

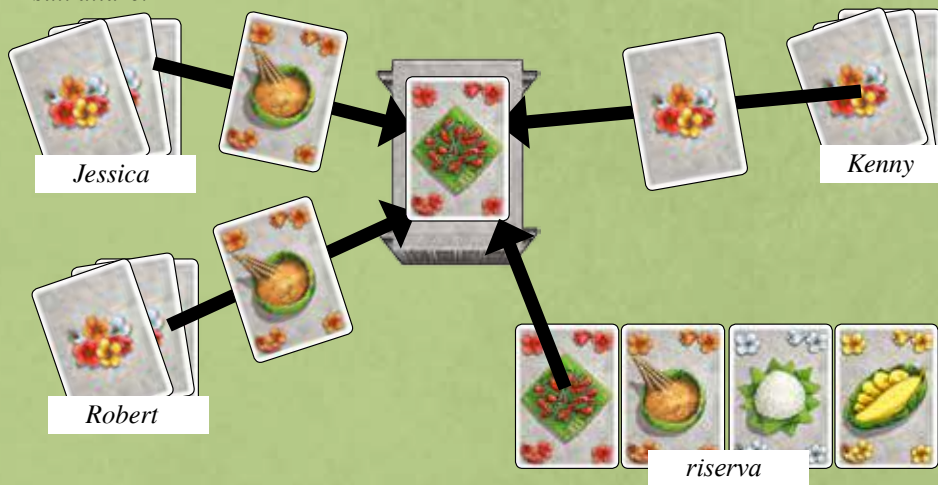
2B. Fase sacrificio

Se un giocatore ha giocato un santuario, il gioco viene brevemente interrotto per una **fase di sacrificio**. In ogni altro caso il gioco continua con la fase **3: PRENDERE CARTE**.

Partendo dal giocatore alla sinistra del giocatore di turno e poi in senso orario, ogni giocatore deve scegliere **1 carta sacrificio** tra quelle davanti a sé e posizionarla **scoperta** in cima all'altare.

Il giocatore di turno piazza la propria carta a **faccia in giù** sull'altare. Quindi il giocatore di turno sceglie **1 carta sacrificio dalla riserva** e la piazza **scoperta** in cima all'altare. Metti sempre le carte una sopra l'altra in modo che sia visibile solo la prima carta sull'altare.

***Esempio:** è il turno di Kenny che gioca un santuario. Ora segue una fase di sacrificio. Robert sceglie di sacrificare una delle sue carte arachidi e piazza questa carta scoperta in cima all'altare. Dopodiché, è il turno di Jessica di sacrificare una carta. Sceglie anche lei di sacrificare una delle sue carte arachidi e la mette scoperta in cima all'altare. Quindi Kenny sceglie una delle sue carte riso e la mette a faccia in giù sopra l'altare. Alla fine prende una carta pepe dalla riserva e la piazza scoperta sopra il mazzo di carte sull'altare.*



***Note:** If a player doesn't have any sacrifice cards (remaining) in front of them then no replacement card will be taken from the supply. Thus, 1 card less will be placed on the altar.*

Then the game continues with phase **3: TAKE CARD(S)**.

At the end of the game the cards on the altar will determine the value of the sacrifice cards in front of the players. During the game it is not allowed to look through the cards on the altar.

3. TAKE CARD(S)

You must take cards from the offer until you have **3 cards** in hand. You must always take the **bottom card of a row**. If you need to take multiple cards you can take cards from the same row or from different rows, as long as you take the bottom card of a row.

After the last card of a row has been taken, four cards will **immediately** be drawn from the pile to create a new row. You may, if you still need to take cards, also take a card from that row.

Example: Robert has 1 card left in hand, so he has to take 2 cards from the offer. He chooses to take the shrine and then to take the banana farmer.

He takes both cards on hand.



4. SCORING

At the end of a turn a **scoring** follows. The last card revealed when taking cards is scored. If when taking the last card a new row is created then the bottom card of that row is scored.

Example: The last card Robert took was in the third row. The bottom card in that row now determines which cards are scored. In this case the stonemasons are scored.



Stonemason: Each player receives **1 stone for each stonemason** in front of them. If a player alone has the majority of stonemasons in front of them (and they have at least 2!), they will receive 1 extra stone.

Example: Robert has 2 stonemasons. He receives 2 stone from the supply. Kenny has 1 stonemason and Jessica none. So Kenny receives 1 stone and Jessica receives nothing. Because Robert alone has the majority of stonemasons (and at least 2) he will receive 1 extra stone.



Priest: Each player receives **1 victory point for each priest** in front of them. If a player alone has the majority of priests in front of them (and they have at least 2!), they will receive 1 extra victory point.

Example: Jessica and Kenny both have 2 priests. Robert has 1 priest. Jessica and Kenny receive 2 victory points each and Robert receives 1 victory point. Because none of the players has a majority of priests, nobody gets the extra victory point.



Shrine: Each player receives 1 victory point or 1 stone for each shrine they have in front of them. If a player alone has the majority of shrines in front of them (and they have at least 2!), they will receive 1 extra victory point or stone.

Important! You must choose the same reward (including the additional reward) for all your shrines. It is not possible to choose a combination of victory points or stone if you have multiple shrines.

Example: Kenny has 3 shrines in front of him. He must choose either 3 victory points OR 3 stone. He cannot choose a combination of stone and victory points. Because Kenny alone has the majority of shrines (and at least 2) he will receive an additional stone or victory point.



