

SEISMIC

ASPHALT & PAVING CO.

The Balancing Variant

In order to reduce potential lopsidedness if an uneven distribution of intersection tiles appears during a game of Seismic, the following variant can be used. This variant adds some additional strategy to the base game by ensuring that each player receives the same number of valuable intersection tiles.

Setup

Pull out all the intersection tiles except the +1 at the same time the quake tiles are separated from the deck. Mix the 6 quake tiles with the 6 simple highway tiles, but only remove **five** tiles from the game, shuffling the remaining six with the standard highway tiles (not the intersections). Flip 2 standard tiles face up (the starting tiles).

Next, separate the shuffled standard tiles into as many piles as there are players, and evenly distribute the intersections (face down) onto each pile:

For **2 players**, each pile will have 30 standard tiles and 6 intersection tiles.

For **3 players**, each pile will have 20 standard tiles and 4 intersection tiles.

For **4 players**, each pile will have 15 standard tiles and 3 intersection tiles.

Gameplay

Each player takes a pile and shuffles it. On their turn, they draw a tile from their pile and may place it or one of the face up tiles. When a quake tile is drawn, the standard actions take place regarding how the quake affects the built roads, with the “flipping” player choosing the direction in case of a tie. The player who drew the tile then uses one of the face up tiles to place a tile, reducing the number of choices for themselves and everyone subsequently. After two quakes, there are no more tiles face up except the one being turned, and the player who turns up the quake tile does not get to place a tile or marker; play moves to the next person clockwise. Close to the end of the game, it is possible that a player who has turned up more quake tiles will not have any tiles to play when it is his turn; this player is skipped through the end of the game.