



PEST **Friends**

EVENTS
EXPANSION

AUTHORS

Grant Loomis, Extension Educator, University of Idaho, Blaine County

Jason Thomas, Extension Educator, University of Idaho, Minidoka County

COMPONENTS

23 cards



15 Event Cards



8 Alternate Colonization Cards

INTRODUCTION

Pest Friends Events Expansion greatly increases participants' enjoyment of the Pest Friends board game. Offering more than sixteen hundred possible player experiences via additional randomized event cards and alternate colonization cards, players confront new challenges after completing the first scenario. To get started you will need the Pest Friends' base game, which includes scenario 1 (lunar wheat), and to have already played that scenario. Each year forward, players can adjust their strategies, practicing the principles of Integrated Pest Management to score the highest points possible.

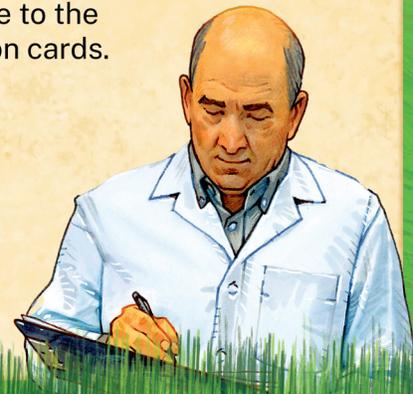
SETUP

There are two ways to set up the game:

Access the Pest Friends website (pestfriends.org), which takes care of it automatically. Note that the program may require players to grab certain event card(s).

Play the actual (nonvirtual) board game. Set up the parts as you normally would for scenario 1 lunar wheat. Give players all the research cards, since they already have the information they need, though you may remove the research action card from the board. Then randomly select one alternate colonization card and two event cards. Replace the alternate

colonization card with the normal colonization card for the month shown on the colonization card (for example, if you draw an alternate colonization card that occurs in March you will replace the base game March colonization card with the alternate). If a player draws the "No change" card, then do not make any change to the colonization cards.



EVENT CARDS

The bottom margin in an event card indicates when an event happens. “All” affects the entire playthrough; otherwise, there is no effect until the month shown. Some event cards last one round while others last multiple rounds as indicated. Once an event is triggered, such as at the beginning of a game when an event card displays “all,” read the top portion of the card to players. The bottom half describes any rules changes. For the most part, a rule change occurs in secret unless a card denotes otherwise (for example, that you hand or read a card to players).

The asterisk symbol means that the information is carried out in secret without a player knowing the exact consequences (see the diagram below).



COLONIZATION CARDS

The name of the alternate card.

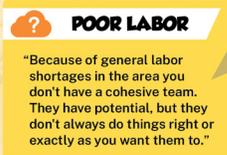
Like a typical colonization card, this number shows how many of each tile to add to the bag during this round.

Round and month information. These are the months that are switched out for the alternate.

This number indicates how difficult this alternate card is. It is used at the end of the game to calculate a player's performance.



EVENT CARDS



Hand this card to the players.

You may take your 1st action as you normally do each round, but for your 2nd or 3rd action you must roll the green 6 sided die. On a roll of 1 the action fails having no effect. You still pay the cost even if it fails.



This text is to be read to the player when the event is triggered.

This text tells you what to do in terms of gameplay changes. Unless otherwise indicated, this rule is carried out in secret without the player being aware until the end of the playthrough.

This indicates which round the event card is in effect or when to read it to the players. If it says “all” then it is read before starting in March.

This number indicates how difficult this event card is. It is used at the end of the game to calculate a player's performance.

END GAME

Since Event Expansion includes the potential of more than a thousand different scenarios, the difficulty varies, based on which colonization card is replaced and which event cards are added to a game. To help players comprehend the quality of their performance, add up the **difficulty value** that appears in both event cards and the alternate colonization card. This number indicates a game's degree of difficulty (for example, a difficulty rating of -3 is basically a cakewalk for players; 7 is nearly impossible to master). Using this number, find the difficulty value below using Table 1. Once players have tabulated their final score, find

it on the chart and trace it to the top to locate the grade-scale equivalent. For example, if players played at a difficulty of 3 and scored 70 points (harvest value + leftover money), they earn an A+ level — meaning they did very well. Alternatively, if players had a difficulty rating of 0 and scored 70, they would receive a D ranking, meaning they didn't do well based on the challenge they faced. Of course, the whole purpose of the game is to learn and hone pest management skills (not earn a "grade"), so moderators can opt not to use the chart.

