Scoville Labs

Competition is heating up in Scoville's Chili Pepper Festival. Competitors seeking the coveted Scoville trophy are using science to try and get an edge. Personal Labs are being built as Growers are studying their peppers... trying to increase their quality and speed up the process to get the most heat!

Put on your safety goggles, this baby is about to boil!

COMPONENTS

12 NEW MARKET CARDS

6 Morning, 6 Afternoon. Shuffle them into the correct Market decks before Setup.





12 NEW RECIPE CARDS

Shuffle them into your Recipes deck before Setup.



Scoville Labs' Market and Recipe cards have this symbol on them; this will help you distinguish which cards came from the expansion if you ever need to separate them from your basic decks.

6 LAB BOARDS



6 NEW BONUS TILES



36 PEPPER CHITS

Use these in case you run out of wooden peppers.



48 NEW PEPPER TOKENS

...so that you **don't** run out of wooden peppers!



6 ALTERNATE BREEDING CHARTS

A different way to look at pepper breeding!



1 HOT STUFF VICTORY CARD

For shameless bragging.



SETUP

Set up the game as normal, with these exceptions:

Players: Give each player the Lab in their color and one **additional** "*Plant 1 Extra Pepper*" Bonus Action tile.



City Hall: In a 2 or 3 player game, do **not** remove the most valuable plaque from each stack as you would normally.



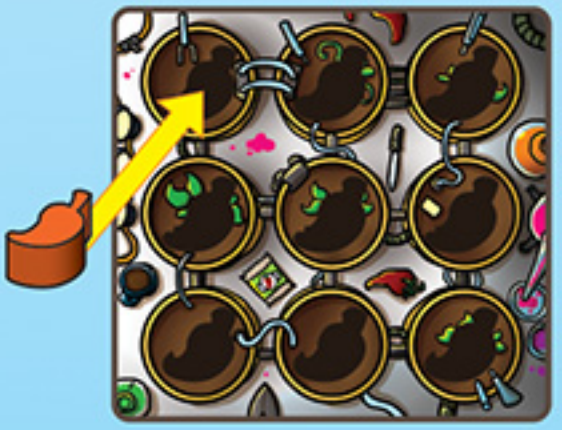
GAMEPLAY

Scoville Labs provides a new way for you to cross-breed and harvest your own private source of peppers. In addition, growing peppers of a given color in your Lab will help increase the sale price of that color pepper for **you** alone! This will impact the ***Planting*** and ***Fulfillment*** phases as described ahead:

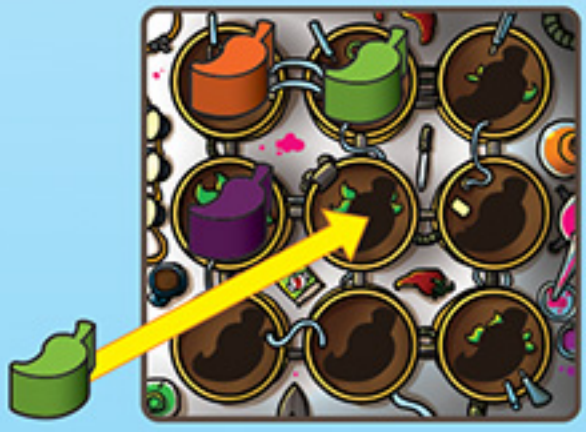
PHASE 2: PLANTING

During each ***Planting*** phase, **after** you have planted your mandatory pepper in the main field, you have the **option** to plant **one** pepper from your supply into your Lab. The first pepper planted in your Lab may go into any vat, but later peppers **must** be planted **adjacent** to an existing pepper (*not diagonally*).

When you plant a pepper in your Lab, **immediately** gain peppers based on the cross-breeds of the pepper you just planted and **all** peppers directly adjacent (*not diagonally*) to the newly-planted pepper. Then your turn in the ***Planting*** phase is over. Thus the first time you plant in your personal Lab nothing will be gained, but further peppers planted will result in immediate cross-breeding and pepper gains.



Example: For your first Lab planting, you plant the orange pepper where shown. This does nothing, since it doesn't create any cross-breeds.



*Example: Later on, you plant a green pepper in the vat shown. It breeds with the purple to its left (creating a white), and with the green above it (creating a black). It **doesn't** breed with the diagonal orange. You collect your white and black immediately.*

You must finish planting **all** the peppers you are going to plant in the main field for the turn (*including ones planted via the "Plant One Extra Pepper" Bonus Action*) **before** you may begin planting in your Lab.

A "*Plant One Extra Pepper*" Bonus Action **may** be used in your Lab, but only if you have already planted a pepper in your Lab via the normal means that turn.



Bonus Award Plaques are **not** awarded for peppers planted in your Lab. Peppers planted in the field earn plaques as normal.



If all the vats in your Lab are filled, you may no longer plant anything in your Lab.

PHASE 4: FULFILLMENT

...when you FULFILL A MARKET CARD

Some of the new Morning Market cards have Bonus Actions as their reward. You may obtain these cards normally, and keep them behind your screen. When you want to use the Bonus Action, discard the Market card from the game (*forfeiting its point value)* and take the Bonus Action, following its usual rules.



...when you SELL A BATCH OF PEPPERS

When selling a batch of peppers, you may count peppers **in your own Lab** in addition to peppers in the field to determine how much money you earn. You may still sell at most five of one color of held peppers to the supply.

Peppers planted in the Lab (*just like peppers planted in the main field*) may **not** be sold. Only peppers in your personal pepper supply may actually be sold.





Yuri's Lab



Ruth's Lab

Example: The main field has 3 blue peppers, and Yuri has 3 blue peppers planted in his Lab. Therefore, Yuri could sell blue peppers for $3 each. Ruth has no blue peppers in her Lab, so she could only sell blue peppers for $1 each.

HOT STUFF!



Winning is great... everyone **knowing** you won is even better! Get a selfie of you holding up the Hot Stuff card after you win, and post it for the world to see!

Also, when you start your **next** game of Scoville, you get to **choose** your position on the turn order track at the start of the game before placing everyone else randomly.

Tweeting? Tag @TastyMinstrel and @EdPMarriott so that we can see your gloat face!

CREDITS AND THANKS

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