



RULEBOOK: MINIEXPANSIONS

Add as many miniexpansions as you wish, and make each game unique!
They may be added to the basic game only, except for solo games.



THE FAVORITE

The supporters' Favorite has joined the Festival, and he will do everything to please the Sultan of Cockpool Now, the applicants will have a strong competition for the title of Sultan's Grand Vizier!

COMPONENTS



▶ 1 Favorite Card



▶ 5 Favorite Score Tokens

SETUP



1 Shuffle the Favorite Card with the Task Cards to form a single draw deck **A**.

2 Shuffle the Favorite Score Tokens and place them with the score side face down next to the game board, where everyone can reach **B**.

HOW TO PLAY


Every time a player draws the Favorite Card, for any reason, they must immediately place it face down on the Extra Task Stack, and then add 2 Task Cards from the draw deck, face down, to the Extra Task Stack **C**.

EXAMPLE



Finally, the player continues their turn as usual, drawing a new Task Card from the draw deck.

RESOLUTION



When the round ends and all the cards from the Extra Task Stack are revealed, The Favorite represents the Task without an Orderly with the highest number of hearts. Besides, the Favorite adds 1 heart to that task .

EXAMPLE



IMPORTANT: If The Favorite has the highest number of hearts, he will occupy a place ahead of the players themselves.

If there is a tie for 1st place with The Favorite, the tied player is considered the winner.

After adding up the score for each place, if a player is in 1st place when scoring Extra Tasks, and they are ahead of The Favorite , that player gets 1 face-down Favorite Score Token .

If The Favorite is in 1st place, no one gets the Favorite Score Token.

EXAMPLE

The white player has beaten The Favorite and is in 1st place. Because of that achievement, the white player has gotten 1 face-down Favorite Score Token.



The points from acquired Favorite Score Tokens must be revealed and added up at the end of the game only.

If a player beats The Favorite and there are no more Favorite Score Tokens available, that player must take 1 token from the player who has the most tokens. If there is a tie, the player may choose who to take the token from.

Finally, place The Favorite card on the discard pile, along with the remaining Task Cards that were on the Extra Task.



ATTACK OF THE PIGEONS

Oh no! Pigeons have invaded the Palace and they are stealing the Sultan's Gems!
As a prize for their bravery, the applicant who succeeds in retrieving them will get all of them!

COMPONENTS



▶ 1 Pigeon Card



▶ 1 Hunt Card

SETUP



Shuffle the Pigeon Card **A** with the Task Cards to form a single draw deck.

Place the Hunt Card **B** near the game board with its inactive side face up.


ACTIVATION

Every time a player draws the Pigeon Card for any reason, it must be attached to the wish with the **lowest number of hearts** from the Task Cards attached to it. If there are 2 or more tied wishes, that player must choose the card to which the Pigeon Card will be attached **C**. Then, the player must draw a new card from the draw deck.

IMPORTANT: The Pigeon Card may be attached to a Sultan's Wish with 1 Sultan's Guard Card and/or the Sultan of Cockapoo Card attached to it.

Then, flip the Hunt Card to its active side and add 1 Gem from the pool for each player in the game to the places shown on the card **D**. If there aren't enough available Gems, add as many as you can and complete the rest whenever possible.



EXAMPLE

Ryuji has drawn the Pigeon Card and must immediately choose either the Sultan's Wish "Bath" or "Nap" to attach it to, because neither of them has attached hearts .




Then, he flipped the Hunt Card to its active side and added 4 Gems to the spaces shown on the card, because they are playing a 4-player game.



From now on, players may use the  effect of the Task Card to add 1 Aide to the Hunt Card **instead of** adding it to a Task Card fulfilling a Sultan's Wish and vice versa .

EXAMPLE

The Purple player has used the  effect to add 1 Aide to the Hunt Card.



RESOLUTION

When the Sultan's Wish with the Pigeon Card is fulfilled and the points awarded, discard all the attached cards as usual. The player with the highest number of Aides on the Hunt Card gets all the Gems on the card. If this exceeds the limit of 7 Gems in hand, the exceeding Gems must be returned to the pool. If players are tied, divide the number of Gems on the Hunt Card between them evenly, rounding down. Finally, flip the Hunt Card to its inactive side.

EXAMPLE

When the Sultan's Wish with the Pigeon Card was fulfilled, the Purple, Black, and Red players were tied with the same number of Aides on the Hunt Card. Since there are 4 Gems on the card, each player gets 1 Gem and the remaining Gem is returned to the pool.





SULTAN OF COCKAPOO

The benevolent Sultan of Cockapoo, the greatest presence in the festival, has decided to help the applicants! The one who manages to fulfill the current favorite wish sooner than the others will get a magical surprise!

COMPONENTS



▶ 1 Sultan of Cockapoo Card

SETUP



Shuffle the Sultan of Cockapoo Card **A** with the Task Cards to form a single draw deck.

ACTIVATION

The Sultan of Cockapoo Card is worth 1 Heart when attached to a Simple Wish or 1 Task Card when attached to a Final Wish **B**.

Every time a player draws the Sultan of Cockapoo Card for any reason, it must be attached to the wish with the **lowest number of Hearts** from the TaskCards attached to it. If there are 2 or more tied wishes, that player must choose the wish to which the Sultan of Cockapoo Card will be attached **E**.