DIFFICULTY VALUES CHART

DIFFICULTY	DESCRIPTION	A+	A	B	C	D	D-	F
-3	Cake Walk	≥119	114-118	102-113	93-101	84-92	64-83	0-63
-2	Very Easy	≥111	106-110	96-105	87-95	76-86	56-75	0-55
-1	Easy	≥103	98-102	88-97	79-87	69-78	49-68	0-48
0	Normal	≥95	90-94	80-89	71-79	60-70	40-59	0-39
1	Is That All You Got?	≥87	82-86	72-81	63-71	52-62	32-51	0-31
2	Challenging	≥79	74-78	64-73	55-63	44-54	24-43	0-23
3	Slightly Hard	≥70	65-69	56-64	47-55	36-46	16-35	0-15
4	Hard	≥62	57-61	48-56	39-47	28-38	8-27	0-7
5	Very Hard	≥54	49-53	40-48	31-39	20-30	0-20	
6	Frustrating	≥46	41-45	32-40	23-31	12-22	0-12	
7	Impossible!	≥38	33-37	24-32	15-23	4-14	0-4	

ALTERNATE SCENARIO 1

EXTENDED FAN BUGS

Add the following to the field bag as indicated on the card.



+12



MAY

DIFFICULTY +1

ALTERNATE SCENARIO 1

HEAVY CRAWLERS

Add the following to the field bag as indicated on the card.



+10



+2



+10



APRIL

DIFFICULTY +0

ALTERNATE SCENARIO 1

HEAVY FAN BUGS

Add the following to the field bag as indicated on the card.



+16



+2



APRIL

DIFFICULTY +1

ALTERNATE SCENARIO 1

LATE FAN BUGS

Add the following to the field bag as indicated on the card.



+12



JULY

DIFFICULTY +1

ALTERNATE SCENARIO 1

HEAVY PREDATORS

Add the following to the field bag as indicated on the card.



+4



+3



+4



MARCH

DIFFICULTY -1

ALTERNATE SCENARIO 1

NO CHANGE

Do not change any of the colonization cards and keep them all the same!

ALL

DIFFICULTY -1

ALTERNATE SCENARIO 1

WEAK FAN BUGS

Add the following to the field bag as indicated on the card.



+4



+2



+2



APRIL

DIFFICULTY -2

ALTERNATE SCENARIO 1

WEAK PREDATORS

Add the following to the field bag as indicated on the card.



