



## THE WRATH OF THE GODS

*The gods of the mountains put you to a hard test! They challenge you to win fertile land from this barren landscape. But if you pass all their challenges, the gods will show you kindness and bring you rich harvest!*

### OBJECTIVE

- Your goal is to complete a certain number or all of the **objective cards** on display (e.g., have at least 4 corn llama cards and at least 2 llamas on level 5, etc.).
- Your final score does not matter for this variant.
- Each game, you must complete **one more objective card** than in the previous game: your ultimate goal is to complete at least 7, then 8, and finally all 9 objective cards in three consecutive games.

### SETUP

- You will also need a six-sided die.
- Set up the game as you would for 2 players, but note the following changes:
  - o Like the 5 face-up character cards, you also lay out 5 stacks of land tiles, placing them in a row next to one another (in any order).
  - o Remove the top land tile from each pile and put it back in the box.
  - o Reveal 9 (instead of 7) objective cards, comprising 5 random purple and 4 random blue ones.
  - o You start with 1 coin.
  - o The gods start without any components (they will not build and are all-powerful anyway).
  - o You play without markers and without any other rule variants (i.e., also without golden objective cards).



### COURSE OF PLAY

- The gods start, then you and the gods take turns.
- The first face-up character card and the first pile of land tiles to your left are assigned to 1 on the die, the next card or pile to the right is assigned to 2 on the die, and so on. The 6 is, thus, not assigned to any card or pile.
- When it is the gods' turn, they let fate rule. That means you roll the die for them and, depending on the number on the dice, you do the following:
  - o If the die shows 1 through 5, remove the top two land tiles of the corresponding pile from the game (e.g., if 3 is rolled, remove two tiles from the third pile from the left).
  - o If that pile is already empty, choose 2 tiles from the top of any remaining pile or one each from any two piles of your choice.



- o Then place the die on the pile from which you last removed a land tile. This will „block“ this pile for your next turn, i.e., you cannot choose a land tile from that pile. If the last tile has just been removed from the pile, the die does not block anything on your next turn.
- o In addition, remove the character card corresponding to the number of the die from the game, immediately turning over a new character card (*if possible*) and placing it in the resulting gap.
- When it is your turn, take your turn as normal, but no marker is placed on an objective card or moved when you „extend“ (as you are playing without these markers).
- You may feed more than one llama at the end of your turn (*which means you can get more than one llama card and more than one llama per turn*).

## WRATH OF THE GODS

If the die shows 11, you do not remove any land tiles or character cards from the game—but you will face the wrath of the gods and have to make a sacrifice to appease them. Offer one of the following „sacrifices“:

Put a llama you already placed in your estate back into the general supply  
(*though, you may keep the corresponding llama card*)

or

remove one of your character cards from the game  
(*shuffle them and remove one at random*)

or

put all your coins back into the general supply  
(*you must have owned at least one coin to choose this*)

or

put all your crop tokens (corn, potatoes, cacao) back into the general supply  
(*you must have owned at least one of these goods to choose this*)

or

remove one of your unused foundation tiles from the game.

If you cannot make any of these sacrifices, the wrath of the gods will hit you with full force: you lose the game immediately!



## GAME END

The game ends as usual (*only a total of 4 land tiles or only one type of llama cards is left*).

If you were able to complete at least 7 objective cards in your first game, try to complete at least 8 in the next game; and, if you have achieved this, try to complete all 9 objective cards in a final and decisive game.

If you do not achieve the required goals in a game, you have not won the favor of the gods and must start over, i.e., first complete 7 objectives, then 8, then 9.

Note: Never re-use the same set of objective cards, but always draw 9 random ones (5 purple, 4 blue).

If you have successfully appeased the gods, they will hold their protective hand over you in the future. Rich harvests and large herds of llamas will be yours!

