

Rules Changes from Pandánte 1st to 2nd Edition

Starting Gold

You start the game with **44 gold, rather than 50 gold**. That's 8 1-chips, 8 2-chips, and 4 5-chips. This means you only need 150 physical chips to play a 6 player game now (50 white, 50 red, 25 black, 25 blue).

Breakfast

The breakfast step has been removed. You now always get a new hand at the start of each gambit.

This allows us to remove these rules as well:

~~The winner (or tied for winner) of a gambit must get a free breakfast.~~

~~If you fold as the highest claimed hand, you must pay for breakfast.~~

Ante

The ante is now 3 gold instead of 1 gold. This allows us to remove this exception:

~~You cannot fold during the first betting round.~~ You can now fold during any of the 3 betting rounds.

Floosh and Full House

Floosh and full house swapped positions in the order of hand strength. Now floosh (four cards of the same color) is the 4th best hand and full house is the 5th best hand. When you go for a floosh, it's easier to change your mind and go for a different hand than when start off going for a full house. So players going for a full house are now rewarded better.

Abilities

- ◆ **Abilities can no longer be challenged**, which GREATLY speeds up gameplay. Abilities are no longer tied to colors and you can do any of them regardless of which cards are in your hand.
- ◆ The workings of the abilities have slightly changed, and the ability to steal gold has been replaced with the ability to **draw a new hand**.

Tie-breaks

The concept of “kicker” cards has been removed. The step where you say what your hand is now simpler because of that. For tie breaks on flushes or flooshes, you just say the highest number card in your hand that's part of the flush or floosh rather than having to say the entire set of cards + kicker.

Challenging Liars

- ◆ When players' hands are tied, they now **accept challenges in normal turn order**. There is no exception about doing it reverse turn order like before.
- ◆ Challengers reveal their decision to **challenge SIMULTANEOUSLY** rather than one player at a time.
- ◆ **Challenged players always show their hands** now, which matches what everyone's instinct was anyway.
- ◆ Only the **FIRST challenge** (in turn order) counts when multiple players challenge. This limits how much gold can change hands on a single hand challenge.
- ◆ **Even FOLDED players can challenge now.** Even if everyone knocks each other out during the showdown except for one last Panda, the folded Pandas can all still challenge that last Panda. This allows “winning by lying” to work as it should.
- ◆ The rules for winning by lying are MUCH simpler. It's now literally “**win by lying**” rather than a complicated set of checks and exceptions.

Panda Lords Replaced with Golden Panda Coin

- ◆ **Panda Lords have been removed.** If you win by lying, you now get the **Golden Panda Coin**. It lets you draw 5 cards and discard 5 cards (used as an ability during the ability phase).
- ◆ The Panda Lords have now become Panda Champions, which is an optional feature in the expansion. Panda Champions give you a different special power throughout an entire game, so this allows you to use them all the time rather than hardly ever.

The Joker

The rule about getting only half the pot when you win with a Joker has been removed. The new simpler drawback to the Joker is that **hands using the Joker LOSE to equivalent natural hands that don't use it**.

Expansion Content

There's lots of new content that you can mix and match however you like:

- 1) a set of **Dark abilities** that everyone can use instead of the standard Light abilities
- 2) **Casino cards** that change a rule about the game every gambit.
- 3) **Panda Champions** that give each player a special power throughout the game.
- 4) **Diamond Dreams mode** that turns the diamond chips into powerups rather than just money.

