Attraction.
- All Workers will be discarded at the end of the Season.
  This Phase will be repeated each Season.

Tourist Resolution

For each Attraction...
1. Return 1 🚶 for each 🤚 symbol not supplied by Workers from that Attraction to the Supply. *(removed from right to left)*
2. Gain ⭐ equal to the top number in the leftmost uncovered box (move the 🟦 on the Resource Track).
3. Gain 🟡 equal to the bottom number in the leftmost uncovered box. (move the 🟧 on the Resource Track).

Note: Workers sent to an Attraction may supply more 🤚 than the Attraction requires.
Note: A player cannot go above the limit of 14 for either ⭐ or 🟡.

Important: Be sure to remove 🚶 for missing 🤚 symbols at each Attraction *before* gaining ⭐ or 🟡.

Important: Remember to add or subtract any ⭐ or 🟡 from Workers or other abilities (such as the **Day-worker**)

Note: If ⭐ or 🟡 earned is below 0, instead gain none of that resource.

Note: Many of the Attractions that players will upgrade to have Attraction Abilities (indicated by the 🤚:) that are only available when the Attraction is staffed enough: Workers supply enough 🤚 for each required 🤚 symbol before the ability.

Supply

Beach / Tiki Hut

Example: Gain 3 ⭐ and 4 🟡
Beach: 2 ⭐ and 1 🟡
Tiki Hut: 1 ⭐ and 3 🟡

Player's Hand

Apprentice / Apprentice

Phase II - Actions: Attract, Train or Upgrade

Beginning with the Harbormaster, players take turns performing one action each until all players pass. Once a player passes, they may not take any more actions during this phase. During their turn a player must perform one **Main Action** (or pass) and may take any number of **Free Actions**.

Main Actions (1 per turn, any order, repeats are allowed)

Attract Tourists - A player may attract one Tourist card from the Dock
1. Select the desired Tourist card from the Dock and pay its ⭐ cost.
2. Gain the number of 🚶 indicated, distributed to any of the player's Attractions, filling available boxes from left to right. *All 🚶 must be placed if possible.*
3. Place the Tourist card face up in the Dock Discard Pile.
- The rightmost box on an Attraction cannot hold a Tourist. This box serves to show how many resources are gained when the Attraction is full. If all boxes (up to the rightmost box) are covered, no more 🚶 may be Attracted to the Attraction.
- Some Tourist Cards offer additional 🚶🚶 who can only go to an Attraction of the specified type (such as Food or Relaxing). If a player does not have an Attraction of that type (or does not have enough space at an Attraction of that type), additional 🚶🚶 are not gained.
Note: Tourists may be gained even if some 🤚 are not currently supplied by Workers at that Attraction.

Attract Season Pass Holders (4 👥) **-** A player may attract these tourists once per Season in a 4 player game if there is no 🔒 marker on it.
1. Pay its cost of cost of 4 ⭐
2. Gain 🚶🚶🚶, distributed to any of the player's Attractions, filling available boxes from left to right. *All 🚶 must be placed if possible.*
3. Place a 🔒 marker on it instead of placing it in the Dock Discard Pile

**Attract a Hero -** A player may attract one Hero from the Dock to their resort.
1. Select the desired Hero from the Dock and pay its ⭐ cost.
2. Place the Hero in front of an Attraction that does not already have a Hero in front of it.
3. Place a ❤️ on the rightmost filled ❤️ of the Hero's Health bar. This is the Hero's starting health.
- Some Heroes have an ability that is triggered when they are attracted. The ability must be resolved if possible before proceeding.
- Some Heroes may have other abilities that go into effect at specific times (as indicated) or are always in effect.
- A Hero may not be moved once placed at an Attraction.

Train a Skilled Worker - A player may train skilled workers from the Worker Draft Area.
1. Remove a Worker with a **Train** ability (such as Apprentice, Street Performer, or Journeyman) from the player's hand. It is removed from play.
2. Select the desired Skilled Worker from a Worker Draft Pile without a 🔒 marker on it and pay its 🟡 cost.
3. Place the new Skilled Worker **in the player's hand** (not their Worker Discard Pile).
4. Place a 🔒 marker on the selected Worker's Draft Pile. Workers from Worker Draft Piles with a 🔒 marker on them may not be trained by any players during the remainder of this Season.
- Any **Discard** abilities are available immediately
- A newly trained Worker **may** be placed at an Attraction during a player's turn (This may be done in order to enable the Attraction's ability).

Foodies / Tiki Hut

Berserker / Tiki Hut

Supply

Note: Workers may only be trained from a player's hand, not from the Worker Discard Pile or Attractions.