+10



+0

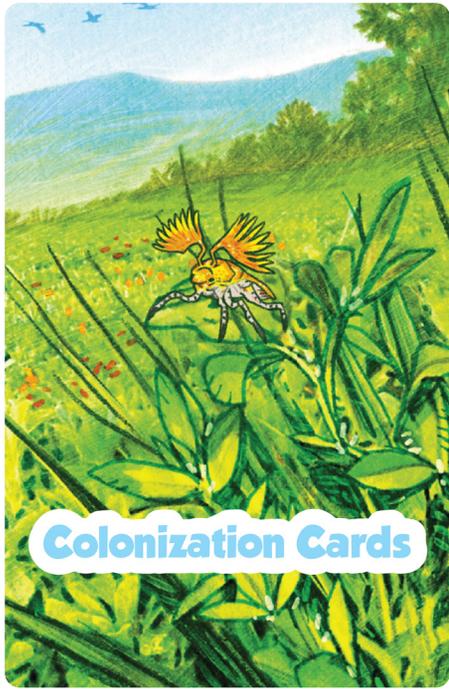


+2

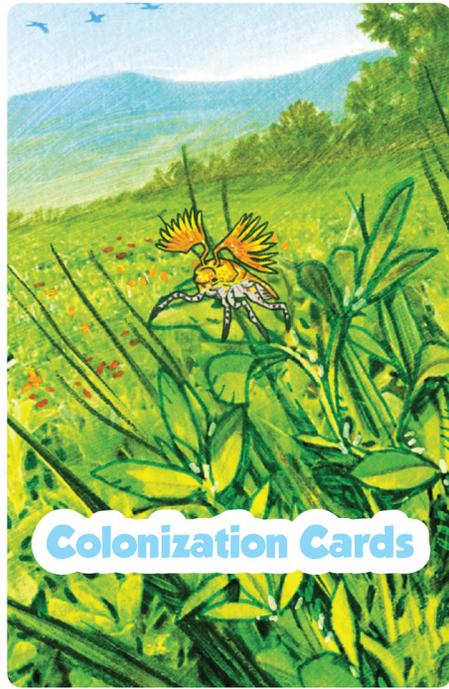


APRIL

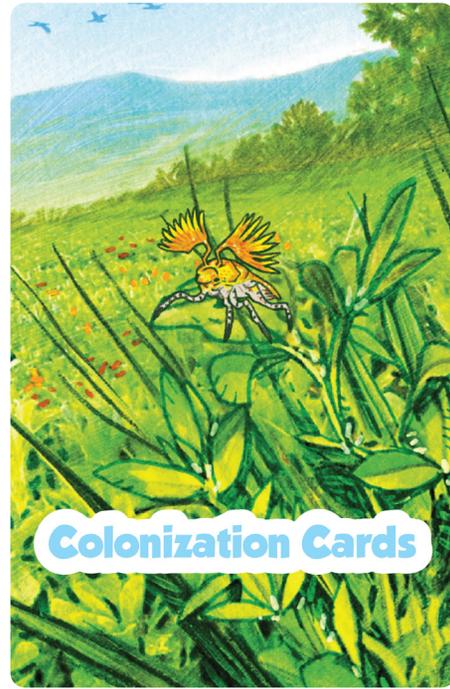
DIFFICULTY +2



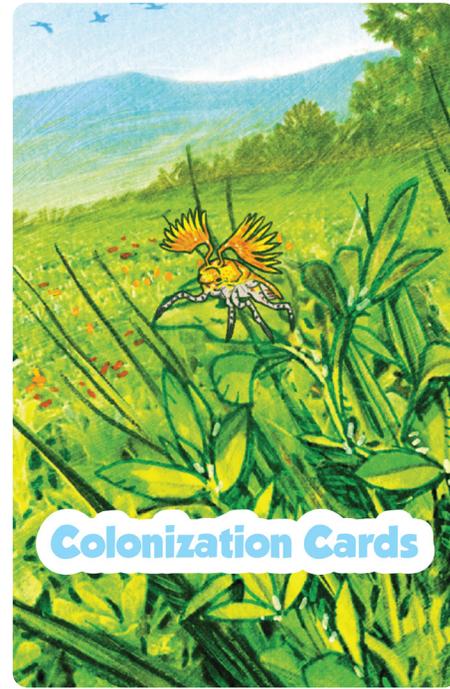
Colonization Cards



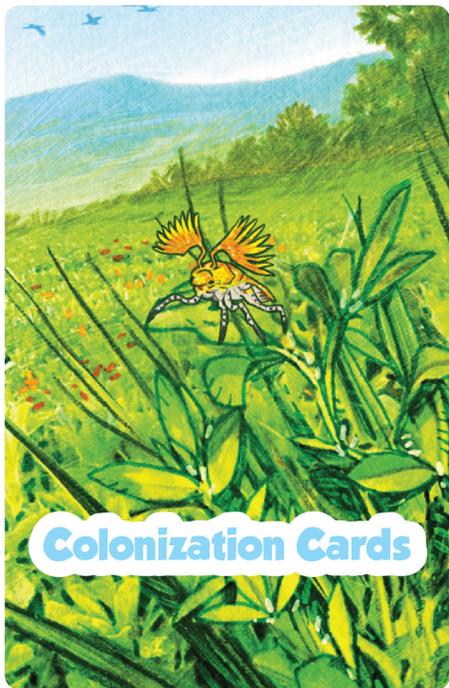
Colonization Cards



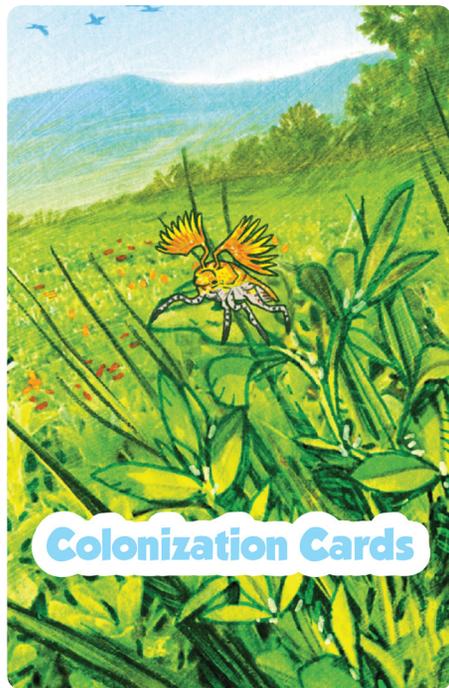
Colonization Cards



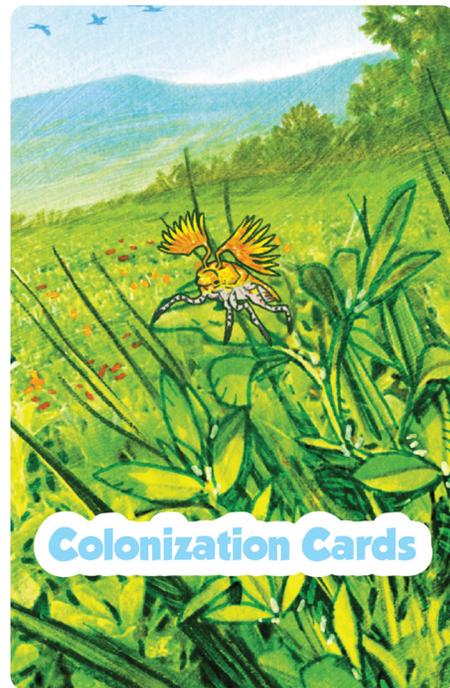
Colonization Cards



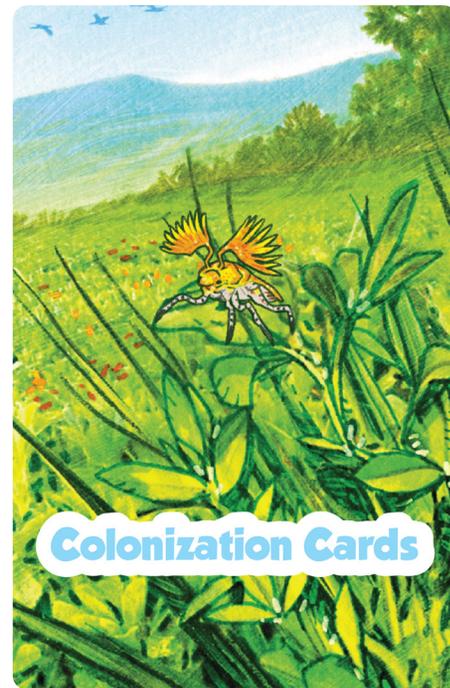
Colonization Cards



Colonization Cards



Colonization Cards



Colonization Cards

? TRESSPASSERS

“A large pickup truck has driven into your field causing some damage to your crop. You lose one action getting them off your property before they cause more damage.”

The players lose one action.

***Secretly** empty the field bag and damage 2 health crops (remove 2 healthy crops and replace them with damaged ones).

ROUND: **MAY** DIFFICULTY **+0**

? POOR LABOR

“Because of general labor shortages in the area you don't have a cohesive team. They have potential, but they don't always do things right or exactly as you want them to.”

Hand this card to the players.

You may take your 1st action as you normally do each round, but for your 2nd or 3rd action you must roll the green six-sided die. On a roll of 1 the action fails, having no effect. You still pay the cost even if it fails.