Farmer: Each player receives **exactly 1 sacrifice card of this type**, provided they have at least 1 farmer of that type in front of them. If a player alone has the majority of farmers of that type (and they have at least 2!), they will receive 1 extra sacrifice card of that type.

Important! Unlike the other card types you do not receive a reward per card. The number of cards you have of a certain type of farmer does not matter, you will only receive 1 card. However more farmer cards of the same type do provide a discount in phase 1: Take a sacrifice card.

Note: The player whose turn it is will take a sacrifice card first, then the player to the left, etc. If there is no sacrifice card of that type left in the supply you may take a sacrifice card of your choice. If a player gets an extra card for having the majority, they take it after all player have taken their card.

Example: Jessica has 1 rice farmer. The other players have no rice farmers in front of them. She alone receives 1 rice card. Despite the fact that she has the majority in rice farmers she does not get an additional sacrifice card because she does not have at least 2 rice farmers.



GAME END AND END SCORING

The game ends immediately when the pile of playing cards is exhausted.

Phase 4: **SCORING** is skipped.

First, determine the victory points for the sacrifice cards. Take all cards from the altar and sort them by type. The type most sacrificed is worth 3 victory points per card, the second most sacrificed type is worth 2 victory points per card and the type which is next most sacrificed is worth 1 victory point per card. The type least sacrificed is worth 0 victory points per card.

If there is an equal number cards of a type, these yield the same amount of victory points:

- If 2 **types** are sacrificed equally, **3, 2 or 1 victory points** will be assigned.
- If 3 **types** are sacrificed equally, only **3 and 2 victory points** will be assigned.
- If **2x 2 types** are sacrificed equally, only **3 and 2 victory points** will be assigned.
- If **all types** are sacrificed equally, then each type is worth **3 victory points**.

Note: If there are no cards of a particular type on the altar then that type automatically yields no victory points!

Example:

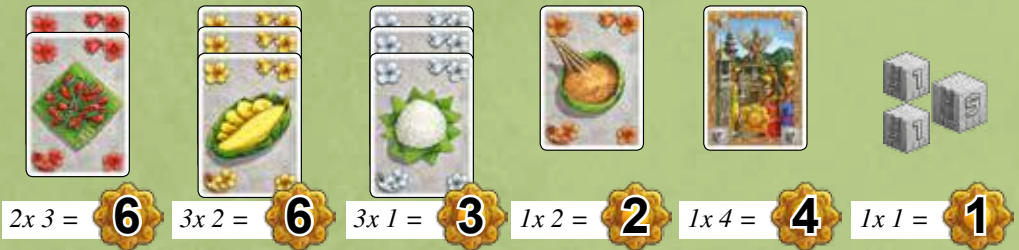
At the end of the game the altar contains these cards.
 Now victory points are determined for each good by checking the number of these cards: peppers are worth 3 points, bananas and peanuts are worth 2 points and rice is worth 1 point.



Next comes the end scoring. Players receive victory points for their remaining stone and the cards in front of them:

- victory point counters
- per shrine 4 VP
- per 5 stone 1 VP
- per sacrifice card 0-3 VP

Example: At the end of the game Robert has these sacrifice cards, shrines and stones in front of him:



He scores a total of 22 victory points.

The player with the most victory points wins the game. In case of a tie, the tied player with the most shrines wins. If the players are still tied, then the tied player with the most stone wins the game. If the players are still tied they share the victory.

VARIANT 1: THE ORACLE

The oracle lets you look in the future and provides more prosperity. Use the knowledge of the oracle to get more information about what is on the altar and make sure you yourself score more points.

The rules of play remain the same with the following adjustments:

SETUP:

- Take **4 sacrifice cards** (1 per type), shuffle these cards and put them in a **face down** pile on the altar.
- After placing 16 cards in 4 rows in the offer, shuffle the **8 oracle cards** through the pile of remaining playing cards.

GAMEPLAY

If in phase **3: TAKE CARD(S)** a row contains 1 or more oracle cards (*after a new row is created*), these oracle cards are immediately removed from the row and placed back in the game box. No replacements cards are drawn (*unless all 4 cards were oracle cards*)!

The player whose turn it is may now take and view the top 4 cards of the altar. That player chooses 1 of those cards to add to the other sacrifice cards in front of them. The other cards are put back on top of the altar in the same order.

Note: *If there are less than 4 cards on the altar, the player takes all cards on the altar. That player then chooses 1 card to keep. The other cards are put back on top of the altar in the same order.*

VARIANT 2: THE DEMON

The people of Bali believe that demons are evil spirits who visit their home at night. Therefore, they ask priests to chase away these evil spirits.

The rules of play remain the same with the following adjustments:

SETUP

Place the demon on the first (*leftmost*) row of cards in the offer.

GAMEPLAY

- If you play a priest in phase **2 A: PLAY CARD(S)**, move the demon to the next row to the right in the offer. If the demon was on the last row, move him to the first row.
- In phase **3: TAKE CARD(S)**, you may not take cards from the row on which the demon is located.

You can add the variants independently to the game or you can play with both variants simultaneously.

GAME DESIGN: **KLAUS-JÜRGEN WREDE**

GRAPHIC DESIGN: **DENNIS LOHAUSEN**

RULEBOOK DEVELOPMENT: **JEROEN HOLLANDER**

ENGLISH TRANSLATION: **KENNY VAN DEN BERGH**

PROJECT MANAGER: **JONNY DE VRIES**

©2017 WHITE GOBLIN GAMES

WWW.WHITEGOBLINGAMES.COM