Removed From Play

Player's Hand

Worker Draft Area
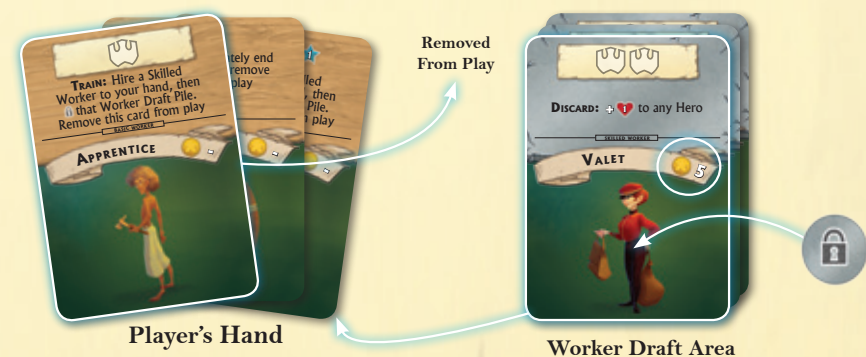
Upgrade an Attraction - A player may purchase a new Attraction from the Attraction Draft area.
1. Pay the Attraction's 🪙 cost.
2. Place the new Attraction in any of the three available Attraction Slots.
   If the new Attraction is covering an existing Attraction:
   • The new Attraction's tier must be higher than the Attraction it is covering (skipping tiers is allowed).
   • Return any 🧍, 🔒 markers and 🔥 markers on it back to the supply.
   • After upgrading, if the Attraction is staffed enough, its ability may be used.
3. In the Attraction Draft Area, fill in any empty slots from the corresponding tier's Attraction Draft Pile.
   • A player may only have one of any given Attraction by name visible at their Resort (a duplicate of a covered Attraction is allowed).

Supply

Attraction Draft Area   Player's Resort

Pass - A player may pass, deciding to take no more actions this Phase.
   • Once a player passes, they may not perform any more MAIN ACTIONS or FREE ACTIONS during this Phase.
   • The first player to pass during the Season **selects** which player becomes the Harbormaster.

If the selected player is...

...Currently the Harbormaster
• The selected player will remain the Harbormaster.
• Add 1 🪙 from the supply to the Harbormaster card.
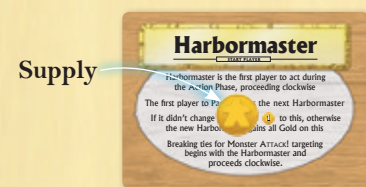
Supply

...Not Currently the Harbormaster
• The selected player immediately becomes the Harbormaster, gaining the Harbormaster card.
• The selected player gains 🪙 equal to the number of 🪙 on the Harbormaster card. Place the tokens in the supply.

Selected Player
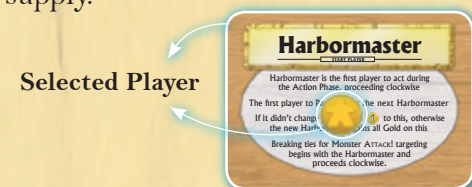
FREE ACTIONS (any number per turn, any order, repeats are allowed)

FREE ACTION - Send Workers to Attractions
Send any number of workers from their hand to their Resort.
   • These workers now supply 👐 toward the Attraction's staffing level, which may enable its ability.
   • These workers do not affect Tourists at the Attraction during the turn.

FREE ACTION - Use a Worker Discard Ability
Perform a worker's ability, as indicated after the **DISCARD:** keyword on the worker card.
   • The worker must be discarded from a player's hand to their Worker Discard Pile.
   • Immediately resolve the ability.
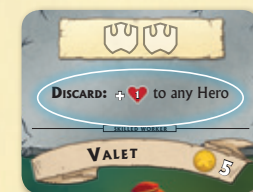
FREE ACTION - Use an Attraction Ability
Perform an Attraction's ability, as indicated after the 👐: on the Attraction.
   • The Attraction must at least be staffed with the number of 👐 before the ability text. These are supplied by workers staffing the Attraction.
   • The Attraction must not have a 🔒 marker on it.
   • After the ability is resolved, place a 🔒 marker on the Attraction.

FREE ACTIONS do not count toward a players 1 required MAIN ACTION, and must be performed on a player's turn or during an ATTACK!. Players can perform any number of FREE ACTIONS each turn.

