

# The Hunger Games: Training Days

## Rule Improvements

1 => To make the game payout more like the movie, **District 12** was given too much of an advantage. To rebalance, at the start of the game, NO player may choose to represent **District 12**.

HANDICAP: At the start, allow a "less capable player" to represent **District 12** IF they so desire.

2 => The total randomness of **End of Day** card appearance causes problems with game flow. To fix, instead of merely shuffling the **Challenge** deck at the start of each training day, the deck will be specially manipulated to force the **End of Day** cards lower into the **Challenge** deck:

- a) At the start of each training day, begin by looking through the **Challenge** deck and setting aside into a separate pile all five **End of Day** cards.
- b) Blindly shuffle the remaining cards in the **Challenge** deck to randomize the cards.
- c) Blindly remove and place into another separate pile TWO **Challenge** cards from the top of the deck for each player in the game (2p = 4 cards, 3p = 6 cards, 4p = 8 cards, 5p = 10 cards, 6p = 12 cards).
- c) Now add the set aside **End of Day** cards to the top of the **Challenge** deck, and then blindly shuffle the **Challenge** deck to randomize all the cards.
- d) Finally, WITHOUT further shuffling, stack the pile of cards (4/6/8/10/12) you set aside onto the TOP of the **Challenge** deck, and then begin the training day as normal.