I. Visible Armies

Intro
This variant is great for younger players and those who dislike hidden information in games. It is also an excellent way to introduce new players to Overlords without overwhelming them with memorizing recruited cards.

Overview
Games are played the same except all recruited cards are visible to players at all times. When a player recruits a card, it is placed face-up and arranged in groups according to type. This gives players a way to quickly glance at opponents' armies and devise a strategy based on what everyone has recruited. The length of the game will be slightly longer due to players strategizing. Because several Hired Hand cards have special abilities that affect hidden armies, certain cards will need to be removed beforehand. Let's take a look at how to set up a deck to play this variant.

Variant Setup
Separate the 14 Hired Hand cards. Remove the Red Knight, Thief and Sorcerer cards from the game.
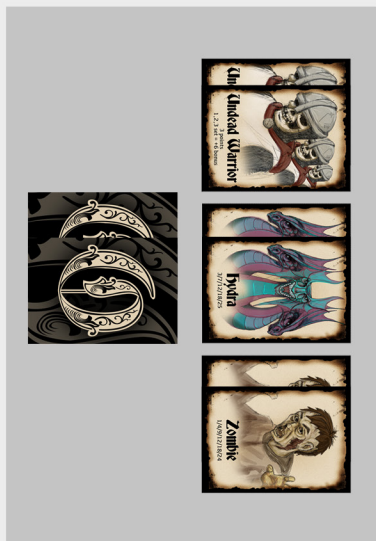

Remove Red Knight, Thief and Sorcerer cards

Draw 7 Hired Hand cards and combine them with the 68 Monster cards.

Variant Gameplay
Play the game the same as the base rules for one exception. Every card a player recruits must be placed face-up, grouped according to type, and visible to all other players.
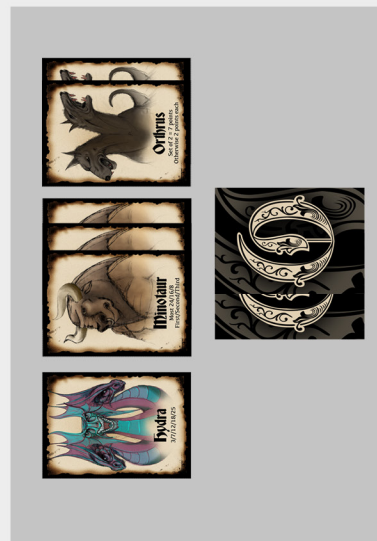

Recruited cards are placed face-up and grouped according to type

Player 1   Player 2   Player 3

Hired Hand Cards
It is important that inactivated and activated Hired Hand cards are easy to identify. Make sure that Hired Hand cards are placed separate from the rest of your cards when they are recruited.

II. Less Hired Hand Cards

Intro
This variant is great for players who feel that there are too many Hired Hand cards available in the game. It is often used in 2 player games because the dummy player is unable to play Hired Hand cards.

Overview
Games are played the same except the number of Hired Hand cards added when making the game deck is decreased. **The absolute lowest amount of Hired Hand cards allowed in a game is 4.** In order to play a full game, there must be 72 cards. Since there are 68 total monster cards, there must be at least 4 Hired Hand cards.

Variant Setup
Separate the 14 Hired Hand cards. Decide how many Hired Hand cards will be used. Draw the amount of Hired Hand cards (must between 4 and 7) and combine them with the 68 Monster cards.

Variant Gameplay
There is no modification to the gameplay rules for this variant.

III. More Hired Hand Cards (and Larger Hands)

Intro
This variant is great for players who want more player interaction. As a side effect, player hands will also be increased by 1 card each making the game slightly longer. **This variant is not recommended for 2 player games** as there will be too many Hired Hand cards. This variant works best with 4 player games although it can also be attempted with 3 player games.

Overview
Games are played the same except **every Hired Hand card is added to make the game deck.**

All 14 Hired Hand cards + **68 Monster Cards** = **82 cards for a full game**

Variant Setup
Add all 14 Hired Hand cards to the 68 Monster cards to make an 82 card game deck. Because there are additional cards, each hand will be increased by 1 card per round. Please see the table to the right for more information.

Players	3	4
Cards per hand	9	10
Rounds	3	2
Total Cards Used	81	80

Variant Gameplay
There is no modification to the gameplay rules for this variant. The only difference is an additional card per hand per round.

*Additional Variant - Activating Multiple Hired Hand Cards
Because there are significantly more Hired Hand cards in play, you may also allow more than one Hired hand card to be activated per turn. Overlord card priority would still be in effect but players may string together combinations of Hired Hand cards in one turn. **This variant has not been thoroughly tested. Play at your own risk.**