IMPORTANT: The Sultan of Cockpoo Card may be attached to a Sultan's Wish with 1 Sultan's Guard Card and/or the Pigeon Card attached to it.

Add 1 Task Card from the draw deck, face down, to the Extra Task Stack **C**.

Finally, the player must draw a new card from the draw deck and proceed with his turn as usual.

EXAMPLE

Arthur has drawn the Sultan of Cockpoo Card and must immediately choose either the Sultan's Wish "Music" or "Food" to attach it to, because neither of them has attached hearts **E**.



Then, he added 1 Task Card from the draw deck, face down, to the Extra Task Stack. Finally, he drew a new card from the draw deck, proceeding with his turn as usual.

RESOLUTION

When the Sultan's Wish with the Sultan of Cockpoo Card attached is fulfilled and the points awarded as usual, each player who took part in its fulfillment may immediately activate their Magic Lamp **D**. After fulfilling the wish, discard each attached Task Card and Sultan of Cockpoo Card as usual.

The Magic Lamp activation from the Sultan of Cockpoo Card does not stack, so, if a player already has an active Magic Lamp at the time of a new activation, nothing happens.

EXAMPLE



The Sultan's Wish "Backgammon" was fulfilled as soon as the Sultan of Cockpoo Card was attached to it. The Sultan's Mood Plate has 1 Extra Point, so the points awarded to the players will be:

4 Points + 

5 Points + 



SNAKE CHARMER

A hypnotic melody echoes among the market stalls. It's the Snake Charmer! Now, the applicants will be able to help these street performers during the festival.

COMPONENTS



▶ 3 Snake Charmer Cards

SETUP



Shuffle 1 Snake Charmer Card into each Wares stack.

HOW TO PLAY




When the Snake Charmer Card is revealed at the Market, it can be acquired for 1 Gem **A**. These cards show a special icon **B**, which represents any period of day, i.e. it counts as any other period missing from the Wares Cards to complete a day:



Just like the other Wares Cards, acquired Snake Charmer Cards must be kept in secret from the other players, and they will only award points at the end of the game.

See below examples of complete days using the Snake Charmer:



A day may also be completed with more than 1 Snake Charmer .





IMPORTANT: The Snake Charmer Cards suffer no effects from Task Cards and/or Sultan's Mood Plates which refer to the Market.

RESOLUTION

At the end of the game, the Snake Charmer Cards which were acquired during the game must be revealed and added up if they are used to complete a day.

If an acquired Snake Charmer Card is not used to complete a day, it awards no points.

EXAMPLE

At the end of the game, Samuel used 1 Snake Charmer Card on each of his complete days, one counting as an “afternoon”  on the 1st formation and one as “evening”  on the 2nd formation.



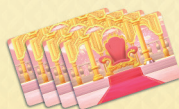


SUPPORTERS

Did you hear that?

It's the supporters, who have come to cheer for the applicants and stir the festival!

COMPONENTS



➤ 4 Supporters Cards

SETUP

Hand 1 face-down Supporters Card to each player **A**.



ACTIVATION

As a **new Mandatory Action**, flip the card to its active side **B**.

IMPORTANT: The Supporters Card may only be activated again after its resolution.



RESOLUTION

When a Sultan's Wish is fulfilled and the player who participated in that fulfillment has an active Supporters Card, **the Extra Points from the Sultan's Mood Plate will be doubled for that player.** Then, that Supporters Card must be flipped over again.

EXAMPLE

The Black player participated in fulfilling the Sultan's Wish "Nap" and had an active Supporters Card. So, the points awarded will be:

3
 $+$
 3×2
9 Points
6 Points



THE GENIE

A bluish light hovers over the desert of Cockapoo, heralding the coming of the mighty Geniel! The traveler who meets this magical entity will have advantages during the Festival and will fulfill the Sultan's Wish!

COMPONENTS



➤ 3 Genie Tokens

SETUP

This mini expansion requires the Travelers Expansion. Shuffle the Genie Tokens with the Relic Tokens before you add them to the Track Stops .



ACTIVATION

Every time a player collects a Relic Token and it's a Genie Token, that player must show it to the other players and the **Genie immediately fulfills the Sultan's Wish with the highest number of hearts attached.** If there are 2 or more tied Sultan's Wishes, that player may decide which wish the Genie will fulfill.

Award points to each player who participated in fulfilling the wish as usual and reveal the next wish, if necessary.

Besides, consider the Genie Token as any 1 of the 6 kinds of Relic, **for the purposes of counting different Relics only.** So, the player must keep it face down in front of them like an ordinary Relic.

EXAMPLE

Besides the Relic Tokens, Mauricio has collected 2 Genie Tokens, so the points he gets from his Relic collection will be:



 Different Relics = **25 Points**

 Repeated Relics = **3 Points**

Total 28 Points



zzzz



SPECIAL TASKS

COMPONENTS



► 4 Special Task Cards

SETUP



Shuffle the 4 Special Task Cards **A** with the Task Cards to form a single draw deck.

ACTIVATION



These special cards act as ordinary Task Cards, but since they have 2 tasks **B**:

- Only one task must be considered if the card is used to Fulfill a Sultan's Wish;
- Both tasks are considered if the card is used to Perform Extra Tasks.

Special Task Cards have a new effect **C**:



Discard all Task Cards from your hand and draw new cards from the draw deck.

CREDITS

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