Once a player has performed their chosen MAIN ACTION, this Phase continues for the player to their left. In order, players will continue taking turns of 1 MAIN ACTION each turn until they choose to pass. Once all players have passed, gameplay continues with **Phase III - A Ship Arrives.**

Phase III - A Ship Arrives
A new Season is coming and a new ship arrives at the dock, bringing new Tourists, Heroes, and possibly Monsters!
1. Place the oldest card in the Dock (furthest from the Main Deck) into the Dock Discard, sliding any remaining cards away from the Main Deck.
2. Draw the top card of the Main Deck and place it face up in the Dock.
3. If it is not an **ATTACK!** card, repeat step 2 until the Dock is full (6 cards for **2 PLAYERS**, 7 for **3** or **4 PLAYERS**), filling in the space between the current cards in the Dock and the Main Deck.
4. If the card drawn is an **ATTACK!** card, resolve the Monster attack following the **Resolve an ATTACK!** steps. *Note: Each ATTACK! is resolved before continuing to fill the Dock.*

Resolve an ATTACK!
1. Reveal the top card of the Monster Deck.
2. The revealed Monster attacks the resort as indicated (Tourists 🧍, Heroes, Gold 🪙, or Harbormaster). Ties are broken clockwise in player order, beginning with the current Harbormaster, among the tied players.
3. The bottom of the **ATTACK!** card indicates which Attraction is attacked by the monster. The left side is used when there are 2 Attractions at the defending resort, and the right side for 3 Attractions.
4. If a Hero is present - The defending player may choose to have the Hero Defend against the **ATTACK!** or dodge by moving away to an empty Attraction (placing a 🔒 marker on the Hero).
5. If a Hero is not present - The defending player may choose to move a Hero from a different Attraction to defend the one being attacked (placing a 🔒 marker on the Hero).

- A Hero may only move once during this Phase. If a Hero ever moves to dodge or defend, the Hero is forced to defend against any subsequent **ATTACK!** at that Attraction during this Phase. Once moved, place a 🔒 on the Hero card as a reminder, removing it at the end of the Season. A Hero with a 🔒 cannot move.

Monster abilities (such as eating 🚶) go into effect immediately after Hero moving is complete.

If the Attraction that the Monster is attacking has...

...Tourists, but No Hero

Helpless to defend themselves, the Tourists get eaten by the monster.

- The defending Attraction loses 🚶 equal to the Monster's 🧴 (removed from right to left, returned to the supply).
- If the Monster's 🧴 is greater than the number of 🚶, remove them all.

...A Hero

Dutifully, the Hero protects the Tourists from the foul monster.

- The defending Hero loses 1 ❤️ (moved to the left) on the Hero's Health Bar.
- If the Hero has 0 health remaining, place the Hero into the Dock Discard Pile (they not worth 💎).
- Defending Attraction loses 🚶 equal to the Monster's 🧴 in excess of the Hero's 🧴 (If there aren't enough 🚶, lose them all. No 🔥 marker is placed on the Attraction).

  Note: The Spirit Series of Monsters cause a defending Hero to lose 2 ❤️, not 1

...No Tourists and No Hero

The monster wreaks havoc on the unprotected Attraction.

- Place 1 🔥 marker on the Attraction.
- If at any time an Attraction has 🔥 markers on it equal to its 🔥 limit (typically 2, a starting Attractions limit is 3), the Attraction is destroyed.
- If destroyed, **all** Attraction cards in the stack are removed from play and are not worth any 💎. Any Workers at the Attraction are not discarded.

FREE ACTIONS such as Worker **DISCARD** abilities (such as Lazy Peon and Squire), Sending Workers to an Attraction or Attraction abilities can be played during a Monster **ATTACK!** Don't forget to use them.

Lazy Peon

The once useless worker is tossed into the mouth of the Monster, a noble sacrifice.

- A player may **DISCARD** a Lazy Peon from their hand to immediately end the Monster **ATTACK!**
- Remove the Lazy Peon from play.
- None of the Monster's abilities will trigger and the **ATTACK!** is complete.
- This may be done *after* the Monster is revealed.

6. Place the Monster card face up on top of the Monster Discard Pile.
   - If the Monster triggers an additional **ATTACK!**, immediately resolve another **ATTACK!** as normal.
   - When every **ATTACK!** has been resolved, continue to refill the Dock until it is full. Once the Dock is full, proceed to **Phase IV – Hero Rewards**.

     Note: The Dock contains 6 cards for 2 PLAYERS, and 7 cards for 3 or 4 PLAYERS.
   - If the Monster Draw Pile is empty at any time during this phase, this is the end of the game -- proceed to **Phase IV – Hero Rewards,** then to **Scoring**.

Monster Ability

Supply

Monster Strength

Phase IV – Hero Rewards

The Heroes finally earn their much needed rest.

1. All Heroes at a Player's Resort with full health (the ❤️ marker covers the rightmost 🤍) are moved to the player's Scoring Pile (Returning all ❤️ markers on those Heroes to the supply).
2. Place the top Monster of the Monster Deck face up into the Monster Discard Pile for each Hero moved to a Scoring Pile.
3. Add 1 ❤️ to each remaining Hero, moving the marker to the right by 1. A Hero who now has full health will not have an opportunity to score until the next Season.

