

Whirlpool Variant v1.1

INTRO: This variant allows the use of Aquamarine's Whirlpool bonuses concept in the base game, or having the expansion some alternate ways to do so.

COMPONENTS: 12 PnP Whirlpool tokens.

- With 2-3 players use x1 🚳 🥸 🥶 😊 and x2 🤏 🥌 (8 tokens total). With 4-5 players use all 12 tokens.

BASE GAME:

- Mix and place all the corresponding tokens face down on a reserve aside or the center of the board.
- When stopping at a Whirlpool station make your offer (WINDMILL/YOKOBUE extra ones do not count), draw 2 tokens and chose one to trigger, return the other one facedown to the reserve.
- First 6-10 offerings should grant all bonus actions for the players, unless when someone draws both blank or triggers WIDMILL/YOKOUBE cards.
- For more detail of their effects, check out the official Aquamarine's rules.

AQUAMARINE GAME:

A mode (reward the fastest):

- Don't use any on this tokens.
- During the game, deploy first 6-10 offerings directly on the bonus spaces, following whirlpool's order but skipping the blank ones (later offerings will have place on those).
- WINDMILL/YOKOBUE extra offerings must go to blank spaces to avoid triggering a double/out of station bonus.

B mode (change the pre-made fate):

- Mix the corresponding tokens (except blanks) face down and cover with them face up the bonus spaces.
- You can play normally or apply the **A mode** on this.

C mode (soft the randomness):

- Mix and place all the corresponding tokens face down on a reserve aside the board.
- When offering on a bonus space, draw 1 token and choose which to trigger, discard the token from the game.
- You can play normally or apply the **A mode** on this.

D mode (make it abundant):

- Mix and place the corresponding tokens (except blanks) face down on all blank spaces.
- When offering on a blank space, reveal the token and trigger its effect.
- Bonus spaces grant their effects normally.
- WINDMILL/YOKOBUE extra offerings can trigger a double/out of station bonus in this mode.