ROUND: **ALL** DIFFICULTY **+1**

? CONTRACTS

“You may take a new organic contract which pays more (5 coins for a healthy crop or 2 coins for a damaged) or stick with your normal contract. If you choose an organic contract there are no registered organic pesticides for lunar wheat.”

Players must choose to keep their original contract (4 coins for a healthy crop and 2 for damaged) or take the organic contract described above. If they choose organic you may hand them this card and they no longer can use Xtermin8 or Hailstorm this year.

ROUND: **ALL** DIFFICULTY **+0**

? DROUGHT

“Your local irrigation company has just found out it is low on water. You will have to cut back on watering or pay a premium.”

Hand this card to the players.

Additional irrigation costs 3 coins for the rest of this year.

ROUND: **MAY-OCT** DIFFICULTY **+1**

? NEW MARKET

“After a marketing campaign in a foreign land, your crop can be sold for the exotic animal market. They are willing to pay a premium price for the crop, but want the product healthy and don't tolerate damage.”

Hand this card to the players.

Healthy crops sell for 1 coin higher than their normal price. (Works for either an organic or normal contract.)

ROUND: **ALL** DIFFICULTY **-1**

? HEAVY FOG

“A heavy fog sets in upon the valley, making visibility limited. Scouting and detection of pests will not be easy this month.”

Hand this card to the players.

For this round, when using the scout action you only draw 3 tiles from the bag. When using the thorough scouting action you only draw 8 tiles.

ROUND: **MAY** DIFFICULTY **+1**

? COLD SPRING

“Because of an unexpectedly cold spring you were unable to get your crop into the ground until April. You won't be able to harvest as much, but you should still be able to make a decent profit.”

Inform the players that they start the game in April and instead of 20 crop tiles in the bag they only start with 16. *No colonization occurs during March.

ROUND: **MARCH** DIFFICULTY **+2**

? HAIL

“Unexpected hail hits the valley, ripping through your crop. Most of your neighbors report damage to their crop. Maybe yours will be the exception.”

***Secretly**, damage 5 crops.

ROUND: **APRIL** DIFFICULTY **+2**



Event Cards



Event Cards



Event Cards



Event Cards



Event Cards



Event Cards



Event Cards



Event Cards

? **HEAVY RAIN**

“What’s that? Rain begins pouring down from the sky in heavy amounts. This could really help your crop. What an unexpected and needed relief.”

***Secretly**, carry out the effect of 1 additional irrigation.

ROUND: **JUNE** DIFFICULTY **-2**

? **INFLATION**

“Due to a rise in the price of fertilizers and other input costs, your pest management budget has been cut significantly.”

The player starts with half the normal budget (for example, in scenario 1 start with 10 coins instead of 20 coins).

ROUND: **ALL** DIFFICULTY **+1**

? **REPAIRS**

“Dang it! Steve did it again, breaking down your tractor in the middle of your field. You need to get the tractor repaired if you want to be productive.”

Players cannot use pesticides, custom farming, or the additional irrigation actions until they spend 1 action and 2 coins to fix the tractor.

ROUND: **APRIL** DIFFICULTY **+0**

? **LABOR SHORTAGE**

“Labor is really hard to come by this year for you and all of your neighbors. How will you ever make things work?”

Hand this card to the players.

The players only have 1 action per round available. They may take 1 additional action, but must pay 2 coins to do so.

ROUND: **ALL** DIFFICULTY **+2**

? **WILDFIRES**

“Heavy wildfires have been spreading through the valley. Scouting the field just isn’t an option because of air-quality issues.”

Players may not use the scout or thorough-scout actions this round.

ROUND: **AUGUST** DIFFICULTY **+0**

? **BIOSECURITY**

“Since some bugs tend to climb on and off equipment, you convinced your boss to put in place a biosecurity plan in which your equipment is cleaned between custom farming operations.”

*When players use the custom-farming action, do not secretly add fan bugs to the field bag.

ROUND: **ALL** DIFFICULTY **-1**

? **REGULATIONS**

“Due to environmental concerns with the use of Torquenides, lawmakers have removed hailstorm from the market indefinitely.”

The Hailstorm Action is No Longer Available.

ROUND: **ALL** DIFFICULTY **+2**



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