If the Monster Draw Pile is empty at the end of this phase, this is the end of the game -- proceed to **Scoring**. Otherwise, gameplay continues with **Phase V – Clean Up.**

Phase V – Clean Up

Players clean up the aftermath and prepare their Resorts for the coming Season.

1. All Workers at a Player's Resort are placed in their Worker Discard Pile. All unplayed Workers in a Player's hand are placed in the Player's Worker Discard Pile.
2. Remove 🔒 markers from all Worker Draft Piles.
3. Remove 🔒 markers from Season Pass Holders tourist card (4 PLAYERS)
4. Remove 🔒 markers from all Attractions.
5. Remove 🔒 markers from all Heroes.
6. Reset all players' ⭐ to 0 on their Resource Tracks. Any 😶 remaining is carried over to the next Season.

*Note: 🔥 markers are **not** removed from Attractions at the end of the Season.*
*Note: The Harbormaster only changes when a player who isn't the Harbormaster is selected as the new Harbormaster during **Phase II – Actions**.*

If this is the end of the game (the Monster Draw Pile is empty), then proceed to Scoring. Otherwise, gameplay continues with a new Season, beginning with **Phase I – Get to Work.**

Scoring

The reviews are in and it's time to see who built the most Epic Resort!

Each player sums all 💎 values from Heroes in the Scoring Pile, as well as 💎 values from all Attractions (including previous upgrades). Additionally, gain 1 💎 for each Hero at an Attraction.

The player with the highest 💎 total has built the most Epic Resort and is declared the winner!
Ties are broken by the player with the **most** 💎 from *rested* Heroes, then most 💎 from Attractions, then most remaining 🚶, and finally clockwise beginning with the current Harbormaster

Villain's Vacation Expansion *(sold separately)*

Want more Epic Resort? Pick up the **Villain's Vacation** expansion from your friendly local gaming store!

The darkest souls in the land have been busy plotting schemes and casting spells, but such extreme dedication to conquering heroes can be exhausting. So this time, the villain's decide it's their turn for a tropical getaway and it's up to you to build a resort fit for Vampires, Witches, and Crazed Alchemists most foul.

Epic Resort: Villain's Vacation. New workers to command, new tourists to exploit, and new attractions to expand your Epic Resort.

Reminders and Clarifications

- If multiple players are tied during an **ATTACK!**, the targeted player is the first tied player in clockwise order beginning with the Harbormaster. If the Harbormaster is ever in a tie, they are the player who is attacked.
- When picking which resort a Monster attacks, it is the player who now has the Harbormaster card that determines player order for any tie-breaking, even if the Harbormaster changed players during Phase II.
- The rightmost (gold bordered) box on an Attraction cannot hold a Tourist.
- Heroes are only moved to the Scoring Pile if they begin Phase IV with full health, not after gaining health during Phase IV.
- If a Lazy Peon ends an **ATTACK!**, the monster's abilities do not go into effect.
- If an Attraction is destroyed, the entire stack is removed from play, not just the top Attraction.
- Tourists, Gold Tokens, Lock, Damage and Health Markers are not limited by the number of pieces included. If there are not enough pieces, find a suitable replacement.
- Gold and Flair resources accumulated by a player are both limited to 14. If a player would every go above 14, none of that resource is gained.
- All Workers at Resorts and in Players' hands are put into their owner's Worker Discard Piles at the end of each Season.
- Tourist cards with multiple ⛺ may be split among any number of attractions (type specific restrictions, such as Food or Relaxing still apply)
- Once placed, Tourists, Workers and Heroes may not move from the Attraction they are at. Heroes may move once per Season during an **ATTACK!**
- After upgrading an Attraction, Workers who provides additional 🖐 to a given Attraction type (such as Food, Relaxing, etc.) now consider the new Attraction's type.
- If a Resort has only 1 Attraction and is attacked, the single Attraction is targeted by the Monster.

Worker Clarifications

Day-worker – A player with 0 Gold 🪙 may play this worker during Phase I only if they are able to pay the cost immediately after gaining resources. If a player has no 🪙, they cannot send this worker to an Attraction with a FREE ACTION.

Journeyman – When TRAINED into another Worker, this card is removed from play, and the cost of the new worker is reduced by 4 🪙.

Lazy Peon – Can be discarded after the targeted Player and Attraction are selected, completely negating all effects of the Monster.

Guildmaster – Cannot be used to supply 4 🖐 to a single Attraction.

Hero & Monster Clarifications

Dragon Series Monsters – After the "Eats ⛺" ability triggers, if there are no remaining ⛺ at the Attraction and no Hero, the Attraction receives a 🔥 marker.

Two-headed Giant – If this Monster is attacking a resort with 3 Attractions, use the left side of the **ATTACK!** card to determine which outside Attraction will be attacked. The center Attraction is always attacked.

Warlord – Tourists ⛺ gained by this Hero may be sent to any Attractions at the player's Resort.